

RING #1 CLASS DESCRIPTIONS – 8:30AM START

SHORT STIRRUP DIVISION – Open to novice riders of all ages. Not eligible for any other division except Novice Hack and Crossrail Jumper.

- **SS Equitation on the Flat** - flat class is judged on rider's position and effectiveness. W/T/C
- **SS Hunter Under Saddle** - is judged on the horse's suitability, quality of movement, obedience, training, temperament and carriage. W/T/C
- **SS Equitation Over Fences** – 1'6" fences have small boxes and flowers. No oxers.

NOVICE HUNTERS – Open to novice riders or green horses.

- **Over Fences Class** will run back to back and will not exceed 1'9". No oxers.
- **Over Fences Class** will run back to back and will not exceed 1'9". No oxers.
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

NOVICE EQUITATION DEVELOPMENT – choose height (1'9"/2'). All ribbon winners receive prize money. \$20/\$15/\$10/\$8/\$5/\$5. Open to novice riders.

- **Equitation Flat** is judged on the riders position and effectiveness.
- **Equitation Over Fences** – a simplified equitation course including a trot jump, halt, bending line or large rollback.
- **TR Hunter Medal** – a shortened course of 5-6 jumps including a simple test and/or equine theory questions.

START TIME: not before 11:30am.

OPEN EQUITATION DIVISION – Open to all. Choose your height 2'2"3".

- **Equitation Flat** – flat class is judged on rider's position and effectiveness.
- **Equitation Over Fences** – Course of 7-9 jumps. Course is generally a smooth, hunter-type course with slightly more technical elements like rollbacks, broken lines, etc.
- **TR Medal** – a shortened course of 5-7 jumps including a small test. Judge may call back favourites for an additional test or questioning if they desire.

LOW HUNTERS – Open to all. Height 2'

- **Over Fences** will run back to back.
- **Over Fences** will run back to back.
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

HIGH HUNTERS – Open to all. Choose Height 2'3"/ 2'6".

- **Over Fences** will run back to back.
- **Over Fences** will run back to back.
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

RING #3 CLASS DESCRIPTIONS – 8am START

NOVICE HACK DIVISION – Open to novice riders of all ages.

- **Road Hack** - Less about flash and more about getting the job done with impulsion while being an easy ride.) Horses to enter ring at a walk. On a reasonably loose rein, to be shown at a flat-footed walk, trot, strong trot, easy canter and hand gallop. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners.
- **Show Hack** - Forward and flashy movement is desirable, with the horse in more of a dressage-type frame. Horse must be able to extend and collect the gaits. Horses to enter ring at a walk. To be shown at a walk, trot, canter and hand gallop; collected and extended gaits to be called for. To stand quietly. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners.
- **Pleasure Hack** - The focus is on manners. The horse should appear to be an easy ride. To be shown at a flat-footed walk, normal trot and easy canter; not to gallop; light contact to be maintained. To be judged on 45% performance, 40% manners and 15% conformation.

OPEN HACK DIVISION – Open to all. Class Descriptions same as above.

- **Road Hack**
- **Show Hack**
- **Pleasure Hack**

JUMPERS TO FOLLOW. NOT TO START BEFORE 10AM

RING #3 JUMPER CLASS DESCRIPTIONS

Jumper course walk available before 8am or for 5 minutes before each Jumper Division.

Knockdowns = 4 faults

1st Refusal = 4 faults

2nd Refusal = elimination

CROSSRAIL JUMPER DIVISION – Open to all

- **Clear Round Warm Up Class** (can be done anytime during the Table A). The course will be the same as the Optimum Time class. Clear Rounds receive a Clear Round Ribbon upon exit.
- **Optimum Time** – Scoring will be under Table A. One Round. Optimum time should be four (4) seconds less than the time allowed. Rounds with the least faults & closest to this time without going over is the winner.
- **Table A w/Immediate Jump Off – Optimum Time** – If first round is clear, rider may proceed immediately to a timed jump off. Horses are placed by number of faults first, and then by time when placing within each category of faults. Closest to optimum time is the winner.
- **Jumper Medal** - Over Fences Phase (60%), Flat Phase – 40%

0.6M JUMPER DIVISION - Open to all

- **Clear Round Warm Up Class** (can be done anytime during the Table A). Course will be the same as the Table A class without the jump off. Clear Rounds receive a Clear Round Ribbon upon exit.
- **Table A** – Although there is no time allowed, the 1st round is timed to break ties of those who incurred faults. Clear rounds proceed immediately to a timed jump off. Horses are placed by number of faults first, and then by time when placing within each category of faults. A horse with a rail, however fast, cannot beat a horse that jumps clear.
- **Power & Speed** - If you are clear in the power portion of the course, continue to the speed portion immediately. If you have any faults in the power (rail/stop) you will be buzzed out before the speed portion.
- **Jumper Medal** - Over Fences phase (60%), Flat Phase – 40%

0.7/0.8M JUMPER DIVISION – Choose your height. Open to all

- **Clear Round Warm Up Class** (can be done anytime during the Table A). Course will be the same as the Table A class without the jump off. Clear Rounds receive a Clear Round Ribbon upon exit.
- **Table A** – Although there is no time allowed, the 1st round is timed to break ties of those who incurred faults. Clear rounds proceed immediately to a timed jump off. Horses are placed by number of faults first, and then by time when placing within each category of faults. A horse with a rail, however fast, cannot beat a horse that jumps clear.
- **Power & Speed** - If you are clear in the power portion of the course, continue to the speed portion immediately. If you have any faults in the power (rail/stop) you will be buzzed out before the speed portion.
- **Jumper Medal** - Over Fences Phase (60%), Flat Phase – 40%

RING #4 CLASS DESCRIPTIONS – 8AM START

Ring #4 – 8:00am START - *This smaller sand ring is designed for beginner-novice riders. Lines to be set for an 11' stride. Divisions to be split in half by age if there are more than 14 competitors entered.*

LEADLINE DIVISION – For riders 7 yrs. & under. Rider not eligible for any other division. For progression opportunities, those that are able do not require a lead, but a handler to walk beside is still a must.

- **Leadline Equitation** is judged at the walk and trot. The judge may ask to see a sitting or a rising trot for a short distance.
- **Leadline Trot Poles** –Riders must enter the ring at a walk, perform the trot poles in a 2 point position and follow the course that is posted. Riders will line up in the ring to finish.
- **Leadline Quiz Class** – Riders will enter the ring one at a time and approach judge. The judge will have a series of questions to ask, testing the rider's horse knowledge. Results are based on quality of answers.

STARTER DIVISION – Open ages, this division is for riders OR horses who are just starting their show career and not yet ready to canter or jump. Not eligible for any other division.

- **Walk-Trot Equitation** - judging the riders position/effectiveness at walk/sitting/rising trot.
- **Walk-Trot Hunter Under Saddle** - flat class judging the horse's quality of movement, suitability, obedience, training, temperament and carriage and the rider's ability to show that off.
- **Walk-Trot Trot Poles Course** –Riders are to complete a course of poles on the ground. No Jumps.

JR. BEGINNER DIVISION – For beginner riders 10 yrs and under not yet comfortable showing at the canter. Riders not eligible for any other division.

- **Walk-Trot Equitation** – flat class judging the riders position and effectiveness at the walk and sitting/rising trot.
- **Walk-Trot Hunter Under Saddle** – flat class judging the horse's quality of movement, suitability, obedience, training, temperament and carriage and the rider's ability to show that off.
- **9" Walk-Trot Crossrails** – over fences crossrails class to be ridden at the trot, showing horse suitability, rider control and effectiveness. Jumps will have small amount of flowers underneath.

SR. BEGINNER DIVISION – For beginner riders over 10 years not yet comfortable showing at the canter. Riders not eligible for any other division.

- **Walk-Trot Equitation** – flat class judging the riders position and effectiveness at the walk and sitting/rising trot.
- **Walk-Trot Hunter Under Saddle** – flat class judging the horse's quality of movement, suitability, obedience, training, temperament and carriage and the rider's ability to show that off.
- **9" Walk-Trot Crossrails** – over fences crossrails class to be ridden at the trot, showing horse suitability, rider control and effectiveness. Jumps will have small amount of flowers underneath.

TYRO DIVISION – For beginner riders of any age. Not eligible for any other division except Novice Hack.

- **Walk-Trot Equitation** – flat class judging the rider's position and effectiveness at the walk and sitting/rising trot.
- **Walk-Trot-Canter Hunter Under Saddle** – flat class judging the horse's quality of movement, suitability, obedience, training, temperament and carriage and the rider's ability to show that off.
- **1' Crossrails** – over fences crossrails class to be ridden at the canter, showing horse suitability, rider control and effectiveness. Jumps will have small amount of flowers underneath.

ROOKIE DIVISION – Open to beginner riders of any age. Not eligible for any other division except Novice Hack Division.

- **Equitation on the Flat** - judged on rider's position and effectiveness at the Walk, Trot and Canter.
- **Hunter Under Saddle** - is judged on the horse's suitability, quality of movement, obedience, training, temperament and carriage.
- **1' Vertical Over Fences** – Jumps have no boxes but will have small flowers under the vertical. Course to be ridden at the canter if possible, showing horse suitability, rider control and effectiveness.