

## **RING 1 STARTING AT 8:30**

**LEAD LINE:** Open to riders 8 years of age & under on horses or ponies; riders may ONLY cross enter into Mini Short Stirrup; judged on hands, seat and control of mount.

1 Lead Line Walk: Horses or ponies shall be led

2 Lead Line Off-Line Walk: Horses or ponies shall be accompanied by a "leader" but with the leadline disconnected

**MINI-STIRRUP EQUITATION:** Open to riders 10 years of age & under on horses or ponies; riders may ONLY cross enter into Leadline or Short Stirrup; judged on hands, seat and control of mount.

3 Mini Stirrup Walk

4 Mini Stirrup Walk, Trot

5 Mini Stirrup Poles: to be shown over a course of 4 poles or jumps, not to exceed 6" in height; no penalty for trotting the course

**SHORT STIRRUP EQUITATION:** Open to riders under 14 years of age on horses or ponies; riders may ONLY cross enter into Mini Stirrup, Riding Academy, Pleasure, Low Child/Adult or Mini Puddle 18" Jumpers; judged on hands, seat and control of mount.

6 Short Stirrup Walk, Trot

7 Short Stirrup Walk, Trot, Canter

8 Short Stirrup O/F: to be shown over a course of no more than 8 jumps not to exceed 18" in height; no penalty for simple changes

**LONG STIRRUP EQUITATION:** Open to riders 14 years of age or older, including adult amateurs on horses or ponies; riders may ONLY cross enter into Riding Academy, Pleasure, Low Child/Adult or Mini Puddle 18" Jumpers; judged on hands, seat and control of mount.

9 Long Stirrup Walk, Trot

10 Long Stirrup Walk, Trot, Canter

11 Long Stirrup O/F: to be shown over a course of no more than 8 jumps not to exceed 18" in height; no penalty for simple changes.

**RIDING ACADEMY HUNTER:** Open to junior & adult amateur riders on horses or ponies presently being used regularly in a school or lesson program; may ONLY cross enter into Short Stirrup, Long Stirrup, Pleasure, Low Child/Adult and Mini Puddle 18" jumpers; judged on soundness and way of going; no penalty for simple changes; fence height 18".

12 Riding Academy Hunter O/F

13 Riding Academy Hunter O/F

14 Riding Academy U/S

**PLEASURE HORSE & PONY:** Open to junior & adult amateur riders on horses or ponies; judged on soundness and way of going with a special emphasis on horse's rideability & attitude; flat phases will be judged at walk, trot, and canter both ways of the ring; judge may ask for halt, back, and extended gaits.

15 Pleasure Horse and Pony U/S

16 Pleasure Horse and Pony Combo: after flat phase horses or ponies will jump, one at a time, two jumps at 2'

17 Pleasure Horse and Pony O/F: to be shown over a course of no more than 8 jumps at a height of no more than 2'

**LOW CHILDREN/ADULT HUNTER:** Open to junior and adult amateur riders on horses or ponies; judged on soundness and way of going; fence height 2'.

18 Low Children/Adult Hunter O/F

19 Low Children/Adult Hunter O/F

20 Low Children/Adult Hunter U/S

## **20 MINUTE SCHOOLING BREAK NOT BEFORE 11AM**

**LOW HUNTER:** Open to all riders on horses and ponies; judged on soundness and way of going; option fence height 2'

21 Low Hunter O/F

22 Low Hunter O/F

23 Low Hunter U/S

**PONY HUNTER:** Open to junior riders on ponies (must measure 14.2 hands or under); judged on soundness and way of going; option fence height 2' or 2'3"

24 Pony Hunter O/F

25 Pony Hunter O/F

26 Pony Hunter U/S

**JUNIOR & ADULT EQUITATION:** Open to Junior or amateur riders on horses or ponies; adults may not ride ponies; judged on hands, seat and control of mount

27 Junior & Adult Equitation on the Flat

28 Junior & Adult Equitation O/F: option fence height 2' or 2'3"

**COLUMBIA HORSE CENTER JR/ADULT EQUITATION MEDAL CLASS:** Open to junior or adult amateur riders on horses or ponies; adult may not ride ponies; judged on hands, seat and control of mount; to be shown over a course of no less than 8 jumps; judge will call back up to 8 riders to return for further testing on the flat or over fences

29: Option fence height 2'3" or 2'6"

**SCHOOLING HUNTER:** Open to all riders on horses; judged on soundness and way of going; option fence height 2'3" or 2'6".

30 Schooling Hunter O/F

31 Schooling Hunter O/F

32 Schooling Hunter U/S

**HIGH CHILD/ADULT HUNTER:** Open to junior or adult amateur riders on horses; judged on soundness and way of going; option fence height 2'6 or 2'9".

33 Open Hunter O/F

34 Open Hunter O/F

35 Open Hunter U/S

**OPEN HUNTER:** Open to all riders on horses; judged on soundness and way of going; fence height 2'9" to 3'.

36 Open Hunter O/F

37 Open Hunter O/F

38 Open Hunter U/S

## **SHOW RING RULES**

- Hunter Ring opens for schooling 6AM – 8AM. Schooling Break not before 11:00 for later classes. No schooling in the Jumper Ring.
- A 3 minute gate call will be enforced. If conflicts arise, please notify the gate in advance.
- Hunter Ring ties: In case of a tie score, the Championship and/or Reserve are awarded to the horse or rider that accumulated the most points over the fences.
- Jumper Ring ties: Competitors who are tied for other than first place in all Jumper sections will be placed according to "Closest to the time allowed on the initial course".
- Management reserves the right to change the location of any class if necessary and to cancel or combine any classes if entries so warrant.
- Un-judged rounds are limited to the end of each class.
- 6 Ribbons awarded in all classes.
- Champion & Reserve Champion ribbons awarded in all divisions.
- Championship Points:  
First Place - 10 points                      Fourth Place - 2 points  
Second Place - 6 points                    Fifth Place - 1 point  
Third Place - 4 points                        Sixth Place - 1/2 point.
- No penalty for adds or scratches.
- Every class follows rules set forth by the USEF rule book.

## **GENERAL RULES & INFORMATION**

- Proof of current negative Coggin's Certificate required.
- The age of an individual on December 1<sup>st</sup> of the prior year will be maintained throughout the entire competition year.
- Proper show attire required for Hunter Ring. Riding Academy & Jumper Ring allowed neat & tidy with Polo shirts.
- All riders must wear an approved riding helmet when mounted.
- All decisions by the judge are final.
- No smoking is allowed in or around the barns or in-gate areas.
- Concessions stand on premises.
- Trailers please park in paddocks, cars in parking lot.
- Please, clean up after yourself.
- Dogs on a leash at all times.

## **RING 2 STARTING AT 8:30**

### **BABY MIDGET JUMPERS 18" \*Optimum Time\***

39 Baby Midget Optimum Time in Jump-Off [Table IV Sec. 2 (b)]

40 Baby Midget Optimum Time in 1<sup>st</sup> Round [Table IV Sec. 1]

### **MIDGET JUMPERS 2' \*Optimum Time\***

41 Midget Jumpers Optimum Time in 1<sup>st</sup> Round [Table IV Sec. 1]

42 Midget Jumpers Optimum Time in Jump-Off [Table IV Sec. 2 (b)]

### **BEGINNING JUMPERS 2'3"**

43 Beginning Jumpers Time 1st Jump-Off [Table II, Sec. 2 (b)]

44 Beginning Jumpers Time 1<sup>st</sup> Round [Table II, Sec. 1]

### **PUDDLE JUMPERS 2'6" \*ADD BACK\***

45 Puddle Jumpers Time 1<sup>st</sup> Round [Table II, Sec. 1]

46 Puddle Jumpers Time 1st Jump-Off [Table II, Sec. 2 (b)]

### **NOVICE JUMPERS 2'9" - 3'**

47 Novice Jumpers Time 1st Jump-Off [Table II, Sec. 2 (b)]

48 Novice Jumpers Time 1<sup>st</sup> Round [Table II, Sec. 1]

### **SCHOOLING JUMPERS 3'3"**

49 Schooling Jumpers Time 1<sup>st</sup> Round [Table II, Sec. 1]

50 Schooling Jumpers Time 1st Jump-Off [Table II, Sec. 2 (b)]

### **OPEN JUMPERS 3'6" - 3'9" \*ADD BACK\***

51 Open Jumpers Time 1st Jump Off [Table II, Sec. 2 (b)]

52 Open Jumpers Time 1<sup>st</sup> Round [Table II, Sec. 1]

**Optimum Time in Jump-Off. Table IV Sec. 2 (b)** : The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. In the case of equality of faults in the jump-off, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump-off, scored as described above, will take place among those tied for first place.

**Optimum Time in First Round (Table IV Sec. 1)**: The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the case of equality of faults, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc.

**Time First Jump-Off. Table II, Sec. 2 (b)**: The first round and first jump-off, if any, is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule as per JP134.3. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table.

**Time First Round (Table II, Sec. 1)**: The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults are classified according to their time taken to complete the course.

**Add Back**: Prize money is 50% of total number of horses entered. 1st: 50%, 2nd: 25%, 3rd: 10%, 4th, 5th, 6th: 5%.