

SERIES HIGH POINT AWARD IN EACH DIVISION

RULES

- ❖ HAVE FUN
 - ❖ Approved Helmet and proper riding boots are required.. All riders are required to wear approved headgear at all times when mounted.
 - ❖ Show management reserves the right to combine, divide, or cancel classes and to change rings if necessary in the best interest of the show.
 - ❖ Any Division with 15 entries or more will be Split. (only Maiden Novice Jumper division will be split if entries warrant)
 - ❖ Adults may ride ponies.
 - ❖ All entries must have proof of a negative coggins, dated within 12 months of the show date.
 - ❖ The decision of the judge is final.
 - ❖ Stallions are not allowed on show grounds.
 - ❖ **NO DOGS ALLOWED on the show grounds. (Resident dogs only)**
 - ❖ All Entries will be judged on soundness upon entering the ring.
 - ❖ Cross entering is permitted where eligible.
 - ❖ Schooling in Ring III will be allowed weather permitting.
- Tranquillity Manor Farms, and the Show committee will assume no responsibility for any accident or injury, which may occur to any horse, person, equipment or vehicle

DIVISIONS

Grass Hopper- open to any rider on a horse or pony that has not shown over fences. "X" rails not included. May only cross enter into Leap Frog. Judged on the rider.

Leap Frog- Open to any rider on horse or pony, where the rider has not shown above 2'3". May cross enter into Happy Hunter and Pleasure. Judged on the rider.

Happy Hunter -open to any rider on a horse or pony that has not shown above 2'6". May cross enter into Pleasure and Leap Frog. Maiden Jumper 2' Judged on the horse or pony. Adults may ride ponies.

Pleasure Division- Open to anyone on a horse or pony. Adults may ride ponies. Judge on the horse/pony's way of going and pleasurable attitude. May only cross enter into Leap Frog and/or Jumping Kangaroo if eligible.

Maiden Novice Rider - a rider who has not won 3 or more classes over fences in any class or event other than Long and Short Stirrup.

JUMPER SERIES

Each Division has 4 Classes

1. OPTIMUM TIME FIRST ROUND
2. TIMED FIRST JUMP OFF
TABLE II SEC. 2 a
3. POWER AND SPEED TABLE II
4. FAULT AND OUT TABLE 2 SEC 4

RULES

Optimum Time Classes Classes are scored on Faults under Table II,

1. Optimum Time in First Round—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. "Optimum Time" will be posted on the course plan; the horse with the time on course closest to this Optimum Time with least amount of faults without going over the optimum time will prevail.

Time first jump-off

a. Table II, Sec. 2 (a)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.

Power and Speed This competition takes place over a course of about ten obstacles. After crossing the start line, the competitor must jump the first 5 elements clean table II and then time will start at marked spot between 5 and 6. the last six elements faults will continue to accumulate. The least number of faults with the fastest time wins. If the rider incurs faults in the first 5 elements a whistle or bell will sound and rider will not continue. The rider would pull up and leave area.

Fault and Out Table II, Sec. 4. These competitions are timed and take place over medium size single obstacles. The competitor's round finishes with the first fault incurred under Table II. Points are awarded instead of faults, two points being awarded for each obstacle jumped cleanly and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points

Team Competition

Entry fee \$15.00 per rider for series

1-4 members to constitute a team.

Team must remain the same rider all 6 shows.

You may have a team of 1-4 riders that cumulate points from all horse shows.

Jumper Classes to count only

Winning team will receive a \$200.00 Dinner Gift Certificate.

FOOD and DRINKS WILL BE AVAILABLE
MORE INFORMATION AND DIRECTIONS
EMAIL tranquillitymanor@gmail.com
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