

# 2017 Finally Farm Horse Show Series Rule Book

## PURPOSE

The Finally Farm Horse Show Series started in 2009 with the goal of offering affordable schooling shows that followed the standards of excellence found at the bigger rated shows. We have always strived to provide a safe showing environment, with quality judges, and excellent year end awards.

## INTENTION

All exhibitors, parents, trainers and officials are expected to act in a sportsmanlike manner. Inappropriate conduct will not be tolerated. Any actions deemed as inappropriate should be brought to the attention of show management immediately.

## JUDGES

For Hunters and Equitation, we select judges from the NCHJA Licensed Judges list, or we use USEF “r” or “R” licensed judges. We expect each hired judge to give their honest and professional opinion based on their knowledge and expertise as a licensed official and the best of their abilities. The judge’s decision is final in all classes.

For Jumpers, we select judges who are familiar and experienced with NCHJA and USEF jumper rules and regulations, and have prior experience judging jumper classes. The judge’s decision is final in all classes.

## GENERAL SHOW RULES

-Proof of a negative coggins is required to be on the show grounds at all times. No entry will be accepted without this documentation, and furthermore, a horse will not be permitted to stay on the property without this documentation.

-Payment is due at the time of entry. Cash or check are acceptable forms of payment. Check MUST have address and phone number listed on them.

-Bounced checks will be charged all bank fees, in addition to a \$35.00 processing fee. Exhibitors who have bounced a check, will not be permitted to show with the Finally Farm Horse Show Series until their debt is paid in full. Failure to pay a debt within 30 days will result in legal action.

-Our show grounds can be congested. Please do not leave children wandering around unsupervised, and please leave your dogs at home, or on a leash at your trailer. Loose dogs will not be tolerated, period.

-Ample trailer parking is available in our turnout pastures. Please clean up all around your trailer area before you leave at the end of the day. **Please DO NOT leave hay, trash or other items behind in our pastures.** There is a dumpster on the property by the barn if you wish to dispose of manure and hay, before you leave. Otherwise please plan to take it with you in a muck bucket, etc. There are trash cans located all around the property.

-The Finally Farm Horse Show Series supports and follows all rules required under the North Carolina Equine Liability Law.

-Any horse or rider exhibiting unsafe or unpredictable behavior during a class will be immediately excused from the arena for the safety of themselves as well as other riders and horses without a refund of show fees. Show management reserves the right to ascertain what qualifies as “unsafe and unpredictable”.

-There will be an EMT onsite and present at the show rings starting 1 hour before the show begins, until the completion of the show. Please be aware that any schooling done prior to 1 hour before the show starts, or after the completion of the show will be AT YOUR OWN RISK, and an EMT or Finally Farm Staff Member may not be present.

-An ASTM/SEI labeled and approved helmet with properly adjusted and fastened harness MUST be worn at all times while mounted. NO EXCEPTIONS.

-Any horse deemed unsound by show management will be excused from the ring without a refund for that class. If management determines that a horse cannot continue showing due to unsoundness a refund will be granted for classes not yet shown. However, there will not be a refund for EMT fees, Office Fees, or Stall Fees.

-Show management reserves the right to disqualify or excuse any exhibitor, parent or trainer from the show ring for excessive discipline, abuse, unsportsmanlike conduct, or unsafe behavior at any time. Show management further reserves the right to excuse any exhibitor, parent or trainer from the facility for the above mentioned actions.

-Show management reserves the right to change, add or delete classes from the schedule at any time.

-Riders must enter and exit the arena at the WALK ONLY. Entering or exiting the arena at any other gate will be cause for elimination. Leaving the arena while "on course" will also be cause for elimination.

## **POINTS AND AWARDS**

-Show management reserves the right to cancel classes with less than 3 exhibitors at their discretion. *If management opts to run classes with less than 3 exhibitors, points will not be awarded towards year end awards.*

-Over Fences classes with more than 16 exhibitors will be run as a California Split. The judge keeps track of twice the number of placings required for ribbons. At the completion of the class, the judge creates two separate orders using alternating numbers in the following manner: the highest score is first in Section A, the second highest score is first in Section B, the third highest score is second in Section A, the fourth highest score is second in Section B and so on until all placings are awarded. The result is two sections of the same class being pinned separately. Ribbons, prizes and Points will be awarded to both sections.

-Under Saddle classes with more than 16 exhibitors will be split evenly and run as two separate sections. Ribbons, prizes and Points will be awarded to both sections.

-In the event of a tie for Champion or Reserve Champion the exhibitor with more points over fences will break the tie. In divisions where there is not a flat class, or the exhibitors are tied with over fences points, then the points awarded in the first class of the division will be used to break the tie.

-Points will be awarded as follows: 1st=10, 2<sup>nd</sup>=8, 3<sup>rd</sup>=7, 4<sup>th</sup>=5, 5<sup>th</sup>=4, 6<sup>th</sup>=3, 7<sup>th</sup>=2, 8<sup>th</sup>=1.

## **TRAINER INCENTIVE AWARDS PROGRAM**

-To be eligible, each entry form MUST have the trainer listed on entry form, if a trainer isn't listed, points will NOT be awarded.

-Trainer will receive 15 points for every Division Championship, 10 points for every Division Reserve Championship, 8 points for every class a rider wins, 4 points for every class a rider pins 2<sup>nd</sup> – 6<sup>th</sup>, and 1 point for every class a rider is entered in.

-Trainer must show at least 1 point collected at a minimum of 5 shows to qualify for a \$500 CASH PRIZE!

-Abuse of the general rules (cross entering a horse/rider combination inappropriately, showing in an excessive number of classes, etc.) in order to obtain Incentive Award Points will be cause for elimination from the program.

### **EQUIPMENT AND ATTIRE – HUNTER RING**

-Standing martingales are permitted in over fences classes. No other training equipment (draw reins, running martingales, german martingales, side reins, overhead reins, neck stretchers, overchecks, etc.) is permitted. Martingales are not permitted in any flat classes, and wearing one will be cause for elimination.

-Bits may include dee, full cheek, eggbutt or loose ring snaffles. Pelham's are permitted, and should be used properly with two sets of reins. Kimberwicks are permitted, but considered unconventional in the hunter ring, and some judges may penalize for them. Elevators, gags, three rings, hackamores, bitless bridles, etc. are prohibited.

- Regular cavessons are permitted. Drop nosebands, figure eight nosebands, and flash nosebands, flash attachments are all prohibited.

-Riding on the show grounds at any time with stirrups tied/attached to the girth is prohibited.

- Boots and wraps of any kind are prohibited in the hunters. Wearing boots, wraps or bell boots in a hunter class will be cause for elimination. If the footing is wet/muddy, management reserves the right to allow bell boots and will make announcements where applicable.

-Boots and wraps are permitted in Equitation Classes.

-White fitted saddle pads are the standard when showing in the hunters and equitation, however conservative colored square pads are acceptable (white, navy, black).

-Whips longer than 30" are prohibited when showing. They are permissible when schooling.

-ASTM/SEI approved helmets only.

-Tall boots and britches, half chaps paddock boots and britches, or jodhpur pants paddock boots and garter straps are all acceptable forms of attire for showing.

-Hunt coats and ratcatchers are recommended, however not required. A polo or collared shirt in conservative colors is acceptable and should be tucked in, preferably with a belt. In colder weather, a fitted sweater or vest is acceptable. Snuggly fitting rain coats are permitted in inclement weather. Back number must be visible to the judge at all times while competing

### **EQUIPMENT AND ATTIRE – JUMPER RING**

-Whips longer than 30" are prohibited when showing. They are permissible when schooling.

-ASTM/SEI approved helmets only.

-Tall boots and britches, half chaps paddock boots and britches, or jodhpur pants paddock boots and garter straps are all acceptable forms of attire for showing.

-Hunt coats and ratcatchers are recommended, however not required. A polo or collared shirt is acceptable and should be tucked in, preferably with a belt. In colder weather, a fitted sweater or vest is acceptable. Snuggly fitting rain coats are permitted in inclement weather. Back number must be visible to the judge at all times while competing.

-Riding on the show grounds at any time with stirrups tied/attached to the girth is prohibited.

-Any bits, martingales, training equipment, boots, wraps, bell boots, and nosebands may be utilized in the jumper ring, however management reserves the right to deem the misuse of any equipment unsafe or abusive. Exhibitors will be given the opportunity to change equipment in these circumstances, or face elimination.

### **HUNTER AND EQUITATION GENERAL RULES**

The following faults are scored according to the judge's opinion, and depending on severity, may be considered minor or major faults.

- Rubbing the jump
- Swapping leads in a line or in front of a jump
- Late lead changes
- Freshness
- Spooking
- Kicking up or out
- Jumping out of form
  - Jumping off the center line of jump
- Bucking and/or playing
- Adding a stride in a line with a related distance
- Eliminating a stride in a line with a related distance
- Striking off on a wrong lead on the courtesy circle. (May be corrected with either a simple or flying change of lead.)

The following are considered major faults.

- Knockdown
- Refusal
- Stopping for loss of shoe or broken equipment
- Refusal or stopping while on course
- Dangerous jumping
- Addressing a jump - coming to a stop in front of a jump in order to show the jump to the horse.
- Completely missing a lead change
- Adding or eliminating a stride in an in and out.

The following constitute elimination.

- Three refusals
- Off course
- Jumping course before it is reset
- Bolting from the ring
- Fall of horse or rider

### **Under Saddle Classes - Hunters**

Horses are to be shown at a walk, trot, and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive, and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring. Not more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.

### **Equitation Testing**

Tests may be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. A judge may ask riders to re-jump an abbreviated or shortened form of the original course. If exhibitors are called back collectively to test, they must remain in the ring until all exhibitors have completed the test. Equitation tests must not have exhibitors trotting or cantering through in gate or out gate. Obstacles

jumped in an equitation test must have been included in the original course. Jumps must be jumped in the original direction unless otherwise specified.

1. Halt (4 to 6 seconds) and/or back.
2. Hand gallop.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
4. Figure eight at canter on correct lead, demonstrating simple change of lead. This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead. Figures to be commenced in center of two circles so that one change of lead is shown.
5. Work collectively at a walk, trot, or canter.
6. Jump low obstacles at a trot as well as at a canter. The maximum height and spread for a trot jump is 3' for horses, 2' for ponies.
7. Jump obstacles on figure eight course.
8. Question(s) regarding basic horsemanship, tack and equipment, and conformation.
9. Ride without stirrups, riders must be allowed option to cross stirrups.
10. Jump low obstacles at a walk as well as at a canter. The maximum height and spread for a walk jump is 2'.
11. Dismount and mount. Individually.
12. Turn on the forehand through the walk or the halt.

## **JUMPER RULES**

-Jumpers may be of any breed, height, or sex. Junior riders may show stallions. Any action against a horse by a competitor in the ring deemed excessive by the judge may be penalized by any one or combination of the following: official warning or elimination from the class. Such action(s) could include, but are not limited to, excessive or improper use of the whip, spurs, reins, rider's weight or rider's hands.

-In a case of unsoundness sufficiently severe to be considered abusive, the judge(s) must eliminate the competitor from that class and inform the competition manager, who will make a final determination.

- In the jumpers, a horse may not compete in more than 5 classes per show.

- Excessive speed that the judge feels is dangerous will be grounds for elimination after one warning. To clarify: galloping is perfectly fine in the jumper ring with well executed, properly balanced turning - but flat out running with horses slipping and stumbling through turns is unacceptable.

## **Scoring - Jumpers**

Jumpers are scored mathematically, based on penalty faults incurred between the starting line and finish line. A competitor, after receiving the signal to start his/her round, is not being scored until crossing the starting line in the proper manner. Penalty faults include disobediences, falls, knockdowns, and time penalties.

(a) Verticals. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.

(b) Spreads. When an obstacle to be taken in one effort is composed of several elements not in the same vertical plane (i.e., oxer, triple bar, etc.) faults at more than one element are penalized only once.

(c) Combinations. In combinations, the faults committed at each element are scored separately. In case of refusal or run-out at one element of a combination (and upon the judge's signal that the obstacle has been reset, if necessary,) the competitor must re-jump the entire combination.

(d) Broken Equipment. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may voluntarily withdraw.

(e) Setting a Standard. After the first round of the first class in any section, management or the judge(s) may order a competitor from the ring when it becomes evident that their performance prohibits them from being in the ribbons.)

- (f) Courtesy Fence. An eliminated competitor may make one attempt to jump an additional single obstacle, which may be designated by the judge(s), but may not continue thereafter. (Exception: The right to attempt an additional obstacle does not apply in the case of the fall of the horse or rider.)
- (g) Exiting the Arena. Any competitor who does not leave the ring promptly at the end of the round or after being eliminated may be disqualified from future classes during the competition at the discretion of the judge(s). Any competitor at the end of his/her round who does not leave the ring through the designated gate(s) (e.g. jumping out of the arena), is eliminated.
- (h) Riders receiving physical assistance from outside the ring (i.e., lunge whips, etc.) while on course will be eliminated. (Note: this does not apply to riders between rounds in Table II, 2(b) competitions provided the rider begins his jump-off within the limits of the time allowed between the audible signal and crossing the starting line.)
- (i) Under penalty of elimination, any obstacle in the arena which requires a jumping effort, whether flagged or not, may not be jumped by a competitor at any time while in the arena except as it may constitute a part of the current competition.
- (j) If a competitor jumps an obstacle that has not been reset, or has been reset improperly due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. If the competitor knocks down the obstacle he will be penalized accordingly.
- (k) Judges have the authority to make decisions on any point not covered in the rules applying to class procedure, scoring, and conduct affecting a class under their jurisdiction.

The horse must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun or take more than 45 seconds to jump the next obstacle on course. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time limit for entering the ring. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires. In classes (or phases of a class) where time is not being recorded, competitors will have 45 seconds to cross the start line, or be eliminated.

### **Audible Signal - Jumpers**

An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:

- (a) to give the signal to start
- (b) to interrupt the 45 second period which a rider has to begin the course in the event of an unforeseen incident;
- (c) to stop a competitor in the event of an unforeseen incident (which also designates a time-out);
- (d) to indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out);
- (e) to give the signal for competitor to continue his round after an interruption, also designating time in; (Note: It is the rider's responsibility to be ready to continue on the course when signal is given)
- (f) to indicate by repeated and prolonged ringing that the competitor has been eliminated; and
- (g) to indicate that the rider should not proceed to the jump-off round in a Table II, Sec. 2(c) or a Table V, Sec. 2(c) class.

### **Disobediences - Jumpers**

The following defines disobediences and are penalized.

- (a) Refusal. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or the horse backs even a single step or circles to retake the course, a refusal is incurred.
- (b) Run-out. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.

- (c) Resuming the Course. After a run-out or refusal the competitor must, before proceeding on the course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he must await the signal to start or be eliminated.
- (d) Loss of Forward Movement. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out, or an order from a judge due to unforeseen circumstances such as a fence being blown down,) will be penalized as a disobedience.
- (e) Circling. Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included,) or stops advancing toward or turns at least 180 degrees away from the next fence, or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call. (Note: Coming sideways or zigzagging toward an obstacle does not constitute a disobedience unless the horse passes or turns its back to the next obstacle or the finish line.)

### **Knockdowns - Jumpers**

An obstacle is considered knocked down when in jumping an obstacle, a horse or rider, by contact:

- (a) lowers any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle; or
- (b) moves any part thereof which establishes the height of the obstacles so that it rests on a different support from the one on which it was originally placed. Should a pole resting in a cup come to rest on the lip of the cup, or on a bracket which is an integral part of the cup, it is not considered a knockdown. Narrowing the width of a spread obstacle without altering the height of any elements as defined above is not considered a knockdown. Penalties apply for late falling rails after crossing the finish line but before leaving the ring OR before the tone sounds for the start of the next round.

### **Falls - Jumpers**

A rider is to have considered to have fallen when he is separated from his horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the round or an obstacle and the ground. A courtesy fence is not permitted following the fall of the horse or rider.

### **Off Course - Jumpers**

A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

### **Table of Jumping Faults – Jumpers**

Faults and elimination are scored as follows:

- (a) Knockdown of obstacle or standard with any portion of horse, rider, or equipment, when jumping an obstacle -- 4 faults.
- (b) Knockdown of automatic timing equipment, other designated markers on start and finish lines -- 4 faults.
- (c) First disobedience anywhere on course -- 4 faults.
- (d) Second cumulative disobedience anywhere on course -- Elimination.
- (e) A horse resisting for 45 consecutive seconds -- Elimination.
- (f) Taking more than 45 seconds to jump the first obstacle after the time of the round has begun -- Elimination.
- (g) Taking more than 45 seconds to jump the next obstacle on course -- Elimination.
- (h) Fall of horse and/or rider -- Elimination.
- (i) Jumping an obstacle before it is reset, or without waiting for signal to proceed -- Elimination.
- (j) Starting before judge's signal to proceed -- Elimination.
- (k) Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not -- Elimination.
- (l) Off course -- Elimination.
- (m) Leaving the enclosure of a closed obstacle incorrectly -- Elimination.
- (n) Rider and/or horse leaving the arena before finishing the course -- Elimination.

(o) Any competitor at the end of his/her round who does not leave the ring through the designated gate(s) (e.g. Jumping out of the arena) -- Elimination.

(p) Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena) -- Elimination.

**Table II, Sec. 2 (A)**

Time First Jump-Off. 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.

**Table II, Sec. 2 (B)**

Time First Jump-Off. 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. 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 second rule. 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.

**Table II, Sec. 2 (C)**

Two Phase Competitions. The first round and immediate first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course. 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. The use of a time allowed is optional in the first round. The Time Allowed in the first round may be taken by electronic or manual means.

**CLASS DESCRIPTIONS AND ELIGIBILITY REQUIREMENTS**

**Mini Stirrup Division**

Open to riders 12 years of age and under (as of Jan 1). Emphasis in this division will be on equitation, safety and suitability of horse/pony. Martingales, grazing reins, and other training equipment to keep naughty ponies behaving properly is permitted in all classes. Riders may only cross enter into the Walk Trot Pleasure classes. Year End Points follow the rider in this division.

**Short Stirrup Division**

Open to riders under 18 years of age (as of Jan 1). Emphasis in this division will be on equitation, safety and suitability of horse/pony. Riders may cross enter into the Pleasure Division, and hunter under saddle classes (Restricted, Schooling, Open). Year End Points follow the rider in this division.

**Long Stirrup Division**

No Professionals! Open to riders 18 years of age and over (as of Jan 1). Emphasis in this division will be on

equitation, safety and suitability of horse/pony. Riders may cross enter into the Pleasure Division, and hunter under saddle classes (Restricted, Schooling, Open). Year End Points follow the rider in this division.

### **Green Hunter Division**

Open to all horses in their first two years of showing in hunters. This division is not intended for green riders please. It is intended for green horses, or horses that are new to showing in the hunters. Year End Champion (horse) must advance out of this division. May cross enter in the Baby Green Hunter Division, Pleasure Division, or any other flat classes. Year End Points follow the horse in this division.

### **Pleasure Division**

Open to all. Emphasis in this division will be on suitability as a Pleasure Mount. Hunter Hack will be asked to jump two jumps in a line. Year End Points follow the horse in this division.

### **Leadline**

*Open to all ages young and old!!* Must have ASTM/SEI approved helmet and be assisted by a ground person at all times. May cross enter into Pre Mini Stirrup.

### **Pre Mini Stirrup**

Open to riders 10 years of age and under (as of Jan 1). Emphasis in this division will be on equitation, safety and suitability of horse/pony. Martingales, grazing reins, and other training equipment to keep naughty ponies behaving properly is permitted in all classes, unless otherwise specified by management. Each horse/rider must have a handler. Handlers will remain next to horse/rider throughout this class for added safety, although it is optional whether or not the horse is on a lead line. Riders will be asked to demonstrate the walk and the trot. Riders may cross enter into Leadline only. This Division is intended for those riders that are not yet ready to show independently, but have advanced past Leadline. Year End Points follow the rider in this division.

### **Baby Green Hunter Division**

Open to green horses in their first two years of showing. Courses will consist of full hunter type courses with gates, filler, and flower boxes/lines. Jumps will be 18" and will NOT have oxers. Simple changes will not be penalized. Year End Points follow the horse in this division. Year End Champion must advance out. Baby Green horses may only cross enter into the Green Hunters, Pleasure, hunter under saddles (Schooling and Open) and Equitation on the Flat.

### **Restricted Low Hunter Division**

No professionals! All ages welcome. Courses will consist of full hunter type courses with gates, filler, and flower boxes/lines. Jumps will be 18" and will not have oxers. Simple changes will not be penalized. May cross enter into Schooling Hunter, Open Hunter, Equitation, Hunter Derby and any jumper classes. Year End Points follow the horse in this division.

### **Schooling Hunter Division**

Open to all. Courses will consist of full hunter type courses with gates, filler, oxers and flower boxes/lines. Jumps will be 2' and will not have oxers. Simple changes will not be penalized. May cross enter into Restricted Low Hunter, Open Hunter, Equitation, Hunter Derby and any jumper classes. Year End Points follow the horse in this division.

### **Open Hunter Division**

Open to all. You may jump a different height within the division at the same show. Courses will consist of full hunter type courses with gates, filler, oxers and flower boxes/lines. Jump heights offered: 2'3" and higher. All heights are judged together as one division. May cross enter into Restricted Low Hunter, Schooling Hunter, Equitation, Hunter Derby and any jumper classes. Year End Points follow the horse in this division.

### **Equitation on the Flat**

No professionals! Open to all riders. Additional testing may be required at the judge's discretion. Year End Points follow the rider in this division.

### **Equitation Over Fences**

No professionals! Open to all ages. You may select what height to jump at each show. Courses will consist of full equitation type courses and may contain gates, filler, oxers and flower boxes/lines. There can also be a narrow/skinny fence, and a trot fence. At the judge's discretion, further testing may be required including a flat phase. This class will be offered at all heights starting at 18" and higher, and all heights will be judged together. Year End Points follow the rider in this division.

### **Finally Farm Hunter Derby**

Derby will be offered at all heights starting at 18" and higher. Derby courses may include a skinny fence, trot fence, natural hunt field type obstacles (coup, log, and brush). Riders may be asked to dismount and mount, and/or lead their horses over an obstacle. A second jumping round over a modified course may be requested by the judge. Minimum of 6 entries for add-back money to pay out. 50% of entry fees will be paid out as follows: 1<sup>st</sup> – 35%, 2<sup>nd</sup> – 25%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 10%, 5<sup>th</sup> – 5%, 6<sup>th</sup> – 5%. **Entry fee \$25.00** The top 10 horses in our Hunter Derby points standings will be eligible to compete in the FINALLY FARM HUNTER DERBY FINALS to be held at our last show of the season. Year End Points follow the horse in this division.

### **Itty Bitty Jumper Division**

Crossrails. Horse/Rider combinations that compete in the Itty Bitty Jumpers are additionally eligible to compete in the 2' Puddle Jumper Division and the Restricted Jumper Classic, Restricted Low Hunters, Schooling Hunters, Open Hunters, Equitation and Hunter Derby. May not compete in any other Jumper Classes. Year End Points follow the horse in this division.

### **Puddle Jumper Division**

2' fences, no oxers. Horse/Rider combinations that compete in the Puddle Jumpers are additionally eligible to

compete in the Itty Bitty Jumpers and the Restricted Jumper Classic (at 2'). May not compete in any other Jumper Classes. May cross enter into Restricted Low Hunters, Schooling Hunters, Open Hunters, Equitation and Hunter Derby. Year End Points follow the horse in this division.

### **Finally Farm Restricted Jumper Classic**

Jumper Classic will be offered at crossrails and 2' without oxers. Only riders from the Itty Bitty Jumpers and the Puddle Jumpers are eligible. Minimum of 6 entries for add-back money to pay out. 50% of entry fees will be paid out as follows: 1<sup>st</sup> – 35%, 2<sup>nd</sup> – 25%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 10%, 5<sup>th</sup> – 5%, 6<sup>th</sup> – 5%. **Entry fee \$25.00** The top 10 horses in our Restricted Jumper Classic points standings will be eligible to compete in the FINALLY FARM RESTRICTED JUMPER CLASSIC FINALS to be held at our last show of the season. Year End Points follow the horse in this division.

### **Beginner Jumper Division**

2' fences with oxers. Open to all. May contain combinations. May cross enter into Restricted Low Hunter, Schooling Hunter, Open Hunter, Equitation and Hunter Derby. Year End Points follow the horse in this division.

### **Hopeful, Training, Schooling, Open Jumper Divisions and Jumper Derby**

Open to all. May contain combinations. May cross enter into Restricted Low Hunter, Schooling Hunter, Open Hunter, Equitation and Hunter Derby. Year End Points follow the horse in this division.

### **Finally Farm Open Jumper Classic**

Jumper Classic will be offered at all heights starting at 2' with oxers and higher. Open to Beginner, Hopeful, Training, Schooling and Open Jumpers. Minimum of 6 entries for add-back money to pay out. 50% of entry fees will be paid out as follows: 1<sup>st</sup> – 35%, 2<sup>nd</sup> – 25%, 3<sup>rd</sup> – 20%, 4<sup>th</sup> – 10%, 5<sup>th</sup> – 5%, 6<sup>th</sup> – 5%. **Entry fee \$25.00** The top 10 horses in our Jumper Classic points standings will be eligible to compete in the FINALLY FARM OPEN JUMPER CLASSIC FINALS to be held at our last show of the season. Year End Points follow the horse in this division.