

2020 Equine Country USA Hunter Jumper Class List

Ring 1 9AM Start

***100: Warm up over crossrails

W/T/C 12 and Under

- 110.W/T/C Equitation
- 111.W/T/C Hunter
- 112.W/T/C Pleasure

Young Entry- 12 and Under

- 121. 1st Hunter Over Fences
- 122.2nd Hunter Over Fences
- 123. Equitation Over Fences
- 124.Hunter Under Saddle
- 125.Equitation on the Flat

Junior Entry- 13 and Over

- 131. 1st Hunter Over Fences
- 132.2nd Hunter Over Fences
- 133. Equitation Over Fences
- 134.Hunter Under Saddle
- 135.Equitation on the flat

10 Min Break

**Pee wee-8 and under
Assisted (may not cross
enter)**

- 141. Walk Class
- 142. Walk/Trot Equitation no test
- 143.Walk/Trot Equitation test
- 144. Ground Pole Equitation

**Walk/Trot 12 and under
(riders may not cross enter)**

- 151. Walk/Trot Equitation
- 152. Walk/Trot Hunter
- 153.Walk/Trot Pleasure
- 154.Hunter Hack (riders canter one lap around arena individually)
- 155. Ground Pole Equitation

**Walk/Trot 13 and over
(riders may not cross enter)**

- 161. Walk/Trot Equitation
- 162. Walk/Trot Hunter
- 163.Walk/Trot Pleasure
- 164.Hunter Hack (riders canter one lap around arena individually)
- 165. Ground Pole Equitation

Ring 2 8:30AM Start

***200: Warmup over fences

18 and Under W/T/C

- 211.Walk/Trot/Canter Equitation
- 212.Walk/Trot/Canter Hunter
- 213.Walk/Trot/Canter Pleasure

19 and Over W/T/C

- 221.Walk/Trot/Canter Equitation
- 222.Walk/Trot/Caner Hunter
- 223.Walk/Trot/Canter Pleasure

**Open Hunter-Open to all
riders 2'3 and Above**

- 231. 1st Hunter Over Fences 2'3"+
- 232.2nd Hunter Over Fences 2'3"+
- 233. Equitation Over Fences 2'3"+
- 234. Hunter Under Saddle
- 235.Equitation on the Flat

**Short Stirrup Hunter- 12 and
Under**

- 241. 1st Hunter Over Fences 2'
- 242.2nd Hunter Over Fences 2'
- 243. Equitation Over Fences 2'
- 244. Hunter Under Saddle
- 245.Equitation on the Flat

**Long Stirrup Hunter- 13 and
Over**

- 251. 1st Hunter Over Fences 2'
- 252.2nd Hunter Over Fences 2'
- 253. Equitation Over Fences 2'
- 254. Hunter Under Saddle
- 255.Equitation on the Flat

Green Horse/Rider

- 261.1st Hunter Over Fences 18"
- 262.2nd Hunter Over Fences 18"
- 263. Equitation Over Fences 18"
- 264.Under Saddle – Equitation
- 265.Hunter Under Saddle

**Hunter Derby- to be Ridden
Once Per Horse and Rider
Combo**

- 270. Hunter Derby

Ring 2 Jumpers Not to start**Prior to 11am**

***300. Jumper Warmup

2' 10 Min Schooling Break

- 310. Tadpole Jumpers, Optimum Time 2' (No Oxers)
- 311. Tadpole Jumpers, Jump Off 2' (No Oxers)

2'3" 10 Min Schooling

- 320. Hopeful Jumpers, Optimum Time 2'3"
- 321. Hopeful Jumpers Jump Off 2'3"
- 330. Training Jumpers Optimum Time 2'6"
- 331. Training Jumpers, Jump Off 2'6"

2'9 10 Min Schooling Break

- 340. Open Jumpers Optimum Time 2'9"+
- 341. Open Jumpers Jump Off 2'9"+

**Jumpers Derby- to be ridden
only once per Horse and****Rider Combo**

- 350. Jumper Derby, Sec. 2(B)

2020 Equine Country USA Hunter Jumper Class List

Ring 1 Division Descriptions**12 and Under W/T/C**

Open to any eligible rider under the age of 12

No Training Equipment

Young Entry Division

Open to Riders 12 and under in their first 2 years of showing over fences.

No Martingales in Flat classes
Cross Rails will be set to 18" on the standard and may include basic fillers (flowers/brush)

Riders may only Cross-enter into Green horse/ Rider

Junior Entry Division

Open to Riders 13 and over in their first 2 years of showing over fences.

No Martingales or training equipment in Flat classes

Cross Rails will be set to 18" on the standard and may include basic fillers (flowers/brush)

Riders may only Cross-enter into Flat Divisions or Green horse or rider Division.

Peewee Division

Open to riders 8 and Under
All riders must be assisted, on or off lead line handler must be within 6' of the horse

Riders May Not Cross Enter

12 and Under and 13 and Over Walk/Trot

Open to Riders in their first or second year of showing
Grazing reins and Martingales are allowed for safety
Canter class may be displayed on the Left or Right lead
Riders May Not Cross Enter

Ring 2 Division Descriptions**18 and Under/19 and over W/T/C**

Open to all eligible riders 18 and under.

No martingales or training equipment

Short Stirrup Division

Open to riders 12 and under
No Training equipment in flat classes

Jumps will be set at 2' with no Oxers, will include basic fillers such as boxes, gaits, brush, flowers, etc.

Long Stirrup Division

Open to riders 13 and Over
No Training equipment in flat classes

Jumps will be set at 2' with no Oxers, will include basic fillers such as boxes, gaits, brush, flowers, etc.

Open Hunter Division

Open to all eligible riders jumping 2'3 and above.

No Training equipment in flat classes.

Riders MUST tell gait personnel what height they intend to jump prior to jumping starting.

Riders may only jump one height per division to exclude their warm up.

Green Horse/Green Rider

Open to Any horse or rider in their first 2 years of showing over fences.

No martingales or training equipment in flat classes

Jumps will be 18" Vertices and may include basic fillers (flowers/brush/gates)

Riders may only Cross-enter into Flat Divisions or Young or Junior Entry.

Hunter Derby

Will run concurrent with Jumping Divisions.

One round score only.

Derby's may consist of roll back jumps, trot fences, natural obstacles, etc..

Payout will go as followed: 50% total entries paid out, 1st 35%, 2nd 25%, 3rd 20%, 4th 10%, 5th 5%, 6th 5%.

Ring 2 Jumper Divisions**All Jumper Divisions will be allowed a 3"+ or – height transfer.**

This means riders competing 2'3" may also compete 2' or 2'6.

Horse and riders may do up to 6 Jumper classes to include the Derby and a Warm Up.

Optimum Time

Riders are expected to jump AS CLOSE TO OPTIMUM TIME AS POSSIBLE. Class will be judged such that the first-place rider is clear and is as close to the optimum time as possible. Refusals and knocked rails will be tallied.

Jump Off Round

Riders will be asked to complete a clear first long jumper round, if rider goes clear they will receive a second whistle and move into a short format jump off round. Fastest clear Jump off round will win. Refusals and Knocked rails will be tallied, 3 Refusals will result in an elimination.

Any Double whistle blow indicates the end of a round**Jumper Derby**

Will run as a Sec. 2(B)

Derby's will run concurrent with jump heights.

Payout will go as followed: 50% total entries paid out, 1st 35%, 2nd 25%, 3rd 20%, 4th 10%, 5th 5%, 6th 5%.