

Basic Ring Specialty Classes Cheat Sheet

- Warm Up: One warm up at each height. May enter at multiple heights, following the 3" rule. Management may approve multiple warm up rounds at the same height for certain circumstances. All warm up rounds should be completed BEFORE any classes at that height. Warm up is not pinned; earn a Blue or Red Ribbon for quality rounds.
- Level 1 Jumper: Crossrails: Ride the course as posted. No jump off. Otherwise judged on Table II.
- Optimum Time: Crossrails: Optimum time to be posted at the course. Rides above the optimum time will receive a 1 point penalty per second above the time. Rides below the optimum time will receive 0.5 point penalty per second below the time. Major faults are added to the score.
- No Touch Class: Crossrails: Major faults (refusals, knockdowns) counted as usual. Any part of horse or rider touching the jump element is added to the count. Front of horse touching receives 0.5 point per touch. Hind end of horse touching earns 1 point penalty per touch.
- Pony Hunter: Open card, ride at your height (crossrails, 1'9", 2"). Only open to ponies. Must be ridden in numerical order of classes.

Jumper Ring Specialty Classes Cheat Sheet

- Warm Up: One warm up at each height. May enter at multiple heights, following the 3" rule. Management may approve multiple warm up rounds at the same height for certain circumstances. All warm up rounds should be completed BEFORE any classes at that height. Warm up is not pinned; earn a Blue or Red Ribbon for quality rounds.
- Level 2-6 Jumper and T.I.P. Jumper: The judge blows a whistle to signal that you're allowed to start. Your time starts when you cross through the timers. DO NOT enter the line of the timers before you start. If you jump clear (no refusals, no poles down), the judge will whistle when s/he is ready for the jump off. Class is pinned on the fastest clean jump off. Judged on Table II.
 - Timer Quick Info:
 - DO NOT cross the line of the start timers before you're starting your course
 - NOT cross the line of the finish timers before you're finished—even if it's a shorter route to a next fence. This will stop your time mid course and will result in disqualification.
 - DO NOT knock down a timer. This will result in disqualification.
- Power and Speed: Open card, ride it at your fence height. Think of it as a jumper course and jump off with no break between. If you jump the Power section clean, KEEP GOING, it goes immediately into the Speed section. Class pinned on the fastest clean speed section, judged on Table II. See above for Timer information. DO NOT wait for the whistle between the two sections.
- Gambler's Choice: Open card, ride at your height. Each fence has a point value. Jump any course you desire. You may collect points over each jump 1x each direction (unless the fence is a ramped oxer or otherwise limited to being ridden one direction). You only earn points for a clean jump. No penalty for rails, refusals, repeated jumps. Your time starts when you take off over the first jump. You have 45 seconds, with a whistle at 35 seconds to signal that you have 10 seconds remaining to finish any approach. Only jumps within the 35 seconds count. After your 45 seconds, you have 30 seconds to jump the Joker Fence. The Joker Fence may be set up to 6" higher than the course height. If you jump the Joker clear, you earn the stated points. If you have a refusal, rail, or fall off, you LOSE the stated points. No penalty or lost points if you chose not to attempt the Joker. Class placed on highest total points.

Equitation Ring Specialty Class Cheat Sheet (held in Jumper Ring)

- Warm Up: One warm up at each height. May enter at multiple heights, following the 3" rule. Management may approve multiple warm up rounds at the same height for certain circumstances. All warm up rounds should be completed BEFORE any classes at that height. Warm up is not pinned; earn a Blue or Red Ribbon for quality rounds.
- Medals: Equitation Course. Top 4 riders (or more at the Judge's discretion) will be called back for a work off. This can be on the flat or over fences. Horses and riders are to present in the same tack as their over fences round (this includes a martingale permitted in a flat work off). At times, riders are called into the ring before their test is provided in order to limit additional coaching. Know your fence number as written on the course, as a jump work off will use numbers (example: canter fence 3, trot fence 7, halt, canter fence 1).
 - Medals are placed immediately after the work off. A CONTROLLED Victory Lap is encouraged after ribbons are presented. All riders finishing the class may ride the Victory Lap, whether they rode the work off or not.

Hunter Ring Specialty Classes Cheat Sheet:

- Warm Up: One warm up at each height. May enter at multiple heights, following the 3" rule. Management may approve multiple warm up rounds at the same height for certain circumstances. All warm up rounds should be completed BEFORE any classes at that height. Warm up is not pinned; earn a Blue or Red Ribbon for quality rounds.
- Pony Hunter: Open card, ride at your height (2', 2'3", 2'6"). Only open to ponies. Must be ridden in numerical order of classes.
- Handy Hunter: Open card, ride at your height. Hunter round that may have additional tests to demonstrate the handiness of your hunter, such as a trot jump, halt, etc.
- Memorial Master Class: Two round format. Open to ALL riders (not limited to professional/amateur status, or age). RI is a typical equitation course, open card (ride at your height). Numerical score given to identify a Top 12. RII is a flat class work off. Classes pinned based on both rounds.
- Coach's Classic: Two round format. Open to ALL Coaches/Professionals. Similar to Memorial Masterclass, but let's have fun! Haven't dusted your boots off in awhile? No limitations based on show history or status. Take your Trusty Old Steed in a 2' class if that's what you're up for. RI open card, ride at the height that suits your fancy. RII will be a flat work off. Wonder if the Judge will come up with something creative? FREE this year! Tell your students to pull out their Live Stream! The 3" rule will apply if you also happen to be "showing for real" on your mount.
- Lead Line: As cute as you'd think. Bring your knee-high-to-a-grasshopper to pop on one of our trusty mounts. Show clothes optional. Helmet and appropriate shows are an absolute must. Tack/equipment should be safe, but it's OK if it's not traditional. We're not placing this class. We'll grant pretty ribbons to all participants here. FREE this year. Tell the Grandparents.