

SCHEDULE

Schooling in small ring starting at 7:00am Show begins promptly at 8:00 AM. Water and drag will be done as needed between divisions. Courses open to walk before start of each division. Smaller ring will be open all day for flatwork and schooling.

Cross Rail Jumpers
Itty Bitty Jumpers
Puddle Jumpers
Preliminary Jumpers
Low Children's/Adult Jumpers
Children's/Adult Jumpers

Please check for updates on our Facebook page:

Jumper Shows at Great Scott Farm

Information

\$25/class PLUS

\$10 EMT fee per entry

Cash, Credit Card 3%fee, or Check Accepted

PLEASE ENTER ONLINE-

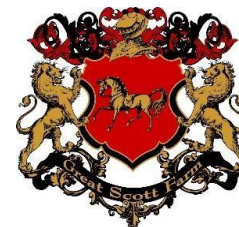
www.GreatScottFarm.com

Show phone number 610-960-9174

Trainers receive a free division coupon if they bring 4+ horses

| SERIES END AWARDS | Champion & Reserve awards

- No schooling in show ring.
- Approved helmets must be worn when mounted. No exceptions.
- Dogs are permitted if friendly and ON A LEASH.
- Draw reins will not be permitted over fences.
- Please be mindful that Great Scott Farm has several residents, and parking in the driveways is not permitted. If you have special parking needs, please let us know and we will happily assist you!
- **Parking for show through gate into field next to main driveway follow signs.**



Schooling Jumper Shows

To be held at:

Great Scott Farm

1375 Yellow Springs Road

Malvern, PA 19355

A proud member of the Freedom Horse Show Series



June 17

July 28

*August 19

September 29

(*Double Points for GSF & FREEDOM Series Awards)

Divisions

Cross Rail Jumpers (18" in center)

Open to all.

1. Speed
2. Power and Speed
3. Table II.2.B

Itty Bitty Jumpers (2'-2'3")*

Open to horses or ponies, all riders.

4. Speed
5. Power and Speed
6. Table II.2.B

Puddle Jumpers (2'3-2'6")*

Open to horses or ponies, all riders.

7. Speed
8. Power and Speed
9. Table II.2.B

Preliminary Jumpers (2'6"-2'9")*

Open to horses or ponies, all riders.

10. Speed
11. Power and Speed
12. Table II.2.B

Low Children's/Adult Jumpers (2'9")*

Open to horses or ponies, Junior or Adult Amateur riders.

13. Speed
14. Power and Speed
15. Table II.2.B

Children's/Adult Jumpers/open (3'-3'3")*

Open to horses or ponies, Junior or Adult Amateur riders.

16. Speed
17. Power and Speed
18. Table II.2.B

Divisions qualifying for FHSS points are noted*.

Jumper Guidelines and Definitions

Table A (USEF: Table II, Sec. 2(a) and (b))

These are the most common classes that you will see in the jumper ring.

It is run over two rounds. In the first round, your only consideration is to have a clear round (no rails or disobediences) without going over the time allowed. All horses tied for first place (which are almost always the 0-faulters) go on to the shortened jump-off course, which can be either immediate (USEF: Table II, Sec. 2(b)) or delayed (run after all riders have completed the first round, USEF: Table II, Sec. 2(a)).

In the jump-off, your goal is to keep all of the rails up while going fast.

Horses are placed by number of faults first, and then by time when placing within each category of faults. A horse with a rail, however fast, cannot beat a horse that jumps clear.

Power and Speed (USEF: Table II, Sec. 2(c))

This is a class that is run over a single course, with the jump-off incorporated into the second half. Usually the course consists of around fourteen numbers, with the first "round" being the first seven or eight jumps and the second "round" being the last six or seven jumps.

Every horse competes over the first "round", but only those that have not accumulated any faults in the first part of the course can then go on to complete the second part of the course. This is why the first phase is about power - all you need to do is jump clear.

The second part is where speed comes in. It is essentially a jump-off that is done without stopping after the first round.

After each horse has completed the last jump of the first phase, the judge will determine whether they are allowed to continue.

If no bell or whistle sounds, the horse is to continue on to the next jump without stopping.

If the bell or whistle does sound, the horse must stop and exit the ring without jumping the next jump.

Posted courses for a "Power and Speed" phase will notate which jump ends the "Power" phase and which jumps are in the "Speed" phase.

Time Allowed: the time in which you may complete your course without incurring "faults". For each second you are over the time allowed, 1 fault is assigned.

Please see Jumper guidelines for a brief definition of "Table II.2.B", "Power and Speed", etc.