

Sugarbush Schooling Series

Rules:

Applicable to All Divisions:

- Ribbons awarded for 1st to 6th, and division champion & reserve champion.
- Points for champion & reserve champion are tallied as 1st = 7 points, 2nd = 5 points, 3rd = 4 points, 4th = 3 points, 5th = 2 points, & 6th = 1 point. Points for year-end awards are tallied as 1st = 6 points, 2nd = 5 points, 3rd = 4 points, 4th = 3 points, 5th = 2 points, & 6th = 1 point, multiplied by the number of competitors in the class (e.g. if you receive 2nd in a class of 12 competitors, you get $5 \times 12 = 60$ points).
- While mounted, ASTM/SEI or BSI/BS EN approved helmets must be worn at all times.
- Jackets & braiding are optional. In the absence of a jacket, a well-fitted dress-shirt, turtleneck, or polo shirt is expected. In the absence of braiding, a pulled or roached mane is expected.
- At least 75% of the jumps will be set at height. Class heights are listed in the schedule. Please do not enter a class thinking the fences will be lower.
- A minimum of 8 obstacles are required for each course with the exception of the Entry division, which requires a minimum of 6.
- With the exception of Combined Ponies, no distances shall be adjusted for ponies. The judge shall judge the stride the rider has to work with in these cases.
- Warm up fences and distances shall not be adjusted during the warm up.
- The rules set-forth in Section A & Section G of the Equine Canada rulebook shall be used in cases where our rules do not apply.
- Each competition ground may have their own set of rules with regard to such things as dogs, liability, etc.

Division Specs:

Entry Division:

- Open to junior riders. No Trillium or "A" circuit riders.
- Up to two riders on one horse is allowed. Classes will likely be split into two groups.
- Riders may not cross-enter into any other division.
- Cross rails only
- Year-end awards are based on rider.

Novice 2' Division:

- Open to junior & amateur riders. No Trillium or "A" circuit riders.

- Courses to be simple & hunter like.
- Up to two riders on one horse is allowed. Under saddle class can be split into two groups to accommodate this.

Combined Pony Hunter:

- Open to junior riders, amateur riders, and ponies.
- Ponies to jump at their own respective heights & distances, but will be judged together (smalls at 2', mediums at 2'3", and larges at 2'6").

Hack Division:

- Open to all horses (including ponies) & riders.

2'3", 2'6", 2'9" Open Hunter Divisions:

- Open to all riders.
- Horse/rider combinations to jump at the height of the highest class they've signed-up for in other divisions, or a higher height of their choosing

2'6"/2'9" Open Jumper division:

- Open to all horses & riders.
- Entries and year-end awards are based on horse/rider combinations.
- Class Specs for Jumper Division:
 - Optimal Time: The optimum time is the time the course designer calculates based on the posted speed, minus four seconds. The rider who is closest to the optimum time with the fewest penalties wins.
 - Immediate Jump Off: If the horse and rider are clear they continue to the jump-off. The jump-off is a shortened course that determines the winner of a tie between horses. The winner is the horse and rider with the fewest faults in the shortest time.
 - Power and Speed: The course is split into two phases: power and speed. Riders must stay clear and within time during the power phase. If a rider is clear in the power phase, they continue on to the speed phase. If a rider is not clear in the power phase, they are eliminated from the course. The speed phase is similar to a jump-off.

List of Fees:

Admin/Medic Fee: \$25.00

Division fees listed below

All prices do not include HST

Class List:

Ring 1

Starter Division \$60

****Lead Line Optional****

1. Walk
2. Walk/Trot
3. Warmup Round
4. Walk/trot over poles

Entry Division \$80

Trot or canter cross rails

5. Warmup Round
6. Cross Rail Hunter
7. Cross Rail Hunter
8. Cross Rail Equitation
9. Entry Equitation on the Flat

Novice 2' Division \$80

10. Warmup Round
11. 2' Hunter over fences
12. 2' Hunter over fences
13. 2' Equitation over fences
14. Novice Hunter under Saddle

Ring 2

Hack Division \$60

20. Road Hack
21. Show Hack
22. Pleasure Hack

Combined Pony Hunter \$80

15. Warmup Round
16. 2'/2'3"/2'6" Hunter over fences
17. 2'/2'3"/2'6" Hunter over fences
18. 2'/2'3"/2'6" Equitation over fences
19. Combined Pony Hunter under saddle

2'3" Open Hunter \$80

23. Warmup Round
24. 2'3" Hunter over fences
25. 2'3" Hunter over fences
26. 2'3" Equitation over fences
27. 2'3" Open Hunter Under Saddle

2'6"/ 2'9" Open Hunter \$80

28. Warmup Round
29. 2'6" Hunter over fences
30. 2'6" Hunter over fences
31. 2'6" Equitation over fences
32. 2'6" Open hunter under saddle

2'6" / 2'9" Open Jumper Division \$80

38. Clear Round
39. Optimal Time
40. Immediate Jump Off
41. Power and Speed