

Rules for Halloween Jumper Extravaganza

All classes will be offered at the following levels:

A: crossbar-2' (No oxers)

B: 2'-2'3" (No oxers)

C: 2'3"-2'6"

D: 2'6"-2'9"

The majority of the course will be set at the lower height.

Horse/Rider combination may not cross enter division heights, except team relay. For example, if you do any class at C level, you cannot do B level, except in a team class.

Class 1: Musical stalls: Poles will be laid on the ground like stalls. There will be one less stall than competitors. The music will signal the time to start walking around the stalls. When the music stops, the last one in a stall is out. The last horse in the last stall wins the class. Competitors must stay at a walk. Those breaking into trot will be disqualified.

Class 2: Get the Wiggles out Warm-Up: Get your horse familiar with the course.

Judged using Table II(2)(b).

Class 3: Take your own line: After crossing the start line, the competitor must jump each obstacle in either direction, in any order and cross the finish line. The whistle will signify that the competitor may begin the course. The competitor must jump each fence one time, but only one time. The competitor is free to choose her own path.

a. If a competitor incurs a refusal, she may proceed to another obstacle.

However, if the standard or flag is knocked down or displaced, the judge gives an audible signal, the clock is stopped and six seconds added to the time taken by the

competitor to complete her round. The time is restarted at the moment when the horse leaves the ground at its next obstacle. Upon signal to proceed, the competitor may continue his round, re-attempting the obstacle refused or any other obstacle on the course not previously jumped.

b. A first refusal is penalized only by time. The second refusal incurs elimination.

Class 4: Fault and Out: The competitor's round finishes with the first fault incurred (Stop or Rail). Points are awarded instead of faults, two points being awarded for each obstacle jumped cleanly and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points. The whistle will signify that the competitor may start the course. The time starts when the horse crosses between the start gates and stops upon the first fault or the time allowed being reached.

a. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the competitor is credited with obstacles cleared.

b. When an obstacle is knocked down or the Time Allowed has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.

c. When a fault constitutes a disobedience or fall, or when the competitor is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.

d. The time allowed is 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, he starts around the course again but is not required to go back through the start markers.

Class 5: Team Relay: Teams of 4 compete at same height. Each team member must complete the course, then hand the baton to the next team member. The time starts with the blow of the whistle and completes when the last team member crosses the finish line. If the baton is dropped, the passing rider has to get off their horse, remount and then pass the baton.

Class 6: Gambler's Choice: Each obstacle carries from 10 to 100 points according to its difficulty. The obstacles may be jumped in both directions. The competitor is credited with the number of points carried by each obstacle that she has jumped correctly. No points are awarded for an obstacle knocked down. Each competitor has 90 seconds to jump all the obstacles she wishes in any order and in any direction. She may cross the starting line in either direction. The whistle declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow her time to be recorded. If she does not cross the finishing line, she is placed last of the competitors with the same number of points.

If the fixed time is reached at the moment when the horse is already taking off (front hooves off the ground), this obstacle counts if it is correctly jumped. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless she is placed according to the points obtained up to the moment of her fall disregarding the time.

At the completion of the round, the competitor's points will be added up and announced to the competitor. The competitor then has 30 seconds to decide whether to jump the Joker fence or keep the points earned. The Joker may only be attempted once. If the competitor chooses to jump the Joker and clears it, the competitor will receive 200 points. If the competitor has a disobedience or rail, she will lose 200 points from her first-round score. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide.

Class 7: High Jump: Each competitor is allowed three attempts to clear a particular height and receives three points for clearing it at the first attempt, two for the second and one for the third. Points are cumulative from start to finish of class. Failure on the third attempt eliminates. The winner is the competitor clearing the greatest height, or an equal height with a greater number of points. A practice obstacle, which is not scored, may be jumped before each attempt.

This class will be offered at all levels, but you must start at the level you have competed in other classes. Each level will be placed separately. For example, if you ride in class 3 at C level, you must start this class at C level. All competitors in all division heights will be brought into the area at the beginning of the class. When the fence height reaches your starting height, you will begin your class, even if others are still competing in their class.

Class 8: Don't Spill the Wine: Competitors to complete the pattern designated while holding a cup of wine (Water for those underage or don't want wine). The rider to complete the class with the most wine in the cup wins. The pattern will include tasks such as changing pace, trot poles, small fences, and backing.