

## DIVISION RULES AND REGULATIONS

**Schooling Rounds:** Schooling rounds will be offered at the beginning of each Division. Open to all riders (do not have to be riding in that division). Must ride a course posted for that Division. Notify gate person of course.

### HUNTER CLASSES AND DIVISIONS

**Walk-Trot Division:** Open to juniors and amateurs. In over rails classes, riders two-point over rails, and post the trot in between. Diagonals count around corners, but not between rails. Trainer/handler allowed in arena during over rails classes (stand in middle). Riders who have competed in classes requiring canter for more than one season are not eligible for Walk-Trot.

**Cross Rail Division:** Fences 1'0" with no oxers. Open to juniors and amateurs. Simple changes of lead will **NOT** be penalized. Riders may not cross enter into any division with fences 2'3" or higher. Riders who have competed at 2'3" or above are not eligible to ride in Cross Rails.

**Short and Long Stirrup:** Fences 1'6" to 2'0" with no oxers. Short open to riders aged 12 and under. Long open to riders aged 13-17, and all amateurs. Riders who have competed at 2'6" or above are not eligible to ride in the Eq portions.

**Green Rider:** Fences 2'3", with oxers. Open to juniors and amateurs. Riders may not cross enter into any division with fences 2'9" or higher. Riders also competing at 2'6" may only enter if in their first season of showing 2'6".

**Baby Green Hunters:** Fences 2'3" with oxers. Open to all riders. Open to horses that have not shown over fences 2'6" or higher prior to the current show year.

**Low Hunters:** Fences 2'6" with oxers. Open to all riders. Open to horses that have not shown over fences 2'9" or higher prior to the current show year.

**Modified Hunters:** Fences 2'9" to 3'0" with oxers. Open to all riders. Open to horses that have not shown over fences 3'3" or higher prior to the current show year.

**Low Children's/Adult Amateur:** Fences 2'6" with oxers. Open to junior and amateur riders. O/F may have broken line or trot fence.

**Children's/Adult Amateur:** Fences 2'9" with oxers. Open to junior and amateur riders. O/F may have broken line and/or trot fence.

**Equitation/Jumper Challenge:** Open to all riders. Not timed. To be judged on form and execution over a jumper type course.

### CLASSES AND AWARDS

**CLASSES:** Classes may be combined at PGF discretion. Refunds will be given if PGF cancels the class. Classes in the Walk Trot, Cross Rail, Short/Long Stirrup, and Green Rider will be split if there are more than 10 entries, with prizes to both.

**TRAINER INCENTIVE:** Receive one free class for every 15 classes your students enter. Certificate for entry fees sent one week after show.

**AWARDS:** Ribbons 1<sup>st</sup> to 6<sup>th</sup>. Prize to first (must have 3 entrants in class). Division and other daily high point awards are provided.

**EARLY ARRIVAL AND SCHOOLING:** Exhibitors are welcome to arrive early or come school before the show. No reservations are necessary. The course is completed by the Thursday before the show. There is a \$15.00 ground fee per horse per day. Stalls are available at \$10.00 or \$15.00 (depending on type) a day.

**NO CHARGE:** Camping or RV's (no hook-ups) is available for no charge. We have two bathrooms, hot water and showers.

Lunging and warm-ups in designated areas only. Tents **MUST** be on a grass area.

No Stallions. **NO DOGS PLEASE.**

### JUMPERS

**Table II, Sec. 2b:** The first round and first jump-off, if any, are decided by adding together the faults incurred over the course. If a competitor has gone clean in the first round, the competitor, will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor who leaves the arena after a clear round will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump off in which time will decide in the event of equality of faults.

**Table II, Sec 2c:** Course to consist of up to 15 obstacles. Jumps 1-9 considered the qualifying course and if clean immediately continue on course to the jump off.

**Gambler's Choice:** Jumps given points based on difficulty. Riders have one minute to jump as many obstacles as possible. Refusal or knockdown earns zero points. Rider must start through the cones at judge's signal. Rider with the highest number of points wins.