



HOPE EQUESTRIAN EVENTS AT ESSA

An Ontario Equestrian Skills Development Show Series Held at the Essa Agriplex

Spring Classic | May 30 & 31, 2026

Summer Solstice | August 8 & 9, 2026

Fall Farewell | September 19 & 20, 2026

Ticketed schooling will be available on May 30, August 8 and September 19

Melanie Marion | (705) 209-1187 | HopeEquestrianTeam@Gmail.com

Sarah Butterworth | (705) 427- 6543 | Untwistyourthinking@Gmail.com

Enter online here: [HOPE EQUESTRIAN TEAM SCHOOLING SERIES | SPRING CLASSIC – Fill out form](#)

Any inquiries can be sent to: hopeequestrianevents@gmail.com

Hope Equestrian OE Skills Development Division/Class Entry Fees

Jumper Division | \$60

Hunter Division | \$60

Beginner Rider Division | \$60

Combined Test Division | \$60 (\$40 if entered in the corresponding Jumper Division)

Individual Dressage Test | \$50

Dressage Division (2 dressage classes) | \$80

Individual Equitation Flat | \$20

Individual Specialty Class | \$20

Leadline Class | \$0.00

Membership Fee | \$50

Administration Fee | \$10

Medic Fee | \$40

There will be a 3% surcharge for all payments made by credit or debit card

School & Stay | Members: \$160 | Non-Members: \$190

Daily Stall Fee | Member: \$100 | Non-Member: \$120

Shavings | \$12 Per bag (subject to change)

Saturday Ticketed Schooling - Maximum 1 hour. By appointment only. | \$60

Post Entry Fee | \$50

Scratch Fee | \$45

Jumper Ring | 7:30am Start - 1 Course Walk Per Height

- .90 Specialty class: Optimum Time
- .90 Jumper Division(**pre Training Table A - separate placings**)
.90 Division Victory Lap
- .80 Specialty class: Optimum Time
- .80 Jumper Division (**Entry Table A - separate placings**)
.80 Division Victory Lap
- .70 Specialty class: Optimum Time
- .70 Jumper Division(**Pre Entry Table A - separate placings**)
.70 Division Victory Lap
- .60 Jumper Division (**Tadpole Table A - separate placings**)
- .60 Specialty class: Gamblers Choice
.60 Division Victory Lap
- Cross Rail Jumper Division (**Minnow Table A - separate placings**)
- Cross Rail Jumper Specialty class: Gamblers Choice
Cross Rail Division Victory Lap

Hunter Ring | 7:00am Start

- D Equitation on the Flat
- C Equitation on the Flat
- B Equitation on the Flat
- A/AA Equitation on the Flat
- Hack Division
- Beginner Rider Division

- Cross Rail Hunter Division
- Cross Rail Hunter Specialty Class: Derby

Victory Lap

- Short Stirrup Hunter Division - To run with Long Stirrup but placings will be separate
- Long Stirrup Hunter Division - To run with Short Stirrup but placings will be separate
- 2'0 Hunter Division
- 2'0 Hunter Specialty class: Derby

2'0 Hunter Specialty class: Derby Victory Lap

- 2'3 / 2'6 Hunter Division
- 2'3 / 2'6 Hunter Specialty class: Derby

2'3 / 2'6 Hunter Specialty class: Derby Victory Lap

- 2'9 Hunter Division
- 2'9 Hunter Specialty class: Derby

2'9 Hunter Specialty class: Derby Victory Lap

Dressage Ring | 7:00 am Start

- Intermediate Dressage Test
- Novice Dressage Test
- Beginner Dressage Test (**walk/trot**)
- **Leadline**

Beginner Rider Division.

Open to beginner riders of all ages who have a sum of three (3) or less first place ribbons from any previous OE Skills Development or EC - rated show. Riders may only cross enter into Cross Rail jumpers, Minnow (walk/trot) dressage, or Cross Rail Hunters if age allows.

- Beginner Equitation
- My First Working Equitation
- Pole Course

Cross Rail Hunter Division

Open to all. Horse/pony may cross-enter into the short stirrup hunters, long stirrup hunters, cross rail jumpers, .65 jumpers, Minnow Combined Test Division, Tadpole Combined test division, age-specific equitation, any dressage, and Hack Division.

- Cross rail Hunter Over Fences
- Cross Rail Hunter Over Fences
- Cross Rail Hunter Under Saddle

Short Stirrup Hunter Division

Open to all D and C riders. Jumps will be set at 21" with no oxers. The horse/pony may cross enter into the cross rail hunter division, 2ft Hunter division, cross rail jumpers, .65 jumpers, Minnow Combined Test Division, Tadpole Combined test division, age-specific equitation, any dressage, and Hack Division. To run with To run with Long Stirrup Hunters but will place separately .

- Short Stirrup Hunter Over Fences
- Short Stirrup Hunter Over Fences
- Short Stirrup Hunter Under Saddle

Long Stirrup Hunter Division

Open to all. Jumps will be set at 21" with no oxers. The horse/pony may cross enter into the cross rail hunter division, 2ft Hunter division, cross rail jumpers, .65 jumpers, Minnow

Combined Test Division, Tadpole Combined test division, age-specific equitation, any dressage, and Hack Division. To run with Short Stirrup Hunters but will place separately .

- Long Stirrup Hunter Over Fences
- Long Stirrup Hunter Over Fences
- Long Stirrup Hunter Under Saddle

Equitation On The Flat Classes

- A/AA Equitation on the Flat | Open to riders aged 15 and older as of January 01, 2026. May cross over into any other class that is not age based.
- B Equitation on the Flat | Open to riders under the age of 15, but over 12 as of January 01, 2026. May cross enter into any other class that is not age specific.
- C Equitation on the Flat | Open to riders under the age of 12 but 10 or over as of January 01, 2026. May cross over into any other division that is not age specific.
- D Equitation on the Flat | Open to riders under the age of 10 as of January 02, 2026. May cross enter into any other class that is not age specific.
- Leadline | A judged equitation on the flat to include a walk, sitting trot, halt, and a horsemanship question. Open to riders under the age of 10 as of January 01, 2026. May not cross enter. No entry fee.

Hack Division

Open to all.

- Road Hack

- Show Hack
- Pleasure Hack

2'0 Hunter Division

Open to all. Horses/ponies may cross-enter into Cross Rail Jumper class, any .60 Jumper class, any .70 Jumper class, Cross Rail Hunters, Short Stirrup Hunters, Long Stirrup Hunters, Tadpole Combined Test Division, Minnow Combined Test Division, 2' 3 / 2' 6 Hunters, age specific equitation class, any level dressage test, and Hack Division.

- 2'0 Hunter Over Fences
- 2'0 Hunter Over Fences
- 2'0 Handy Hunter Over Fences
- 2'0 Hunter Under Saddle

2'3/2'6 Hunter Division

Open to all. Competitors may move up or down throughout the series of shows, but competitors may not change heights once the division has started. Competitors must declare their height on the event entry before the start of the show. Horses/ponies may cross-enter into 2ft hunter division, 2'9 Hunters, any .60 jumper classes, any .70 jumper classes, any .80 Jumper class, any .90 Jumper class, age specific equitation class, Training Combined Test Division, Pre Entry Combined Test Division, Entry Combined Test Division, Tadpole Combined Test Division, any level dressage test, and Hack Division.

- 2'3/2'6 Hunter Over Fences

- 2'3/2'6 Hunter Over Fences
- 2'3/2'6 Handy Hunter Over Fences
- 2'3/2'6 Hunter Under Saddle

2'9 Hunter Division

Open to all. Horses/ponies may cross-enter into 2'3 / 2'6 Hunters, any .80 Jumper class, any .90 Jumper class, age specific equitation class, Training Combined Test Division, Pre Entry Combined Test Division, any level dressage test, and Hack Division.

- 2'9 Hunter Over Fences
- 2'9 Hunter Over Fences
- 2'9 Handy Hunter Over Fences
- 2'9 Hunter Under Saddle

.90 Jumper Division

One course walk. The ring will open for course walk at 7:00 am and close at 7:20 am. It may include combinations and/or oxers. Horses/ponies may cross-enter into any .80 Jumper class, 2'3 / 2'6 Hunters, 2'9 Hunters, age specific equitation class, Training Combined Test Division, Pre Entry Combined Test Division, any level dressage test, and Hack Division.

- .90 Gamblers Choice
- .90 Table A
- .90 Power and Speed

.80 Jumper Division

One course walk. May include combinations and/or oxers. Horses/ponies may cross-enter into any .70 Jumper class, any .90 Jumper class, 2 '3 / 2' 6 Hunters, 2 '9 Hunters, age specific equitation class, Training Combined Test Division, Pre Entry Combined Test Division, Entry Combined Test Division, any level dressage test, and Hack Division.

- .80 Gamblers Choice
- .80 Table A
- .80 Power and Speed

.70 Jumper Division

One course walk. May include combinations and/or oxers. Horses/ponies may cross enter into any .60 Jumper class, any .80 Jumper class, 2 '3 / 2' 6 Hunters, age specific equitation class, Pre Entry Combined Test Division, Entry Combined Test Division, Tadpole Combined Test Division, any level dressage test, and Hack Division.

- .70 Gamblers Choice
- .70 Table A
- .70 Power and Speed

.60 Jumper Division

One course walk. No combinations. May include oxers. Horses/ponies may cross enter into any Cross Rail Jumper class, any .70 Jumper class, Cross Rail Hunters, Short Stirrup Hunters, Long Stirrup Hunters, 2ft Hunters, 2 '3 / 2' 6 Hunters, age specific equitation class, Pre Entry

Combined Test Division, Tadpole Combined Test Division, Minnow Combined Test Division, any level dressage test, and Hack Division.

- .60 Optimum Time
- .60 Table A
- .60 Power and Speed

Cross Rail Jumper Division

One course walk. No combinations. No oxers. Horses/ponies may cross-enter into the Cross Rail Hunters, Short Stirrup Hunters, Long Stirrup Hunters, 2ft Hunters, any .60 Jumper class, age-specific equitation class, Tadpole Combined Test Division, Minnow Combined Test Division, any level dressage test, and Hack Division.

- Cross Rail Optimum Time
- Cross Rail Table A
- Cross Rail Power and Speed

Training Combined Test Division

Course walk with .90 Jumpers. Jump rounds may include combinations and/or oxers.

Jumping round runs with .90 Jumpers, but placed separately. Horses/ponies may cross-enter into any .80 Jumper class, any .90 Jumper class, 2 '9 Hunters, age specific equitation class, Entry Dressage, Entry Combined Test division and Hack Division.

- .90 Table A
- Training Dressage Test

Entry Combined Test

Course walk with .80 Jumpers. Jump rounds may include combinations and/or oxers.

Jumping round runs with .80 Jumpers but placed separately. Horses/ponies may cross-enter into any .70 Jumper class, any .80 Jumper class, any .90 Jumper class, 2'9 Hunters, age specific equitation class, Training dressage test, Training Combined Test division, Pre Entry Combined Test Division, Pre Entry Dressage Test, and Hack Division.

→ .80 Table A

→ Entry Dressage Test

Pre Entry Combined Test

Course walk with .70 Jumpers. Jump rounds may include combinations and/or oxers.

Jumping round runs with .70 Jumpers, but placed separately. Horses/ponies may cross-enter into any .70 Jumper class, .60 Jumper class, any .80 Jumper class, Entry Combined Test Division, Entry Dressage Test, Tadpole Combined Test Division, Tadpole Dressage Test, 2'3 / 2'6 Hunters, age-specific equitation class and Hack Division.

→ .70 Table A

→ Pre Entry Dressage Test

Tadpole Combined Test Division

Course walk with .60 Jumpers. No combinations. Jump rounds may include oxers. Jumping round runs with .60 Jumpers, but placed separately. Horses/ponies may enter into any Cross

Rail Jumper class, any .60 Jumpers class, any .70 Jumper class, Cross Rail Hunters, Short Stirrup Hunters, Long Stirrup Hunters, 2ft Hunters, 2'3 / 2'6 Hunters, Pre Entry Combined Test Division, Minnow Combined Test Division, Pre Entry Dressage Test, Minnow Dressage test, age-specific equitation class, and Hack Division.

→ .60 Table A

→ Tadpole Dressage Test

Minnow Combined Test Division

Course walk with Cross Rail Jumpers. No combinations. No oxers. Jumping round runs with Cross Rail Jumpers but placed separately. Horses/ponies may cross enter into the Cross Rail Hunters, Short Stirrup Hunters, Long Stirrup Hunters, 2ft Hunters, any Cross Rail Jumper Class, any .60 Jumper class, Tadpole Combined Test Division, Tadpole Dressage, age specific equitation class, and Hack Division.

→ Cross Rail Table A

→ Minnow Dressage Test

Hope Equestrian Team Events – Rules & Regulations (Essa Agriplex)

1. Membership & Eligibility

1.1 All riders entering any class or division must be current members in good standing with Ontario Equestrian (OE). Proof of membership must be produced upon request.

1.2 Leadline riders are exempt from OE membership requirements.

1.3 Riders wishing to be eligible for series points or awards must hold a valid Hope Equestrian Team Event (HEE) membership. Membership for 2026 year is \$50 but could go up in the future.

2. Entries & Administration

2.1 All entries must be submitted through the designated online entry system as specified in the Prize List.

2.2 Entries and stabling requests must be received before the published closing date to avoid late fees. All stabling fees are non-refundable

2.3 No competitor shall be issued a number until full payment and all required documentation have been received. Access to stabling and schooling will not be granted unless fees are received

2.4 The entrant bears sole responsibility for proof of timely submission.

3. Health & Vaccination Requirements

3.1 All horses present on the competition grounds must meet the vaccination requirements set out in Article A519 of Equestrian Canada General Regulations.

3.2 Horses must have received Equine Influenza and Equine Herpes Virus (EHV-1 and EHV-4) vaccinations within six (6) months plus a 21-day grace period prior to arrival.

3.3 No horse may receive vaccinations within seven (7) days prior to arrival.

3.4 Proof of vaccination must be available upon request.

3.5 Horses unable to be vaccinated must provide a veterinarian's letter on official letterhead. Management may require a temperature log at its discretion.

3.6 Management reserves the right to refuse entry or remove any horse not in compliance.

4. Closing Dates & Payment

4.1 Entries close at 11:59 PM, 7 days before the competition, to avoid a post-entry fee. Any entries submitted after will be subject to a \$50 post entry fee.

4.2 Payment must be made by credit card or debit card to the address specified on the invoice.

4.3 Entries will not be processed until payment is received.

4.4 Returned payments or chargebacks are subject to a \$50 administrative fee.

4.5 A Non Refundable 3% surcharge will occur on all credit card and Debit card payments

4.6 A 50% deposit minus the administrative fee and service charge will be returned 7 days before the event should riders be unable to attend.

4.7 Medic fee and administrative fees will not be returned

4.8 Once a horse has entered the ground, no refunds will be administered, even if the horse is unable to compete or the rider is unable to compete

5. Limits & Scheduling

5.1 Stall assignments are capped at 170 stalls per event

5.2 Horses are limited to two (2) Divisions and one (1) specialty Jump class. Any excessive horse use will not be tolerated and is subject to disqualification.

5.3 A horse may not compete more than once in the same class or division. If a horse/pony is entered in a combined test and corresponding Jumper class, only 1 table A round will take place. Points will count to both the Jumper Division and the Combined Test Division.

5.4 Management reserves the right to limit, close, cancel, or reassign classes in the interest of safety, scheduling, or facility capacity.

5.5 Management reserves the right to reschedule events based on inclement weather.

5.6 Maximum 8 Riders in the warm-up ring at a time. All other riders can warm up in the pre-warm-up ring. There will be staff in the pre-warmup ring to let riders know when their class will begin and then permit entry into the warm-up ring.

6. Results & Awards

6.1 Ribbons shall be awarded first through sixth in each class.

6.2 Champion and Reserve Champion shall be awarded per division where applicable. Victory lap will be held at the end of each Jumper Division and Hunter Derby. This shall occur in a safe manner

6.3 Points shall follow the horse in hunter/jumper divisions

6.4 Riders must compete in a minimum of 2/3 scheduled events to qualify for year-end points.

7. Conduct & Attire

7.1 ASTM/SEI or BSI-approved protective headgear with secured harness must be worn at all times while mounted.

7.2 Proper show attire is required. This includes a show jacket, show shirt, tan or white breeches and appropriate riding footwear. Show jackets will be excused based on heat advisories. Please note- if you are not wearing appropriate show gear you will be disqualified. A show shirt is appropriate in the jumper division without a show jacket unless otherwise specified.

7.3 After a fall, a rider is eliminated for that round and may participate in the following class should the medic clear the person safe to ride.

7.4 Horses must complete an over-fence class before competing in under saddle classes.

7.5 Any abuse, mistreatment, or unsafe handling of a horse will result in immediate expulsion without refund.

7.6 Any rider or parent aggressing against a horse, should a rider fall, during warm-up, or in any other area of the grounds, will be immediately disqualified. Staff will be monitoring diligently throughout the event.

7.7 Any horse engaging in unsafe behaviour will be asked to leave the grounds, and you will be eliminated

7.8 Horse tack must be appropriate for the division you are entering. A rider must go to the staff to be checked before entering the ring. Failure to do so will result in the rider being disqualified

8. Liability & Assumption of Risk

8.1 Participation in equestrian sport involves inherent risks. All participants assume all risks associated with participation. From minor bumps, bruising and death.

8.2 Hope Equestrian Team, Essa & District Agricultural Society, officials, employees, and volunteers accept no liability for injury, loss, damage, or death to persons, horses, or property. You are entering into this event series acknowledging and accepting all risks. It is up to participants to have appropriate tack, trailer, horse and human insurance to protect you and your property.

8.3 All competitors must sign the official waiver and release form prior to participation. A failure to sign these waivers will result in you being eliminated and unable to compete without refund. All waivers must be signed 7 days prior to the event. Late notices will be sent. If forms are not signed final notice will occur 48 hours before.

9. Essa Agriplex Facility Rules

9.1 Facility gates are locked from 9:00 PM to 6:00 AM. Access during these hours must be arranged through the Show Office.

9.2 Parking is permitted only in designated areas. You may only park at stalls during a schooling day to unload your horse into the stall they will stay in for the night.

9.3 Motorized vehicles may be operated only by fully licensed drivers.

9.4 Vehicles operated in violation of this rule will be impounded.

9.5 Dogs must be leashed at all times. Owners must comply with "Poop & Scoop" regulations.

9.6 Open fires are prohibited.

9.7 Smoking by the show rings is prohibited. If you are found smoking by the grounds you will be asked to leave and not return

9.8 Hacking in competition rings is permitted until the arrival of maintenance equipment.

9.9 Alcohol or recreational drugs are not permitted along with any illicit drugs. Failure to comply will result in fines

10. Governing Rules

10.1 All classes are governed by the current Equestrian Canada Rules.

10.2 All participants are expected to comply with the Equestrian Canada Statement of Principles regarding horse welfare.

11. Time Management

11.1 The rider will be given a time in which they are to enter the ring. There will be no leniency on timing unless an emergency has occurred, such as a loose horse, rider fall, or medical emergency.

What is not included: forgotten tack, arriving late to the facility, not paying attention to the time in the warm-up ring, forgetting your rider number

11.2 All riders who are not on deck and ready to go for their allotted time will be eliminated

11.3 It is your responsibility as a coach and a rider to adhere to these time management rules

Glossary

Handy Hunter | Handy Hunter is a more technical hunter class designed to show how adjustable and rideable a horse is. The course may include tighter turns, trot fences, halts, rollbacks, or changes of pace. Horses are judged on style, rhythm, smoothness, and overall rideability.

Hunter Derby | Hunter Derby is a special hunter class with a flowing classic course designed to showcase quality and style. The course may include natural lines and optional inside tracks for bonus points. Judged on style, rhythm, jump, and overall impression.

Optimum Time | A jumper class in which an Optimal time is established by Competition Management in accordance with Equestrian Canada Jumper Rules. Competitors are penalized for exceeding or not attaining the Optimal Time, with penalties assessed per second or part thereof. Jumping faults are added to time penalties to determine the final score. The competitor whose score is closest to the Optimal Time with the fewest jumping faults shall be placed highest. Ties shall be broken in accordance with the Judge.

Table A | A jumper class judged under Table A, as defined by Equestrian Canada Rules, in which penalties are assessed as follows:

- Knockdown of an obstacle: 4 faults
- First disobedience (refusal, run-out, or circle): 4 faults
- Second disobedience: Elimination
- Fall of horse and/ or rider: Elimination

The competitor with the lowest number of faults shall place highest. Where faults are equal, placings shall be determined by time taken, a jump off, or another method stated by the judge.

Power and Speed | A jumper class consisting of two consecutive rounds, judged under Table A, in accordance with Equestrian Canada Jumper rules.

1. Power Round: the first round, where jumping faults are assessed. Only competitors completing the power round without jumping faults are eligible to continue to the speed round unless otherwise specified.
2. Speed Round: the second round, in which faults are assessed and time taken determines placings among competitors with equal faults.

The competitor with the fewest faults in the speed round, and in the event in equality of faults, the fastest time, shall be declared the winner. Course design, progression to the speed round, and scoring procedures are subject to the published class conditions and the discretion of Competition Management.

Gamblers Choice | In this Top Score Competition (Gambler's Choice), a number of jumper obstacles will be set in the arena, each carrying a designated point value based on difficulty. Riders and horses may jump obstacles in any order and in any direction within a fixed time allowed. Each correctly jumped obstacle earns the rider the assigned points; no points are awarded for obstacles knocked down. Each obstacle may be jumped twice for scoring purposes, but if taken a third time or after being knocked down, it will not score.

1. Obstacles shall be built to be jumped in both directions.
2. Each obstacle carries a point value (10–120 points) as designated in the prize list or by the course designer.
3. Riders have a fixed time between 45–90 seconds (set and published in the schedule). During this time, the Athlete may jump any obstacles in any order to accumulate the most points.
4. The bell will signal the end of the allotted time. To record a score, the Athlete must then cross the finish line. Failure to do so within the rules may result in elimination.
5. Knocking down a rail results in no points for that obstacle; if the obstacle is jumped again after being knocked down, it still scores no points.
6. Disobediences (e.g., refusals) cost time but are not otherwise scored.
7. The Athlete with the highest total points wins. In the event of a tie on points, the faster time (from start of the fixed time to crossing the finish line) determines the winner. A jump-off with a shorter time allowed may be used if indicated in the schedule.
8. Optional: A Joker obstacle may be included, offering bonus points (e.g., +200) if cleared and a corresponding deduction if knocked down, if this is specified in the prize list and course design.

Administration Fees | These are non-refundable. Secures updates of points, paper, invoicing and any other cost outside of horseback riding.

Medic Fee | This cost is affiliated with medic support in grounds by licensed individuals who will support the day and insure any rider injury is well cared for. From broken bones, to simple bumps and bruises.