



Howard County Fair Jumper Schooling Show August 5, 2023 Start Time: 9:00 am



Show Co-Chairs – Kaitlyn Dudley 443-201-4468 and Karen Dudley 410-365-7231

To Pre-Enter email kdudmtairy@aol.com or ironponysupplyllc@gmail.com

Entries: \$15 per class - Additional \$5 Office fee per horse and rider combo.

CASH OR CHECK ONLY- Checks made payable to Howard County Fair Association, Inc.

PREMIUMS IN EACH CLASS - 1st-\$12, 2nd-\$10, 3rd-\$8, 4th-\$6, Ribbons 1st – 6th

Open to horses, ponies, minis, mules, donkeys

HOWARD COUNTY FAIR RULES APPLY

No Dogs Allowed on Fairgrounds, including Horse Show Grounds. Please leave dogs at home.

All entrants must present a current **proof of Negative Coggins**. All entrants must complete a **Self-Certification of Equine Health Form** prior to unloading animal. This health form shall be presented, upon request, to the designated show/fair representative. Go to the Maryland Department of Agriculture website at www.mda.state.md.us for forms and current Maryland health regulations.

Helmets are mandatory for ALL competitors. Additional safety riding gear is acceptable.

SAFETY is our first concern, and we will make every effort to keep things safe for both rider and horse. Please be cautious and show courtesy to both competitors and spectators.

Divisions: (Riders may cross enter only in one (1) division up in height)

Puddle Jumpers: 18" Cross Rails

Itty Bitty: 18" – 2' (No cross rails)

Beginning Jumpers: 2' – 2'3" (Will include oxers)

Preliminary Jumpers: 2" – 2'9" (Will include oxers)

Low Jumpers: 3' -3'3" (Will include oxers)

If entries warrant, Show Management may add in:

Hopeful Jumpers: 3'3" – 3'9"

Class 1 – Table II, Section 1 – No jump off

Class 2 – Table II, Section 2(b) – **Please note** – if there are no clear rounds a jump off will still be used

Class #	Class Description	Table #
1	Puddle Jumpers	Table II, Section 1
2	Puddle Jumpers	Table II, Section 2(b)
3	Itty Bitty	Table II, Section 1
4	Itty Bitty	Table II, Section 2(b)
5	Beginner Jumper	Table II, Section 1
6	Beginner Jumper	Table II, Section 2(b)
7	Prelim. Jumper	Table II, Section 1
8	Prelim. Jumper	Table II, Section 2(b)
9	Low Jumper	Table II, Section 1
10	Low Jumper	Table II, Section 2(b)
11	Hopeful Jumper	Table II, Section 1
12	Hopeful Jumper	Table II, Section 2(b)

Jumper Class Rules

- ❖ Rider must jump the course in the numbered order. The red marker on top of the standard is to stay on right side to dictate jump direction. Any jump being jumped both directions will have red flags on both the left and right hand standards. The judge will sound the tone to notify the rider may begin, rider's will have 45 seconds from the sound of the tone to start their round. If failed to do so, the judge will start the time.
- ❖ Training tools such as Draw Reins, German Martingales, Running Martingales are permitted. No standing martingales permitted. Training tools such as Gouge's, Neck Stretchers, etc. are not permitted to be used in any class.
- ❖ Three (3) refusals in each round will be permitted. Once the (4th) refusal occurs the rider will be eliminated from the round and asked to leave the ring. Off course will be eliminated from the round and asked to leave the ring.
- ❖ Neutral colored Breeches with a Show Shirt or Polo are permitted. Jackets are not required. Shirts are to be tucked in. Tall Boots, Paddock Boots w/ Jodhpur Straps or Paddock Boots w/half chaps (Brown or Black) are permitted. Braided ponytails/hairnets will be acceptable. CLEAN & NEAT APPERANCE overall is asked.
- ❖ Entry numbers are to be worn on the riders back or pinned to the saddle pad. If pinned to saddle pad please be sure to put it on the side of the in-gate for easy visibility.
- ❖ Two buzzer tones have two meanings:
 - If a horse refuses and knocks over the jump the judge will sound the tone two times to notify the rider to hold while the crew repairs the jump. The timer will be paused, once ready the judge will sound the tone to notify the rider to resume the course starting at the point of refusal.
 - If the rider has 4 refusals or is off course the judge will sound the tone two times to notify the rider that they have been eliminated from the round and are being asked to leave the ring.

Class 1, 3, 5, 7, 9, 11 – First Trip – Table II, Sec. 1– With only one round, the table II, Sec 1 jumper format challenges the rider to go fast and clear to get a good ribbon. This type of format is known to exhibitors as a speed round. There is no jump off, meaning that the rider must go fast in the first round to improve the chances of winning. Faults have the same effect in this round, so people with rails place below people with no faults, even if their time is better.

Class 2, 4, 6, 8, 10, 12 – Second Trip – Table II, 2(b)– Like the table II, 2(a) format, the 2(b) format has a jump off. The difference is that in the table II, 2(b) if the rider is clear they stay in the ring after finishing the first course. After finishing the first course the combination waits for the buzzer and heads to the first jump. This format is seen in jumper classics and regular division rounds.