

**Alfred University**  
**Bromeley-Daggett Equestrian Center**  
5174 Lake Road  
Alfred Station, NY 14803

**INFORMATION DAY OF SHOW:**  
(607)587-9012



**ALFRED UNIVERSITY OPEN ENGLISH HORSE SHOW**  
**April 29, 2012**

Weather permitting, all afternoon classes will run outside.

Classes to be held in accordance with the 2011 USEF Rule Book

Weather permitting, schooling will be open April 28 after 4:00 pm

Start time: 8:30 am

Jumpers not to begin until 2:00pm

**Judge: Sue Kantz, Corning, New York**

**Entry Fees: \$8/class** for; Hunter, Equitation and Pleasure classes

**\$12/class** for: Children's/Adult Medal, Hunter Classic, Gambler's Choice

**Stalls: \$25/day or \$35 for the weekend** (Please reserve stalls by April 25, stabling is limited!)

**Placings:** Six ribbons in all classes except; Children's/Adult Medal, Hunter Classic and Gambler's Choice which will be awarded eight places

**Division Championships and Reserves for:** Walk/Trot, Walk/Trot Canter, Baby Green Hunter, Limit Hunter, Low Equitation, Novice Hunter, Intermediate Hunter and High Equitation.

**Schooling:** Schooling in the indoor arena will be available from 7am to 8:15 am.

Schooling in the outdoor arena will be permitted from 7 am until the completion of the classes indoor.

**In the event of inclement weather all classes will be held indoors.**

**For more information or to reserve stalls please call: (607)587-9012 or email [kohler@alfred.edu](mailto:kohler@alfred.edu).**

**All riders must wear an ASTM approved helmet at all times while mounted!**

## Tentative Class Schedule

**Start time: 8:30 am**

### Walk/Trot

Open to riders that **have never jumped a course over 2'**. Riders may **only** cross enter into Walk/Trot Pleasure.

1. W/T Equitation on the Flat
2. W/T Hunter Under Saddle
3. W/T x-rails
4. W/T x-rails

### Walk/Trot/Canter

Open to riders that have **never jumped a course over 2'**. Riders will be judged at walk, trot and canter. Riders may **only** cross enter into Walk/Trot Pleasure and Walk/Trot/Canter Pleasure

5. W/T/C x-rails
6. W/T/C x-rails
7. W/T/C Equitation on the Flat
8. W/T/C Hunter under Saddle
9. W/T Pleasure- Open to riders eligible for Walk/Trot, and Walk/Trot/Canter only.
10. W/T/C Pleasure
11. Open Pleasure- Open to all horses and ponies.
12. Road Hack (may be asked to hand gallop, excessive speed will be penalized).

## Break (20 minutes)

### Baby Green Hunter Division

Open to horses and ponies with less than one year show experience. Trotting will not be penalized on course.

13. Baby Green Hunter 2'
14. Baby Green Hunter 2'
15. Baby Green Hunter Under Saddle

## Move outside (weather dependent)

### Limit Hunter

Open to all horses and ponies **Fences not to exceed 2'**. Riders can cross enter in to the Low Equitation. To be judged on the horses performance.

16. Limit Hunter O/F- 2'
17. Limit Hunter O/F- 2'
18. Limit Hunter under saddle

### Low Equitation

Open to riders who have not shown over fences exceeding 2'3" in height. Riders can cross enter into the Limit or Novice Hunter. To be judged on the rider. **Fences to be 2'-2'3"**.

19. Low Equitation on the flat.
20. Low Equitation O/F- 2'3"
21. Low Equitation O/F- 2'3"

### Novice Hunter

Open to all horses or ponies with limited showing experience. Class to be judged on horse's performance. **Fences not to exceed 2'3"**. Riders may cross enter into Low Equitation.

22. Novice Hunter O/F- 2'3"
23. Novice Hunter O/F- 2'3"
24. Novice Hunter under saddle

## **30 min lunch break** (schooling permitted)

### **Intermediate Hunter**

Open to all horses and ponies. Class to be judged on horses' performance. **Fences not to exceed 2'6"**. Riders may cross enter into High Equitation and the Children's/Adult Amateur Hunter Seat Medal.

- 25. Intermediate Hunter O/F- 2'6"
- 26. Intermediate Hunter O/F- 2'6"
- 27. Intermediate Hunter Under Saddle

### **High Equitation**

Open to riders who have not shown over fences exceeding 2'9" in height. **Fences to be 2'6"-2'9"**. Riders may cross enter into Intermediate Hunter and the Children's Adult Amateur Hunter Seat Medal.

- 28. High Equitation on the flat.
- 29. High Equitation O/F- 2'9"
- 30. High Equitation O/F- 2'9"

### **31. Children's/Adult Amateur Hunter Seat Medal**

To be run in accordance with the 2010/11 USEF Rule Book. Fences will not exceed 3'. To be judged on the rider. Riders will be tested additionally from the **list provided in the USEF rule book**.

### **32. HUNTER CLASSIC**

To be run in accordance with the 2010/11 USEF Rule Book. Sections will be divided by fence Height but judged as one class; Section A: **2'6"-2'9"**, Section B: **2'3"-2'6"**, Section C: **2'-2'3"**. The first round will be shown over a course of 10 fences, the top 8 riders will be called back to show over a shortened course. To be judged on the horses performance and soundness.

Section A: **2'6"-2'9"**

Section B: **2'3"-2'6"**

Section C: **2'-2'3"**

Call back of top 8 riders for shortened course starting with Section C.

### **Break (20 minutes)**

**\*Jumpers not to run before 2:00pm\***

### **Low Training Jumpers**

Open to all riders. Fences not to exceed 2'6"

- 33. Table II.2b. 2'6 Jumpers
- 34. Table II.2b. 2'6 Jumper

### **High Training Jumpers**

Open to all riders, Fences not to exceed 3'

- 35. Table II.2b. 3' Jumpers
- 36. Table II.2b 3'jumpers

### **37. Special Jumper Class Jokers Wild**

Fences not to exceed 3'. Please see attached information sheet for complete rules that will govern this class.

**Gambler's Choice Competition (FEI Rules for Jumping Art. 270) © USEF 2010 JP27**

- a. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed. The obstacles must be built so that they can be jumped in both directions.
- b. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
- c. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.
- d. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.
- e. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.
- f. 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.
- g. 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.
- h. 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.
- i. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless he is placed according to the points obtained up to the moment of his fall disregarding the time.
- j. 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. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.
- k. An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the competitor.
- l. If by ringing the bell, a joker is required to be jumped within twenty seconds after the fixed time has expired and after the competitor has crossed the finishing line, only one attempt is allowed.