

Rules and Regulations

- ◆ All riders and exhibitors must wear USEF approved (ASTM/SEI) headgear at all times while mounted.
- ◆ Management reserves the right to change, alter, combine, or add classes, dates, and personnel.
- ◆ The Village Farm, and its owners, managers, employees, staff, volunteers will NOT be held responsible for any accident illness, injury (including death), loss, or damage occurring at the show.
- ◆ All pets must be leashed while on the show grounds - NO exceptions.
- ◆ All trailer in horses must sign a liability form and present a negative coggins.
- ◆ Six ribbons to be awarded per class and championships for each division.
- ◆ The show arena will be closed until the completion of the show.
- ◆ Entries MUST be in by 9pm the night before the show, entries received after will be charged a \$10 late fee.
- ◆ Fall from horse results in DQ, however you may remount and finish the course for practice. Also three refusals are a DQ but you may continue to successfully complete course for training purposes only. Dq's do not receive ribbons.
- ◆ Judges decision is FINAL.
- ◆ All timing will be measured by hand held timers at a visual start/finish line.
- ◆ Courses will be posted by one hour before the start of the show.
- ◆ Attire: Paddock boots and half chaps or tall boots, breeches and collared shirt/sweater.
- ◆ Protective boots highly recommended for the horses.
- ◆ You are responsible for entering the show, entries can be billed to your account.
- ◆ Coaching will be available as part of the entries. If you need assistance please ask.
- ◆ **JO: Jump Off** - if horse and rider have a clear round they will advance after a whistle to the jump off which will be a 6 fence course.
- ◆ **P/S: Power and Speed** - the first 6 jumps will be the power phase, if the horse and rider complete the first 6 jumps clear they immediately advance into the speed phase and complete the course. If they are not clear their course is complete after the power phase.
- ◆ **SPEED: Speed** - the entire course will be timed, faults are converted into seconds.

Competition Rules

- Knockdowns, refusals and circling (crossing your original path) will count as 4 faults for each incident.
- Rider falling from horse, going off course and three refusals counts as a Disqualification.
- Each obstacle of a combination will count separately. However, if you refuse one element of the combination you have to take the entire combination over.
- Faults converted into time. Each fault will add 4 seconds to your time.

Entries must be in board payment box the night before the show @ 9pm

Name of Horse	
Name of Rider	Age
Classes/Division Entered	
Parents Signature if under 18	

Horse Owner or Authorized Agent:

Owner's Name: _____

Address: _____

Rider Name: _____

Address: _____

Baby Prix Entry Fee: \$30 Regular Class Entry Fees: \$15 per class

Number of Reg Classes: _____ x \$15 \$ _____

Late Fee: \$10 \$ _____

Office Fee: \$10 \$ 10.00

Baby Prix Class: \$30 \$ _____

Total: \$ _____

Make checks payable to: The Village Farm

Division Specifications

GRASSHOPPER JUMPER DIVISION: Open to any rider or horse who has not shown over 2'6" in a recognized show. Cross rails will not exceed 2'.

- Class 1 Grasshopper Ground Poles - Power & Speed
- Class 2 Grasshopper Low Cross Rails - Speed
- Class 3 Grasshopper High Cross Rails - JO

PUDDLE JUMPER DIVISION: Jumps not to exceed 2'.

- Class 4 Puddle Jumper - Power & Speed
- Class 5 Puddle Jumper - Speed
- Class 6 Puddle Jumper - JO

ITTY BITTY: Jumps not to exceed 2'6".

- Class 7 Itty Bitty Jumper - Power & Speed
- Class 8 Itty Bitty Jumper - Speed
- Class 9 Itty Bitty Jumper - JO

SCHOOLING: Jumps not to exceed 3'

- Class 10 Schooling Jumper - Power & Speed
- Class 11 Schooling Jumper - Speed
- Class 12 **TVF Wanna Be Mini Prix** - JO
Winner takes \$80, must have two entries for class to run.

CHAMPIONSHIPS FOR EACH DIVISION

Jumper Schooling Show

All divisions will have three different courses, one for each class of the division. This should prove to be a fun day entering any class, division or combination of but just do not over jump your horse - 3 or 4 classes are plenty and be sure to set up your horse's legs after. If you are riding a Village Farm horse it is mandatory that their legs are set up after showing in jumping classes. Need help? Ask Rebecca or Katie.

Signing this entry form waives important legal rights. Read all items carefully. I AGREE in consideration for my participation in this Competition to the following:

I AGREE that I choose to participate voluntarily in the Competition with my horse, as a rider, handler, lessee, owner, agent or as a parent or guardian of a junior exhibitor. I am fully aware and acknowledge that horse sports and the Competition involve inherent dangerous risks of accident, loss, and serious bodily injury including broken bones, head injuries, trauma, pain, suffering and

The Village Farm

Fall Jumper Schooling Show

October 3rd, 2009



Schooling Jumpers

(Points toward TVF year end awards)

DIVISION SCHEDULE

10 AM Start

Grasshoppers (poles/crossrails)

Puddle Jumpers (18" - 2')

Itty Bitty (2'3" - 2'6")

Schooling (2'9" - 3')

www.TheVillageFarmLLC.com

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