



*The Bucks County Horse Park
Fall Classic*



*Sunday September 22, 2019
8:00am*

*Featuring:
\$1500 Hunter Derbies
\$500 Jumper Classic
\$250 Pony Prix*

*Double-Judged
Invitational Hunter Divisions*

*Flowers kindly sponsored by:
Whitecliff Wealth Management Company*

Parade Field and/or Ring 3

- 10:30 am **Pony Prix (2'3" to 2'6")**
11:30 am **Low Hunter Derby (2'6" to 2'9")**
1:00 pm **Working Hunter Derby (3' to 3'3")**
2:00 pm **Jumper Classic (3' to 3'3")**

Ring 2 - 8:00 am Start

Itty Bitty Jumpers (18" Cross Rails, 2' Verticals)

44. Itty Bitty Jumper Cross Rails Course 1
45. Itty Bitty Jumper Cross Rails Course 2
46. Itty Bitty Jumper Verticals Course 1
47. Itty Bitty Jumper Verticals Course 2

Intro Schooling Jumpers (2'3")

48. Intro Schooling Jumpers Course 1
49. Intro Schooling Jumpers Course 2
50. Intro Schooling Jumpers Course 3

Low Schooling Jumpers (2'6")

51. Low Schooling Jumpers Course 1
52. Low Schooling Jumpers Course 2
53. Low Schooling Jumpers Course 3

High Schooling Jumpers (2'9")

54. High Schooling Jumpers Course 1
55. High Schooling Jumpers Course 2
56. High Schooling Jumpers Course 3

Level 1 Jumpers (3')

57. Level 1 Jumpers Course 1
58. Level 1 Jumpers Course 2
59. Level 1 Jumpers Course 3

Level 2 Schooling Jumpers (3'3")

60. Level 2 Jumpers Course 1
61. Level 2 Jumpers Course 2
62. Level 2 Jumpers Course 3

Riders should report to the Prix/Derby/Classic course on time. Ring 2 class pinnings will be held for conflict.

Ring 1 - 8:00 am Start

- | | |
|------------------------------------|-----------------------------------|
| 1. Leadline Walk | 2 Foot |
| 2. Leadline Walk/Trot | 24. Green Hunter O/F |
| 3. Leadline Off Lead | 25. Green Hunter O/F |
| | 26. Green Hunter O/F |
| 4. Mini-Stirrup Walk/Trot Equ. | 27. Green Hunter Walk/Trot/Canter |
| 5. Mini-Stirrup Walk/Trot Pleasure | |
| 6. Mini-Stirrup Figure 8 | 28. Modified Hunter O/F |
| 7. Mini-Stirrup 4 Poles | 29. Modified Hunter O/F |
| | 30. Modified Hunter O/F |
| 18" Cross Rails | 31. Modified Hunter W/T/C |
| 8. Beginner Hunter O/F | |
| 9. Beginner Hunter O/F | 32. Low Child/Adult Eq. O/F |
| 10. Beginner Hunter W/T | 33. Low Child/Adult Eq. O/F |
| 11. Beginner Hunter W/T/C | 34. Low Child/Adult Eq. O/F |
| | 35. Low Child/Adult Eq. W/T/C |
| 12. Long Stirrup O/F | |
| 13. Long Stirrup O/F | 2 Foot 3 Inches |
| 14. Long Stirrup W/T | 36. Low Hunter O/F (2'3") |
| 15. Long Stirrup W/T/C | 37. Low Hunter O/F (2'3") |
| | 38. Low Hunter O/F (2'3") |
| 16. Short Stirrup O/F | 39. Low Hunter Walk/Trot/Canter |
| 17. Short Stirrup O/F | |
| 18. Short Stirrup W/T | 2 Foot 6 Inches |
| 19. Short Stirrup W/T/C | 40. Bucks County Hunter O/F |
| | 41. Bucks County Hunter O/F |
| 20. Pleasure Walk/Trot | 42. Bucks County Hunter O/F |
| 21. Pleasure Walk/Trot/Canter | 43. Bucks County Hunter W/T/C |
| 22. Bridle Path Hack | |
| 23. Hunter Hack (2 Cross Rails) | |

Riders should report to the Derby course on time.
Ring 1 classes will be held for conflict.

Scoring of Ring 2 Jumper Classes

To encourage the development of competitor skills and safe jumping, touches will count in classes 1 through 7.

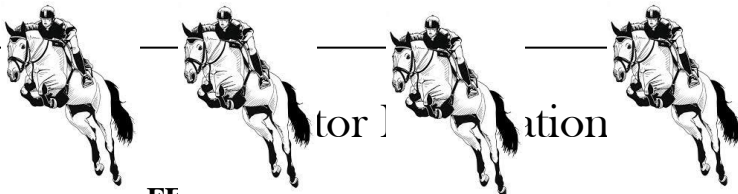
Course 1 & 3 for all divisions 2'3" and up, All Itty-Bitty Classes Table II, Sec. 2 (b)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jumpoff course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule as per JP136.3. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off. If there are no clear rounds and a tie exists for first place, the results will be determined by the scores and time from that round

Course 2 for all divisions 2'3" and Up Table IV Sec. 2 (c)—The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any [Note: The use of a time allowed is optional in the initial round.]. If a competitor has gone clear in the first round, he will, upon crossing the finish line, commence the designated jump-off, with time starting as the horse crosses the finish line for the initial course. In the case of equality of faults in the jump-off, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump -off, scored as described above, will take place among those tied for first place. BOD 11/13/17 Effective 12/1/17

FAULTS FOR THE FOLLOWING

1. Classes 1 through 7 Audible rap of the rail - 2 faults
2. Knockdown of obstacle or standard with any portion of horse, rider, or equipment, when jumping - 4 faults
3. Knockdown of timing equipment, start and finish lines, or flags - 4 faults
4. First disobedience anywhere on course - 4 faults
5. Second disobedience anywhere on course - 4 faults
6. One (1) fault for each second over Optimum Time.

ELIMINATION FOR THE FOLLOWING Third disobedience anywhere on course, exceeding Time Limit, resisting forward movement for 45 sec., taking 45 sec. to jump the first obstacle after the round has begun, taking 45 sec. to jump the second obstacle on course, fall of horse and/or rider, jumping an obstacle before it is reset or without waiting for the signal to proceed, starting before the start signal, failure to cross the start line within 45 sec., off course, failure to enter arena after 1 (one) minute of being called, leaving the arena before finishing the course, abuse or excessive use of whip or spurs any time within the arena.



1. ENTRY FEES.

	Jumper Classes	Invitational Classes	Pony Prix	Jumper Classic	Low Hunter Derby	Working Hunter Derby
Non-member	\$22	\$25	\$40	\$70	\$70	\$95
Member	\$17	\$20	\$35	\$65	\$65	\$90

2. **DRESS:** Approved helmet required at all times when mounted.

Hunter Derby Format

Round 1 – To be shown over a classic hunter course with jumps reminiscent of the hunt field. To be judged on performance, hunter pace and style, quality and substance, movement and brilliance.

Round 2 – Handy Hunter Course - Course will include a minimum of two “handy options”. To be judged on style, brilliance, and handiness.

Scores from each round will be combined to determine final placing.

Jumper Classic/Pony Prix Rules

Table II, Sec. 2 (a)

The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed.

In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.



\$1000 Hunter Derby ~ Fences 3'– 3'3"

Held on Parade Field Weather Permitting. Formal attire requested.
Ribbon ceremony with awards through tenth place. Prize money through sixth place.* (\$300, \$180, \$160, \$140, \$120, \$100) and prize
Entry Fee: \$95 non-members/\$90 members

\$500 Hunter Derby ~ Fences 2'6"–2'9"

Held on Parade Field Weather Permitting. Formal attire requested.
Ribbon ceremony with awards through tenth place. Prize money through sixth place.* (\$150, \$90, \$80, \$70, \$60, \$50) and prize
Entry Fee: \$70 non-members/\$65 members

\$500 Jumper Classic - Fences 3' – 3'3"

Table II, Sec. 2 (a)

Open to any horse or pony and rider. Competitors must enter at least 2 non-prize money classes running prior to the Classic.

Ribbon ceremony with awards through tenth place. Prize money through sixth place.* (\$150, \$90, \$80, \$70, \$60, \$50) and prize
Entry Fee: \$70 non-members/\$65 members

\$250 Pony Prix - Fences 2'3" – 2'6"

Table II, Sec. 2 (a)

Open to any pony 14.2 H & under to be ridden by a junior (18 or under).
Proof of pony height required. Competitors must enter at least 2 non-prize money classes running prior to the Classic.
Ribbon ceremony with awards through tenth place. Prize money through sixth place.** (\$75, \$45, \$40, \$35, \$30, \$25) and prize
Entry Fee: \$40 non-members/\$35 members

*Ten entries needed to fill class for full prize money. A minimum of four entries are needed to run class at reduced prize money.

**Six entries needed to fill class for full prize money. A minimum of four entries are needed to run class at reduced prize money.