



FALL JUMPER CLASSIC &

INVITATIONAL PETE

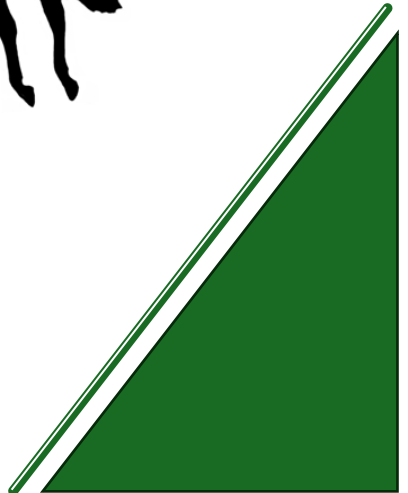
September 8, 2024



Bucks County Horse Park

**Ring 1 Judges: Timothy Cleary and
Penny Schnell**

Ring 2 Judge: Cass Gwalthney



Ring 1 – 8:30 AM Start

Invitational Fete divisions based on top participation and points accumulated over TMHS Series.

Children Schooling

1. Leadline Walk
2. Leadline W-T
3. Leadline Off Lead

4. Mini-Stirrup W-T Equ.
5. Mini-Stirrup W-T Plea.
6. Mini-Stirrup Poles

7. Pre-Short/Long W-T
8. Pre-Short/Long W-T-C
9. Pre-Short/Long X-Rails Left
10. Pre-Short/Long X-Rails Right

XRail Schooling (Not before 9 AM)

11. Beginner Hunter O/F
12. Beginner Hunter O/F
13. Beginner Hunter W-T
14. Beginner Hunter W-T-C

15. Long Stirrup O/F
16. Long Stirrup O/F
17. Long Stirrup W-T
18. Long Stirrup W-T-C

19. Short Stirrup O/F
20. Short Stirrup O/F
21. Short Stirrup W-T
22. Short Stirrup W-T-C

23. English Pleasure W-T
24. English Pleasure W-T-C
25. Bridle Path Hack
26. Hunter Hack

2' Schooling (Not before 10:30)

27. Green/Modfd Hunter O/F
28. Green/Modfd Hunter O/F
29. Green/Modfd W-T-C

30. Low Child/Adult O/F
31. Low Child/Adult O/F
32. Low Child/Adult W-T-C

2'3" Schooling

33. Maiden/Low Hunter O/F
34. Maiden/Low Hunter O/F
35. Maiden/Low W-T-C

36. Child/Adult Equ. O/F
37. Child/Adult Equ. O/F
38. Child/Adult Equ. W-T-C

2'6" Schooling

39. Bucks Cty Hunter O/F
40. Bucks Cty Hunter O/F
41. Bucks Cty Hunter W-T-C



Invitational Divisions

Leadline – Riders under 7 y/o. Judged on position, independence, and suitability of horse/pony.

Mini-Stirrup – Riders under 10 y/o. Classes judged as titled and include equitation, pleasure, and poles. Jumping position should be displayed over poles.

Pre-Short/Pre-Long Stirrup – Points awarded in respective TMHS Year-End division, but pinned together for this show.

Beginner Hunter - Points awarded in respective TMHS Year-End division, but pinned together for this show. May cross-enter into Pleasure and other 18” classes.

Long Stirrup - Open to riders 13 yrs and older. May cross enter into Pleasure and 18” classes.

Short Stirrup - Open to riders 12 yrs and younger. May cross enter into Pleasure and 18” classes.

English Pleasure - Judged on suitability as a Pleasure mount. Bridle Path Hack may require extended trot and halt. Hunter hack to be shown over a line of two cross rails.

Green/Modified Hunter- Points awarded in respective TMHS Year-End division, but pinned together for this show. Trotting in corners not penalized. Breaking to fences penalized.

Low Child/Adult Equitation - Open to all non-professional riders. Simple changes permitted.

Maiden/Low Hunter- Points awarded in respective TMHS Year-End division, but pinned together for this show.

Child/Adult Equitation - Open to all non-professional riders.

Bucks County Hunter - Open to all non-professional riders

Gambler's Choice Rules

- a. Each obstacle carries from 10 to 120 points according to its difficulty.
- c. The competitor is credited with the number of points carried by each obstacle that they have jumped correctly. No points are awarded for an obstacle knocked down.
- d. Each competitor has 60 seconds. During this time, they may jump all the obstacles they wish in any order and in any direction. The competitor may cross the starting line in either direction.
- 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 their time to be recorded. If they do not cross the finishing line, they are placed last of the competitors with the same number of points.
- 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. 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, they are placed according to the points obtained up to the moment of their 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.

JOKER FENCE

- k.1. 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.

Ring 2 – 9 AM Start

Jumper Divisions are open to all. To participate in the Gambler's Choice classes, competitors must have ridden in at least one class of the division. No more than 2 Gambler's Choice classes may be entered by each horse/rider combination.

42. Itty Bitty XRails Course 1

43. Itty Bitty XRails Course 2

44. Itty Bitty Vert. Course 1

45. Itty Bitty Vert. Course 2

Gambler's Choice 2'

46. Intro Schooling Course 1

J/O A

47. Intro Schooling Course 2

48. Intro Schooling Course 1

J/O B

Gambler's Choice 2'3"

49. Low Schooling Course 1

J/O A

50. Low Schooling Course 2

51. Low Schooling Course 1

J/O B

Gambler's Choice 2'6"

52. High Schooling Course 1

J/O A

53. High Schooling Course 2

54. High Schooling Course 1

J/O B

Gambler's Choice 2'9"

55. Level 1 Course 1 J/O A

56. Level 1 Course 2

57. Level 1 Course 1 J/O B

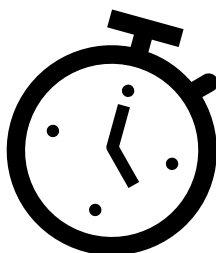
Gambler's Choice 3'

58. Level 2 Course 1 J/O A

59. Level 2 Course 2

60. Level 2 Course 1 J/O B

Gambler's Choice 3'3"





General Information



1. ENTRIES: Pre-entries accepted through 2 pm Friday, September 6th. Proof of negative coggins for all horses and ponies should be provided.

	Invitational	Jumper	Gambler's Choice
Member	\$25	\$17	\$25
Non-Member	\$30	\$22	\$30
All competitors subject to \$5 EMT Fee.			

Refunds in BCHP Bucks only; participants are encouraged to use open checks.

2. DRESS: All exhibitors must wear USEF approved protective head gear, correctly fitted, when mounted. Boots, breeches, shirt with collar and sleeves and a neat appearance are required. Formal attire requested for invitational classes.

3. AWARDS: Ring 1 – Placed first through eighth with prizes for champion and reserve of each division. Ring 2 - Six ribbons awarded per class. All prize money must be collected the day of the show; it will not be mailed. Gambler's Choice class will split \$150 prize money between the top 6 places. Four entries needed to award full prize money.

4. SCHOOLING: Open schooling areas are provided throughout the show. All riders in these areas must be wearing appropriate attire including helmets and have a signed release on file in the show office. Paid schooling only in Ring 2 between 8 am and 8:45 am. (\$10) There is no other schooling permitted in Ring 2 aside from walking during course walk/height setting. Ring 1 schooling is assigned by fence height.

5. Rider's age is determined as of December 31, 2023.

6. The judge's and/or show management's decisions in regard to class standings is final. Please direct questions and concerns to the show management; no competitor, trainer, parent, or spectator should approach the judge.

7. The show will be held rain or shine except in the case of extreme weather conditions. Please call the office at (610) 847-8597 to verify.



Jumper Rules

Course 1 all divisions over 2'3", 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 Over 2'3" Table II, Sec. 2 (d)—

Two Phase Competitions - Each phase will consist of 5 to 7 obstacles. Scores are decided by adding together the faults incurred over both phases and any penalties for exceeding the Time Allowed if any. Whether or not a competitor has gone clear in the first phase, they will, upon crossing the finish line, commence the second phase course. Time starts as the horse crosses the finish line for the initial course. The use of a Time Allowed is optional in the first phase.