

TEEN RANCH



RING #1

This ring is intended for riders or horses with less experience. All lines in this sand ring are set for an 11" canter stride.

NOVICE HACK DIVISION

Open to all horses and ponies. Recommended for more novice riders or inexperienced horses.

- **Road Hack** - Less about flash and more about getting the job done with impulsion while being an easy ride.) Horses to enter ring at a walk. On a reasonably loose rein, to be shown at a flat-footed walk, trot, strong trot, easy canter and hand gallop. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners.
- **Show Hack** - Forward and flashy movement is desirable, with the horse in more of a dressage-type frame. Horse must be able to extend and collect the gaits. Horses to enter ring at a walk. To be shown at a walk, trot, canter and hand gallop; collected and extended gaits to be called for. To stand quietly. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners.
- **Pleasure Hack** - The focus is on manners. The horse should appear to be an easy ride. To be shown at a flat-footed walk, normal trot and easy canter; not to gallop; light contact to be maintained. To be judged on 45% performance, 40% manners and 15% conformation.

NOVICE EQUITATION DIVISION

Open to all novice riders. Riders may not cross enter into Ring #2.

- **Novice Equitation Over Fences** – Course of 7-9 jumps at a max of 2'. Course may include more technical elements like rollbacks, broken lines, etc.
- **Novice TR Medal** – will include a shortened course including more technical elements like a trot jump, halt, etc. to test control and effectiveness. The course will end with a short flat test and a halt in front of judge where she will ask rider questions based on horse knowledge.
- **Novice Equitation Flat** – flat class is judged on rider's position and effectiveness.

GREEN HUNTERS

Open to inexperienced riders or horses. Horse/Rider combos may not enter any other jumping division except Novice Equitation.

- **Over Fences Classes** will run back to back and will not exceed 2'.
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

SHORT STIRRUP DIVISION

Open to novice riders. Not eligible for any other division except Novice Hack.

- **SS Equitation on the Flat** - flat class is judged on rider's position and effectiveness. W/T/C
- **SS Hunter Under Saddle** - is judged on the horse's suitability, quality of movement, obedience, training, temperament and carriage. W/T/C
- **SS Hunter Over Fences** – Fences have boxes and filler and will be set at a max of 1'6".

INTERMEDIATE HUNTERS

Open to all. Horse/Rider combos may not enter any other jumping division except Novice Equitation.

- **Over Fences Classes** will run back to back and will not exceed 2'3".
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

RING #2

This ring is designed for the more experienced riders. All lines in this large grass ring are set for a 12' canter stride.

HACK DIVISION

Open to all.

- **Road Hack** - Less about flash and more about getting the job done with impulsion while being an easy ride.) Horses to enter ring at a walk. On a reasonably loose rein, to be shown at a flat-footed walk, trot, strong trot, easy canter and hand gallop. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners.
- **Show Hack** - Forward and flashy movement is desirable, with the horse in more of a dressage-type frame. Horse must be able to extend and collect the gaits. Horses to enter ring at a walk. To be shown at a walk, trot, canter and hand gallop; collected and extended gaits to be called for. To stand quietly. Only 8 horses to hand gallop at one time. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners.
- **Pleasure Hack** - The focus is on manners. The horse should appear to be an easy ride. To be shown at a flat-footed walk, normal trot and easy canter; not to gallop; light contact to be maintained. To be judged on 45% performance, 40% manners and 15% conformation.

2' HUNTERS

Open to all green horses or riders moving up from Ring #1. Horses may not cross enter into the Hi/Low Division.

- **Over Fences Classes** will run back to back and will not exceed 2'.
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

2'3" HUNTERS

Open to all.

- **Over Fences Classes** will run back to back and will not exceed 2'3".
- **Hunter Under Saddle** is judged on the horse's quality of movement, obedience, training, temperament and carriage.

AMATEUR EQUITATION DIVISION

Open to all Jr. & Amateur riders not in Novice Equitation.

- **Equitation Over Fences** – Course of 7-9 jumps at a max of 2'3". Course is generally a smooth, hunter-type course with slightly more technical elements like rollbacks, broken lines, etc.
- **TR Medal** – Class is judged as an equitation class with both an over fences (2'3") and a flat phase. Over fences phase to be ridden first (60% of score), and a maximum of 10 to be called back for the flat phase (40% of score). The judge may ask the top 4 riders after the flat phase to perform a further test. Martingales are permissible but draw reins are prohibited. Tack must remain the same for all phases. Riders may walk the course. If an over fences test is being performed without stirrups, riders must remove stirrups; if in the flat phase, riders have the option to continue without stirrups or stop to cross them. Approved tests for the medal may include:

- Dismount and mount
 - Rein back
 - Individual performance
 - Figure eight at a trot demonstrating change of diagonals
 - Figure eight at canter with simple change of leads through the walk or trot.
 - Gallop to stop
 - Extended trot
 - Turn on haunches through walk
 - Trot and canter without stirrups
 - Change of leads on a straight line down centre with simple change through the walk or trot
 - Counter canter
 - Pull up between fences except in a combination.
 - Jump low fences, at trot or canter
 - Jump without stirrups (must be removed from saddle for over fences work)
 - Change of leads with flying changes.
- **Equitation Flat** – flat class is judged on rider’s position and effectiveness.

HI/LOW HUNTERS

Open to all. Choose 2’6” or 2’9”. Both heights are judged as one class.

- **Over Fences Classes** will run back to back. 2’6” competitors show first.
- **Hunter Under Saddle** is judged on the horse’s quality of movement, obedience, training, temperament and carriage.

Ring #4

This smaller sand ring is designed for beginner-novice riders. Lines to be set for an 11’ stride.

LEADLINE DIVISION

For riders 7 yrs. & under. Rider not eligible for any other division. For those that are able, a lead is not required, but a handler to walk beside is still a must.

- **Leadline Equitation** is judged at the walk and trot. The judge may ask to see a sitting or a rising trot for a short distance.
- **Leadline Trot Poles** –Riders must enter the ring at a walk, perform the trot poles in a 2 point position and follow the course that is posted. Riders will line up in the ring to finish.
- **Leadline Quiz Class** – Riders will enter the ring one at a time and approach judge. The judge will have a series of questions to ask, testing the rider’s horse knowledge. Results are based on quality of answers.

BEGINNER DIVISION

For beginner riders of any age not comfortable showing at the canter. Riders not eligible for any other division.

- Walk-Trot Equitation – flat class judging the riders position and effectiveness at the walk and sitting/rising trot.
- Walk-Trot Hunter Under Saddle – flat class judging the horse’s quality of movement, suitability, obedience, training, temperament and carriage and the rider’s ability to show that off.
- Walk-Trot Crossrails – over fences crossrails class to be ridden at the trot, showing horse suitability, rider control and effectiveness. Jumps will have small amount of brush underneath.

ROOKIE DIVISION

Open to beginner riders who are not eligible for any other division except Novice Hack Division.

- **Equitation on the Flat** - flat class is judged on rider's position and effectiveness at the Walk, Trot and Canter.
- **Hunter Under Saddle** - is judged on the horse's suitability, quality of movement, obedience, training, temperament and carriage.
- **1' Vertical Over Fences** – Jumps have no boxes but will have a small amount of brush under the vertical. Course to be ridden at the canter if possible, showing horse suitability, rider control and effectiveness.

RING #3

Jumper Sand Ring not to start until Ring #4 is complete. Guaranteed not to start before 12:00.

JUMPER DIVISION

Open to all. Choose .75m OR .9m. Both heights are judged together.

- **Clear Round Warm Up Class** (can be done anytime during the Table A). The course will be the same as the Table A class without the jump off. Clear Rounds receive a Clear Round Ribbon upon exit.
- **Table A** – Although there is no time allowed, the 1st round is timed to break ties of those who incurred faults. Clear rounds proceed immediately to a timed jump off. Horses are placed by number of faults first, and then by time when placing within each category of faults. A horse with a rail, however fast, cannot beat a horse that jumps clear.
Knockdowns = 4 faults
1st Refusal = 4 faults
2nd Refusal = elimination
- **Table C** – One Round only. Faults are converted to time added. At the end of the class, the horse with the fastest time wins.
Knockdowns = 4 seconds added
1st Refusal = 0 faults but clock continues to run
2nd Refusal = elimination
- **Gambler's Choice**
 - Each fence is given a point value. All fences can be jumped from both directions. Each fence can be jumped a maximum of 2 times.
 - If a rail comes down, no points are earned and that jump may not be jumped again. If it is attempted, rider will be eliminated.
 - Competitor has 40 seconds to collect as many points as possible.
 - Time begins when the horse takes off for his first fence. After 40 seconds, the whistle will blow and the rider must take one more fence. This will break any ties.*1st Refusal = 0 faults but clock continues to run.*
2nd Refusal = elimination