



# MORNINGSIDE STABLES SHOW TEAM MEETING



- Show Team Requirements
- Show Attire
- Show Prep
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- Prizelist & Pricing

## **Morningside Stables Show Team:**

Our show team is for students looking to compete at our Morningside Stables hunter/jumper show series for the 2022 show season. We're hosting 8 hunter/jumper schooling shows at Columbia Horse Center. These shows are open not only to Morningside Students but other barns as well.

Riders on the show team will receive priority entrees and priority horse selection for our hunter/jumper schooling shows. With our show team riders receiving priority entrees for the series, we have some requirements to join the team.

- Show team riders will be required to ride in 3 of the 8 hunter/jumper schooling shows.
- Show team riders will be required to ride in 6 of the 12 monthly show team clinics.
- A show team parent or senior working student will be required to volunteer at two shows for half a day (5 hours).
- Show team riders will be required to join our membership for the year-end banquet.

## **Volunteering:**

Kristy is the main point of contact on volunteering opportunities. She will assign different roles to each volunteer and give directions and training.

## **Sharing Horses:**

Show team and leasers will need to share horses. Joining the show team does not guarantee that the rider will compete in every show. Popular horses may have multiple riders looking to compete in the same divisions. If there is a conflict, we will follow our protocol:

- Leasers on the show team are eligible to the horse for 5 of the 8 shows.
- Leasers not on the show team are eligible to the horse 4 of the 8 shows.
- Show team riders that do not lease are eligible to the horse 3 of the 8 shows.

A horse can have multiple riders in one show, so these terms only apply if multiple show team members or leasers want to compete in the **same division**. We may need to implement these guidelines if multiple riders want to compete with one horse. The horse show director will monitor how many classes each horse is signed up for.

## Show Attire:

# Show Season Checklist



### Tack (MSS Provides)

- Saddle
- Bridle
- Girth
- Show Pad
- Tack Cleaner
- Hoof Polish

### For You

- Show Coat
- Show Breeches
- Show Shirt
- Black Helmet/Cover
- Hair Ribbons (under 12)
- Hair Net (12 & up)
- Belt
- Socks
- Tall Boots (12 & up)
- Paddock Boots & Garter Straps (under 12)
- Black Gloves

### Wash (MSS Provides)

- Wash Sponges
- Shampoo
- Whitening Shampoo
- Show Sheen
- Cooler (optional)
- Hand Towels



# Show Prep:

**\*Ask your trainer if you need help\***

## **The day before the horse show:**

- Wash your horse's body & tail.
- Clean & **condition** bridle, saddle, and girth.
- Brush tail.
- Trim fetlocks.
- Muck out your horse's stall.
- Clean & **condition** riding boots.
- Double-check show clothes are washed and ready to go.

## **The day of the horse show:**

- Arrive at the time given by the trainer.
- Tack up and ride in the warm-up arena **on time**. Your trainer will let their riders know when they should be in the ring.
- After the warm-up, groom your horse and make them spotless.
  - Re-clean any dirty white spots on the horse.
  - Show sheen the horse to remove dirt and add shine.
  - Polish horse's hooves.
  - Reclean any dirty tack.
  - Wipe down boots.
  - Change into show clothes, do not wear your show clothes around the barn. They will get dirty.
- The trainer will give directions on when you should be tacked up & in show clothes, **ready to ride**. Bridle up, mount up, and wait for your class to start! Don't be the rider who makes the class wait for you!

## **After the horse show:**

- Untack and properly cool your horse off.
- Put away all tack, saddles pads, brushes, etc.
- Unbraid your horse if braided.
- Thank your trainer and your horse! Bring lots of treats for your horse.

## Show Safety:

Horse shows are a much different environment than riding lessons. Horses that are usually lazy may be more excitable. Listen to your trainer's directions to stay safe. Riders also need to be alert to their horse's behavior. Practicing good safety procedures keeps the show fun!

Keeping a proper distance from the other horses is essential in the show-ring and warm-up ring. There should always be two-horse lengths in between each horse. When passing another horse, make sure to give the other rider plenty of room and do not cut them off. If another rider falls off you should immediately halt your horse.



Riders should always practice ring etiquette in the warm-up ring. Failure to follow ring etiquette causes unsafe riding conditions. Proper ring etiquette in the warm-up ring includes:

- Call inside or outside when passing other riders. When you are taking the inside track, call inside. When you are taking the outside track, call outside. Usually, riders will ride left-shoulder to left-shoulder, but this may not always be the case, which is why you need to call out your path.
- Call your jumps. “heads-up on outside line” “heads-up green line.” If you hear someone call a jump, it is your job to stay out of the other rider's way.
- Quickly enter and leave the warm-up arena.

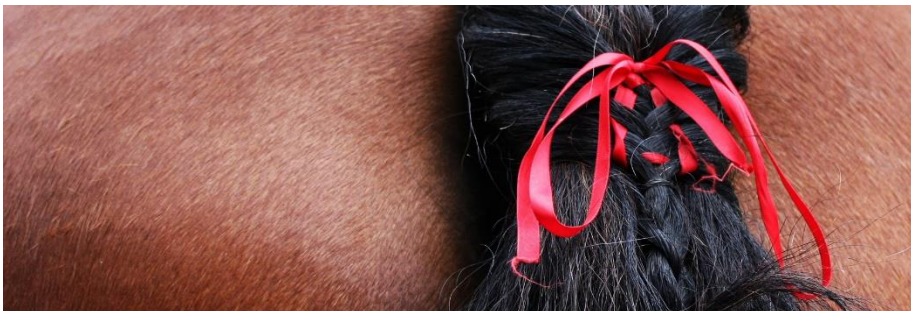


There are a couple of behavioral issues riders should be aware of and avoid at the horse show:

- Avoid riding near a horse that is getting too strong and out of control with the rider. Horses are herd animals and will feed off other horses' behavior.
- If you are losing control of your horse and feel unsafe during the show, immediately stop the horse, and stand in the middle of the arena. If your horse is uncontrollable to the point that they are interrupting the class, the judge may excuse you from the arena. If this happens, you will need to leave the ring promptly. Also, listen to your trainer. If your horse is losing control, they may give you feedback over the fence-line



- The horse with a “bubble.” Some horses will kick other horses or riders as they approach or pass them. Other horses may kick or bite while tied in the aisleway. A horse that kicks should have a red ribbon attached to its tail. The red ribbon is a universal sign that the horse tends to kick. Stay clear of a horse with a red ribbon on its tail.



## RING 1 STARTING AT 8:30

**LEAD LINE EQUITATION:** Open to riders 8 years of age & under (as of December 1, 2021) on horses or ponies; riders may ONLY cross-enter Mini Stirrup; judged on hands, seat, and control of mount.

- 1 Lead Line Walk: Horses or ponies shall be led
- 2 Lead Line Walk, Trot: Horses or ponies off lead
- 3 Lead Line Trot: Horses or ponies shall be led

**MINI-STIRRUP:** Open to riders 10 years of age & under (as of December 1, 2021) on horses or ponies; riders may ONLY cross-enter Lead Line.

- 4 Mini Stirrup Walk, Trot Equitation: judged on hands, seat, and control of mount
- 5 Mini Stirrup Walk, Trot Pleasure: judged on suitability and ability to give a safe, comfortable ride with emphasis on manners, martingales prohibited.
- 6 Mini Stirrup Poles: to be shown over a course of 4 poles; no penalty for trotting the course

**ENGLISH PLEASURE:** Open to junior and adult amateur riders on horses or ponies; may ONLY cross-enter Short Stirrup, Long Stirrup, Adult Long Stirrup, Cross Rail, or Mini Jumpers 18"; judged on suitability and ability to give a safe, comfortable ride with emphasis on manners; martingales prohibited; fence height 18".

- 7 English Pleasure Walk, Trot
- 8 English Pleasure Park Hack Walk, Trot, Canter
- 9 English Pleasure Combo, Line Only

**CROSS RAIL HUNTER:** Open to all riders on horses and ponies; judged on soundness and way of going; may ONLY cross-enter English Pleasure, Short Stirrup, Long Stirrup, Adult Long Stirrup, or Mini Jumpers 18". To be shown over a course of no more than 8 jumps not to exceed 18" in height, no penalty for simple changes.

- 10 Cross Rail Hunter O/F
- 11 Cross Rail Hunter O/F
- 12 Cross Rail Hunter US

**SHORT STIRRUP EQUITATION:** Open to riders 13 years of age and under (as of December 1, 2021) on horses or ponies; riders may ONLY cross-enter English Pleasure, Cross Rail, Modified Hunter, Mini Jumpers 18", or Novice Jumpers 2'; Judged on hands, seat, and control of mount.

- 13 Short Stirrup Walk, Trot
- 14 Short Stirrup Walk, Trot, Canter
- 15 Short Stirrup O/F: to be shown over a course of no more than 8 jumps not to exceed 18" in height; no

penalty for simple changes

**LONG STIRRUP EQUITATION:** Open to riders 14 – 17 years of age (as of December 1, 2021) on horses or ponies; riders may ONLY cross-enter English Pleasure, Cross Rail, Modified Hunter, Mini Jumpers 18", or Novice Jumpers 2'; judged on hands, seat, and control of mount.

- 16 Long Stirrup Walk, Trot
- 17 Long Stirrup Walk, Trot, Canter
- 18 Long Stirrup O/F: to be shown over a course of no more than 8 jumps not to exceed 18" in height; no

penalty for simple changes.

**ADULT LONG STIRRUP EQUITATION:** Open to rider adult amateurs 18 years of age and up (as of December 1, 2021), on horses or ponies; riders may ONLY cross-enter English Pleasure, Cross Rail, Modified Hunter, Mini Jumpers 18", or Novice Jumpers 2'; judged on hands, seat, and control of mount.

- 19 Adult Long Stirrup Walk, Trot
- 20 Adult Long Stirrup Walk, Trot, Canter
- 21 Adult Long Stirrup O/F: to be shown over a course of no more than 8 jumps not to exceed 18" in height;

no penalty for simple changes.

### SCHOOLING BREAK

Not before 11:30 am – 10-minute schooling sessions of no more than 10 horses at a time.

**MODIFIED HUNTER:** Open to all riders on horses and ponies; judged on soundness and way of going; fence height 2'.

- 22 Modified Hunter O/F
- 23 Modified Handy Hunter O/F
- 24 Modified Hunter U/S

**GREEN HUNTER:** Open to horses or ponies in their 1<sup>st</sup> or 2<sup>nd</sup> year of showing; judged on soundness and way of going; fence height 2'.

- 25 Green Hunter O/F
- 26 Green Handy Hunter O/F
- 27 Green Hunter U/S

**NOVICE EQUITATION:** Open to Junior or amateur riders on horses or ponies; judged on hands, seat, guidance, and control of mount; fence height 2' - 2'3".

- 28 Novice Equitation on the Flat
- 29 Novice Equitation O/F

**HOPEFUL HUNTER:** Open to all riders on horses and ponies; judged on soundness and way of going; fence height 2'3".

- 30 Hopeful Hunter O/F
- 31 Hopeful Handy Hunter O/F
- 32 Hopeful Hunter U/S

**CHILD/ADULT EQUITATION:** Open to Junior or amateur riders on horses or ponies; judged on hands, seat, guidance, and control of mount; fence height 2'6" - 2'9".

- 33 Child/Adult Equitation on the Flat
- 34 Child/Adult Equitation O/F

**LOW HUNTER:** Open to all riders on horses; judged on soundness and way of going; option fence height 2'6, 2'9", or 3'.

- 35 Low Hunter O/F
- 36 Low Handy Hunter O/F
- 37 Low Hunter U/S

## RING 2 STARTING AT 9:30

### MINI JUMPERS 18" \*Optimum Time\*

- 38 Mini Jumpers Optimum Time in Jump-Off [Table IV Sec. 2 (b)]
- 39 Mini Jumpers Optimum Time in Power & Speed [Table IV Sec. 2 (c)]

### NOVICE JUMPERS 2'

- 40 Novice Jumpers Time in Power & Speed [Table II Sec. 2(c)]
- 41 Novice Jumpers Time 1<sup>st</sup> Jump-Off [Table II, Sec. 2 (b)]

### PUDDLE JUMPERS 2'3"

- 42 Puddle Jumpers Time 1<sup>st</sup> Jump-Off [Table II, Sec. 2 (b)]
- 43 Puddle Jumpers Time in Power & Speed [Table II Sec. 2(c)]

### LOW JUMPERS 2'6"

- 44 Low Jumpers Time in Power & Speed [Table II Sec. 2(c)]
- 45 Low Jumpers Time 1<sup>st</sup> Jump-Off [Table II, Sec. 2 (b)]

### PRELIM JUMPERS 2'9" - 3'

- 46 Prelim Jumpers Time 1<sup>st</sup> Jump-Off [Table II, Sec. 2 (b)]
- 47 Prelim Jumpers Time in Power & Speed [Table II Sec. 2(c)]

### OPEN JUMPERS 3' – 3'3"

- 48 Open Jumpers Time in Power & Speed [Table II Sec. 2(c)]
- 49 Open Jumpers Time 1<sup>st</sup> Jump-Off [Table II, Sec. 2 (b)]

### GAMBLERS CHOICE \*ADD BACK\*

- 50 Top Score/Gambler's Choice Competition

## **GENERAL RULES & INFORMATION**

- Proof of current negative Coggin's Certificate required.
- The age of an individual on December 1<sup>st</sup> of the prior year will be maintained throughout the entire competition year.
- Proper show attire required for Hunter Ring. Jumper Ring allows neat & tidy with Polo shirts.
- All riders must wear an approved riding helmet when mounted.
- All decisions by the judge are final.
- No smoking is allowed in or around the barns or in-gate areas.
- Food truck on premises.
- Trailers, please park in paddocks.
- Please, clean up after yourself and your horse.
- No dogs allowed.
- Non-showing horse fee of \$20.00.

### **SHOW RING RULES**

- Hunter ring opens for schooling 6:30 AM – 8AM. Schooling break not before 11:30 for later classes. No schooling in the jumper ring.
- A 3-minute gate call will be enforced. If conflicts arise, please notify the gate in advance.
- Hunter ring ties: In case of a tie score, the championship and/or reserve are awarded to the horse or rider that accumulated the most points over the fences.
- Jumper ring ties: Competitors who are tied for other than first place in all jumper sections will be placed according to "Closest to the time allowed on the initial course".
- Jumper ring rounds are judged on horse and rider pair.
- Management reserves the right to change the location of any class if necessary and to cancel or combine any classes if entries so warrant.
- 6 Ribbons awarded in all classes.
- Champion & reserve champion ribbons awarded in all divisions.  
Championship Points:

First Place - 10 points	Fourth Place - 2 points
Second Place - 6 points	Fifth Place - 1 point
Third Place - 4 points	Sixth Place - 1/2 point.
- Gamblers Choice Add Back Class awarded 50% of total entered. 1st: 50%, 2nd: 25%, 3rd: 10%, 4th, 5th, 6th: 5%.
- No penalty for adds or scratches.
- Every class follows rules set forth by the USEF rule book.

**Optimum Time in Jump-Off: Table IV Sec. 2 (b)** 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 a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off 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.

**Optimum Time Power & Speed: 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. 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.

**Time First Jump-Off: Table II, Sec. 2 (b)** The first round and first jump-off, if any, is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off 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 JP134.3. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clear rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table.

**Power & Speed: Table II, Sec. 2 (c)** Two Phase Competitions - The first phase to consist of 8 to 10 jumping efforts and the second phase of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clear in the first phase, he will, upon crossing the finish line, commence the second phase course. Time starts as the horse crosses the finish line of the first phase. If there are no clear rounds and a tie exists for first place, the results will be determined by the scores and time from the first phase. The use of a Time Allowed is optional in the first phase. If a Time Allowed is not used in the first phase, then those with equal faults will remain tied.

**Gambler's Choice: Top Score/Gambler's Choice Competition** - 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. 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. 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. There are two options for using a Joker: 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. 2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the competitor's round. The competitor must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker. Only one attempt at the Joker is allowed. 200 points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the competitor.





# Morningside Stables Schooling Show Series

### Show Dates

03/20/22      07/09/22  
 04/30/22      09/11/22  
 05/28/22      10/01/22  
 06/12/22      11/12/22

Rider Number

CLOSED: \_\_\_\_\_

**RIDER INFORMATION**

Name: \_\_\_\_\_ DOB: \_\_\_\_\_

Trainer/Stable: \_\_\_\_\_

Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Emergency Contact Name and Number:

\_\_\_\_\_

Rider Signature: \_\_\_\_\_

Trainer/Parent Signature: \_\_\_\_\_

**HORSE INFORMATION**

Name: \_\_\_\_\_

Owner: \_\_\_\_\_

Coggins: \_\_\_\_\_

**CLASSES**

\_\_\_\_\_

By signing, the following release applies to each horse owner and his/her representatives, including the agent and/or trainer, rider and all persons who might claim through them or who are in any way connected with them. All agree to hold Morningside Stables, LLC at Columbia Horse Center Inc, Columbia Association, show officials, employees and volunteers harmless from and against any and all damage or loss or communicable disease that may occur to riders, other persons, horses or to vehicles or property sent with such horse and agree not to make any claim therefore against any of them, whether directly or indirectly. This also applies to loss liability damages, cost or expenses including counsel fees and expenses occasioned by claims, medical expenses, or actions for property damage and/or personal injury, including death or disability resulting therefrom, arising out of or in any way connected with the show or property whether caused by the act or failure to act, whether willful or negligent by themselves or anyone subject to their control, or caused by a vehicle or other articles, or whether caused by an act of any other person, horse, rider or animal which is present at the show, whether as a participant, spectator or otherwise. Every entry shall constitute an agreement that the person making it along with the lessee, trainer, manager, agent, coach, driver, rider, and horse owner assert that the rider is eligible as entered and that all including their representatives are bound by the rules of the show, and will accept as final the decision of the show management on any questions arising under said rules. By signing this release, it gives permission to use photographs taken during the event to use in marketing (such as posting on Facebook, Instagram, websites) without a separate release.

Classes:	# _____ @	\$15 = \$ _____
Gambler's Choice:		\$30 \$ _____
Office Fee:		\$15 \$ _____
Stall Fee:		\$30 \$ _____
Membership Fee:		\$25 \$ _____
<b><u>MORNINGSIDE STUDENTS</u></b>		
Horse Fee:	# _____ \$5 per class	= \$ _____
Trainer Fee:	\$75 / \$120	\$ _____
Trailering Fee:	\$100	\$ _____
H/J Showteam Discount:	(\$5)	\$ _____
TOTAL		\$ _____

OFFICE: Payment Type: \_\_\_\_\_ Payment Date: \_\_\_\_\_



# Morningside Stables Schooling Show Series

## MEMBERSHIP FORM

### RIDER / FAMILY INFORMATION

First & Last Name:	_____
Email:	_____
Phone:	_____
Emergency Name & Number:	_____
Stable Affiliation:	_____

### MEMBERSHIP TYPE

\$25.00 - Individual

\$35.00 - Family

Hunter/Jumper: \$ \_\_\_\_\_

Combined Training: \$ \_\_\_\_\_

Total: \$ \_\_\_\_\_

Membership qualifies competitors for end of season awards at our series banquet. Members must compete in a minimum of 3 Hunter/Jumper shows to be eligible. Members must compete in a minimum of 2 Combined Training Shows to be eligible. All membership fees go to the cost of awards being presented at the banquet.