



FARM FAMILY INSURANCE JACKALOPE ENTERPRISES HORSE SHOW SERIES AT FULL MOON FARM

2022 Dates:

May 15, June 5, July 31,
August 14, and September 18
(all are Sundays)

FMF riders must arrive by 7:30 am

Schooling is allowed in the competition ring from 8:00-8:45am

Show starts at 9:00am

Jumpers will not start before 12:00pm

Great series-end prizes, courtesy of Farm Family Insurance & Jackalope Enterprises!

General Rules

1. Must have at least 3 riders to run a division.
2. Six ribbons will be awarded in all classes.
3. Champion and Reserve Champion ribbons will be awarded in all divisions.
4. Entry fee will be \$15 per class or \$40 per division.
5. There will be a one-time fee of \$5 if you want your points tracked for end-of-year awards.
6. There are no age limits/requirements for any classes or divisions.
7. Horses/ponies are allowed to wear boots and martingales in flat and over fences classes.
8. Draw reins are not permitted over fences.
9. Formal attire is not required, but riders must wear an ASTM approved helmet with harness fastened at all times and boots with a heel when mounted.
10. Shirts with collar and sleeves must be worn while showing. Neat and clean is important.
11. A current negative coggins is required for all horses on grounds.
12. No stallions.
13. Equitation to be judged on riders' position and control of their mount.
14. For Divisions 5 and 6, the O/F classes (14, 15, & 16) will be run in order of height, then by class number.

Ribbon winners in each class will receive points according to the chart below:

1st Place – 7 points

2nd Place – 5 points

3rd Place – 4 points

4th Place – 3 points

5th Place – 2 points

6th Place – 1 point

We are located at: *4326 Louisville Road Finksburg, MD 21048*

For additional information, please email akpear9@gmail.com

In the event of inclement weather, please call the farm line at 410-795-8371 (ext. 5)

2022 FMF Farm Family Insurance Jackalope Enterprises Show Series Prize List

Division 1. Starter Equitation

- Class 1. Walk
- Class 2. Walk/Trot (diagonals DO NOT count)
- Class 3. Walk/Trot Combo w/ 2 poles (diagonals DO NOT count)

Division 2. Elementary Equitation

- Class 4. Walk/Trot (diagonals DO count)
- Class 5. Walk/Trot/Canter down long side (leads DO NOT count)
- Class 6. Walk/Trot Combo w/ 2 x-rails

Division 3. Introductory Equitation

- Class 7. Walk/Trot (diagonals DO count)
- Class 8. Walk/Trot/Canter Equitation (leads DO Count)
- Class 9. Introductory Equitation over fences 18"

Division 4. Introductory Hunter 18"

- Class 10. Hunter O/F - A course of 6 to 8 fences not to exceed 18" in height, may be trotted or cantered
- Class 11. Hunter O/F - Same as above, but a different course
- Class 12. Hunter under saddle to be shown at the W/T/C both ways of the ring

Division 5. Open Hunter 2', 2'3", or 2'6" – Rider's choice - If there are 5 or more at any height, they will be pinned separately.

- Class 13. Hunter under saddle to be shown at the W/T/C both ways of the ring
- Class 14. Hunter O/F - A course of 6 to 8 fences, may be trotted or cantered
- Class 15. Hunter O/F - Same as above but a different course

Division 6. Open Equitation 2', 2'3", or 2'6" – Rider's choice - If there are 5 or more at any height, they will be pinned separately.

- Class 16. Equitation O/F - Not to exceed 8 fences, courses may be trotted or cantered
- Class 17. Walk/Trot (diagonals DO count)
- Class 18. Walk/Trot/Canter (leads DO count)

Jumpers – Not to start before 12pm; no schooling in the competition ring

- Class 19. Jackpot Jumpers 18"
- Class 20. Jackpot Jumpers 2'
- Class 21. Jackpot Jumpers 2'7"
- Class 22. Jackpot Jumpers 2'11"
- Class 23. Jackpot Jumpers 3'3"

*** If entries warrant, we will run a higher jumper class, but we need a minimum of 3 entries to hold it!

For Jackpot Jumpers:

The first round at each height is for ribbons and prize money (minimum 3 riders for prizes): **Cost is \$45.**

For subsequent rounds/levels and/or H/C riders: **Cost is \$20, no ribbons or prize money.**

Prize structure: \$25 per horse is put into a Jackpot

1st place: 60%

2nd place: 30%

3rd place: 10%

Scoring: Fastest time w/ fewest faults wins

4 faults per rail

4 faults for 1st refusal

8 faults for 2nd refusal

Elimination at 3rd refusal