

Lost Miner Ranch & Equestrian Center

2022 Jump for Fun Class List

July 24th

August 21st

September 25th

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1. Schooling Round: Ground Poles (trot only)
 2. Ground Poles (trot only) Optimum Time
 3. Ground Poles (trot only) Rotating Pair Relay
 4. Ground Poles (trot only) Gambler's Choice
 5. Schooling Round: Cross Rails (12"-18")
 6. Cross Rails (12"-18") Optimum Time
 7. Cross Rails (12"-18") Rotating Pair Relay
 8. Cross Rails (12"-18") Gambler's Choice
 9. Schooling Round: 2'
 10. 2' Optimum Time
 11. 2' Rotating Pair Relay
 12. 2' Gambler's Choice

GENERAL INFORMATION:

All Jumper Nights start at 5:00pm. The class list will remain the same each night throughout the series. LMR reserves the right to add or drop classes if needed.

Courses will generally consist of 8 jumps and the event will be held in the outdoor arena unless weather concerns move us to the indoor arena. If we have to move to the indoor arena courses will consist of 6 jumps.

Our Jump for Fun Series is designed to give riders and horses the experience of jumper classes in a fun, low-cost, and low-pressure environment. Our jumping classes are generally based on Optimum Time rather than speed. We want to encourage correct riding techniques and provide a safe and fun practice environment for riders and horses.

Entry Fees:

Schooling Round: \$10

Optimum Time (jackpot): \$15

Rotating Pair Relay (jackpot): \$15 per rider

Gambler's Choice (jackpot): \$15

50% of all entry fees go into the jackpot for all classes other than schooling rounds. All classes (excluding schooling rounds) must have a minimum of 3 riders (or teams) to be eligible for jackpots; classes with less than 3 riders (or teams) may still elect to run without jackpot as a schooling round for the reduced schooling round entry fee (\$10).

Jackpot payout (7 riders or less) 1st: 50% 2nd: 30% 3rd: 20%

Jackpot payout (8 riders or more) 1st: 40% 2nd: 30% 3rd: 15% 4th: 10% 5th: 5%

Attire for the rider is neat, tidy, and safe. Helmets and good sportsmanship are always required.

CLASS DESCRIPTIONS:

Schooling Rounds: These rounds are just what they sound like, a chance to get in the arena without being timed or judged. There is a 3 minute time limit for horse and rider pairs. There is not a course associated with a schooling round, though riders are welcome to practice an upcoming course. Only one horse/rider pair per schooling round.

Optimum Time Classes: We encourage safety and accuracy in our low-level jumper classes rather than speed. Riders who ride the course at the best pace, taking good lines and making smart decisions will win these fun classes. Optimum times vary based on jump height; riders may trot or canter the course; ground poles may only be trotted.

Horses with clean rounds are always placed first based on how close (over or under) they are to the optimum time. Horses with four faults are placed next based on how close (over or under) they are to the optimum time, then horses with 8 faults are placed, and so on. Faults are penalty points for knockdowns or refusals.

Refusals and knock downs each penalized: 4 faults

3 Refusals equal: Elimination

Rider Falls equal: Elimination

Rotating Pair Relay: This competition is for teams of two, costumes and matching themes are encouraged! A horse can only compete once in this class but a rider may compete on more than one horse. The team chooses how they want to divide the course into sections, but the fences must be jumped in the correct order.

One change of rider is mandatory, competitors may change as often as they wish. Each rider must jump at least 2 jumps. The competitor who crosses the start line must jump the first obstacle, and the competitor who jumps the last obstacle must cross the finish line.

A change is obligatory when a fault is incurred. A refusal is indicated by an audible signal at which time the other competitor must first jump the obstacle which has not been jumped by his partner and then continue the course (if team member A has a stop at fence 3 team member B must jump fence 3). Knock downs incurred are penalized by adding four seconds for each occurrence to the time of the round. Should a competitor jump an obstacle before his partner has landed over preceding obstacle, the pair will be eliminated. Both riders enter the ring, after the tone the first rider begins their section.

The fastest overall time wins!

Knock downs each penalized: 4 seconds added to time

3 Refusals equal: Elimination

Rider Falls equal: Elimination

Jumping before partner has landed: Elimination

Gambler's Choice: Each fence has a point value. Riders have 60 seconds to collect the most points by jumping the fences cleanly in any order they choose; ground pole and cross rail riders have 90 seconds and may only trot. Each fence may only be jumped twice. Fences that are knocked down do not count and may not be jumped again. Three refusals will result in elimination; a rider fall will result in elimination.