



Specifications for CPHA Junior & Amateur Medal Finals

ELIGIBILITY: Trainers and riders must be members of CPHA prior to riding in any CPHA class. Previous winners of the CPHA Jr. and Amateur Medal Finals are not eligible to compete again in the same final. Winners of the Junior Medal Final may compete in the Amateur Final when they become age eligible.

QUALIFYING: Must earn 6 points to qualify (points awarded 10,6,4,3,2).

FORMAT: Fences to be set at 3'6". Final consists of one warm-up class, two rounds for all competitors, and a third round of the top ten finalists in each section (junior and amateur). There may be a work-off if needed (see below).

WARM-UP CLASS: A non-judged warmup class will be held at 3'6" for qualified riders entered in the finals. Each rider may ride more than one horse in the warm-up class.

SCHOOLING RULES: 30 minutes prior to the start of the class, riders may only school in the designated schooling area for this final. Any conflicts should be discussed with the TD prior to the start of the Round.

The schooling ring will follow USEF Jumper Schooling Rules but will also allow Swedish Oxers (max 12-inch difference), tarps, coolers, liverpools, flower boxes, and similar items. All schooling items must be present in the schooling area for anyone to use prior to the start of the class and remain until the end of the class. Jumps must be flagged, and the flags may be changed.

ORDER OF GO: First round order of go will be drawn during the warm-up class. The second round will be a jumper rotation of the first-round order of go. The third round will consist of the top ten riders with the best scores from the first two rounds. The order of go for round 3 will be determined by those scores with the lowest going first. If the total scores over the first two rounds produce ties going in to round 3, the rider with the higher score in round 2 goes later in the order. If there is a tie for 10th place going in to round 3, both riders will compete in round 3 (a total of 11 riders).

SCORING: Three judges will score the final. At no time will they sit together. At the completion of each round, only the sum total of the three judges' scores will be announced. All carryover scores from round 1 will be announced when the rider completes round 2. Only at the completion of a rider's third round, will each judge's score be announced separately. The winner will be the rider with the highest sum of all judges' scores over the three rounds, unless a work-off is required (see below).

WORK-OFF: At the completion of round 3, if any rider's score is within three points of the top rider's score (three or fewer points) those riders will be considered tied equally and will be required to complete an additional work-off decided by the judges using USEF Tests 1-21. The rider with the highest score in the work-off round will be determined the winner.

COURSE: Fences to be set at 3'6". Final consists of three equitation courses of increasing difficulty. First round primarily consists of hunter-type fences with special jumps used in a medal final or hunter derby. The second round adds more jumper-style fences. The third round adds difficulty over all types of fences.

Juniors and amateurs WILL NOT NECESSARILY jump the same course in each round. There will be a separate set of course walks for each final – junior and amateur.

The judges must arrive at least 60 minutes prior to the start of the class to walk the course before the exhibitors.

AWARDS: Ribbons and awards will be given in the first and second rounds to tenth place. Overall awards will be presented after the third round, unless a work-off is required (see above). Ties in round 1 and 2 will be broken by the call judge, who will be determined prior to the start of the class. In the event of an overall tie after the third round, the rider with the highest score in round 3 will receive the higher overall placing.

The top rider aged 36 or older will be recognized with a special award.

EQUIPMENT: Tack allowed per USEF EQ106.5a.1.2.3.

HORSE RESTRICTIONS: The same horse may not be ridden in both age groups. A rider must show the same horse through all phases of the competition. In the event of illness or injury of the horse, the rider may petition the Technical Delegate to ride a substitute horse. The substitution must be approved by an appeals committee consisting of the Technical Delegate, Show Steward, and the official show veterinarian (who has examined the horse and determined its unsuitability to continue).

PROTESTS: If a competitor or trainer wishes to discuss any part of the CPHA Jr. or Amateur Final with a judge or the course designer, the Technical Delegate or a Show Steward must also be present.

A protest must be made in writing within 30 minutes of the completion of the class to the Technical Delegate or a Show Steward. A committee consisting of the Technical Delegate, the Show Steward, and a representative of show management will be convened as soon as feasible to rule on the protest. This committee will be the sole arbiter of the protest and its decision will be final without further recourse of any kind.