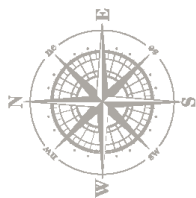




Photo Credit: Ben Radvanyi Photography

**Welcome to the Headwaters
Horse Country Stable Tour at
Caledon Equestrian Park**





HIGHWAY 50 (QUEEN STREET)





Welcome to Caledon Equestrian Park

Nestled in the tiny village of Palgrave lies one of Headwaters' marquee attractions. Caledon Equestrian Park has been the home away from home for thousands of equine competitors, fans and visitors to the Caledon area for decades.

In its more than 30-year history, the park has evolved into a truly world-class venue, having recently played host to the equine portion of the 2015 Toronto Pan Am Games.

Known for its breathtaking scenery and world-class competitions, Caledon Equestrian Park is a unique gem in the Headwaters crown. The 100-acre grounds are also a popular spot for locals looking to walk furry friends or simply stretch their legs along the park's numerous well-groomed and maintained paths.

Since 2008, the park has hosted more than 145 competitions featuring some of the top equestrians in world. Aside from the Pan Games last year, Caledon Equestrian Park has also been the site of 48 Fédération Equestre Internationale (FEI) competitions, including two World Cup and six Olympic Observation Events since during that time.

The venue is owned and operated through a public-private partnership between the Toronto and Region Conservation Authority (TRCA), Town of Caledon and Equestrian Management Group (EMG).

Considered a legacy venue, the site saw a huge renovation and refitting effort leading up to the Pan Am Games and the result is undeniably one of the top equine competition facilities in country.

Admission is always free, and for most of the summer show season visitors to Caledon Equestrian Park can enjoy top-notch equestrian competition across six specially fitted indoor and outdoor rings.

Refreshments are available at the park's main pavilion during show hours for those looking to kick back and enjoy a little show jumping action in comfort and style.

For horse enthusiasts and tourists alike, this beautiful venue is truly one of the area's most unique and exciting places to visit.

Visit caledonequestrianpark.com for more information.

Basics of Equestrian Events

Caledon Equestrian Park is the host location for various equestrian shows each season (May to October). Here's a few of the basics of Equestrian events.

What is Show Jumping?

Show Jumping, also known as "stadium jumping", "open jumping", or simply "jumping", is a part of a group of English riding equestrian events that also includes dressage, eventing, hunters, jumpers and equitation. Jumping classes are commonly seen at horse shows throughout the world, including the Olympics.

Sometimes shows are limited exclusively to jumpers, sometimes jumper classes are offered in conjunction with other English-style events, and sometimes show jumping is but one division of very large, all-breed competitions that include a very wide variety of disciplines. Jumping classes may be governed by various national and international horse show sanctioning organizations.

Hunters or Jumpers?



Hunters are judged subjectively on the degree to which they meet an ideal standard of manners, style, and way of going. Conversely, jumper classes are scored objectively, based entirely on a numerical score determined only by whether the horse attempts the obstacle, clears it, and finishes the course in the allotted time. Jumper courses tend to be much more complex and technical than hunter courses because riders and horses are not being judged on style. Courses often are colorful and at times, quite creatively designed.

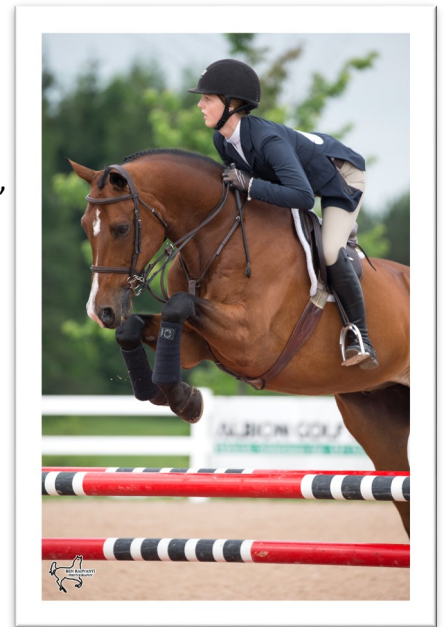
Hunters have meticulous turnout and tend toward very quiet, conservative horse tack and rider attire. Hunter bits, bridles, crops, spurs, and martingales are tightly regulated. Jumpers, while caring for their horses and grooming them well, are not scored on turnout, are allowed a wider range of equipment, and may wear less conservative attire, so long as it stays within the rules. Formal turnout always is preferred; a neat rider gives a good impression at shows.

In addition to hunters and jumpers, there are equitation classes, sometimes called hunt seat equitation, which judges the ability of the rider. The equipment, clothing, and fence styles used in equitation more closely resemble hunter classes, although the technical difficulty of the courses may more closely resemble jumping events.

What Is Equitation?

Equitation is the art or practice of horse riding or **horsemanship**.

More specifically, equitation may refer to a rider's position while mounted, and encompasses a rider's ability to ride correctly and with effective aids. In horse show competition, the rider, rather than the horse is evaluated. Judging criteria covers the rider's performance and control of the horse, use of riding aids, proper attire, correct form, and usually factor in rider poise and the cleanliness and polish of horse, rider and equipment. The performance of the horse is not judged *per se*, but a poorly performing horse is considered to reflect the ability of the rider. Equitation classes occur in the Hunt seat, Saddle seat, Dressage, and Western disciplines. A good equitation rider is always in balance with the horse, maintains a correct position in every gait, movement, or over a fence, and possesses a commanding, but relaxed, presence, able to direct the horse with nearly invisible aids.



Courses and Rules

Jumper classes are held over a course of show jumping obstacles, including verticals, spreads, and double and triple combinations, usually with many turns and changes of direction. The intent is to jump cleanly over a set course within an allotted time. Time faults are assessed for exceeding the time allowance. Jumping faults are incurred for knockdowns and blatant disobedience, such as refusals (when the horse stops before a fence or "runs out") (see "*Modern rules*" below). Horses are allowed a limited number of refusals before being disqualified. A refusal may lead to a rider exceeding the time allowed on course. Placings are based on the lowest number of points or "faults" accumulated. A horse and rider who have not accumulated any jumping faults or penalty points are said to have scored a "clear round". Tied entries usually have a jump-off over a raised and shortened course, and the course is timed; if entries are tied for faults accumulated in the jump-off, the fastest time wins.

In most competitions, riders are allowed to walk the initial course but not the jump-off course (usually the same course with missing jumps, e.g., 1, 3, 5, 7, 8 instead of 1, 2, 3, 4, 5, 6, 7, 8, 9) before competition to plan their ride. Walking the course before the event is a chance for the rider to walk the lines he or she will have to ride, in order to decide how many strides the horse will need to take between each jump and from which angle. Going off course will cost time if minor errors are made and major departures will result in disqualification.

Courses and Rules Continued...

The higher levels of competition, such as "A" or "AA" rated shows in Canada and the United States or the international "Grand Prix" circuit, present more technical and complex courses. Not only is the height and width ("spread") of an obstacle increased to present a greater challenge, technical difficulty also increases with tighter turns and shorter or unusual distances between fences. Horses sometimes also have to jump fences from an angle rather than straight on. For example, a course designer might set up a line so that there are six and a half strides (the standard measure for a canter stride is twelve feet) between the jumps, requiring the rider to adjust the horse's stride dramatically in order to make the distance.

Unlike show hunter classes, which reward calmness and style, jumper classes require boldness, scope, power, accuracy, and control; speed also is a factor, especially in jump-off courses and speed classes (when time counts even in the first round). A jumper must jump big, bravely, and fast but also must be careful and accurate to avoid knockdowns and must be balanced and rideable in order to rate and turn accurately. The rider must choose the best line to each fence, saving ground with well-planned turns, and lines and must adjust the horse's stride for each fence and distance. In a jump-off, a rider must balance the need to go as fast as possible and turn as tightly as possible against the horse's ability to jump cleanly with good scope.

What is Dressage?



Dressage (a French term, most commonly translated to mean "training") is a highly skilled form of riding performed in exhibition and competition, as well as an "art" sometimes pursued solely for the sake of mastery. As an equestrian sport defined by the International Equestrian Federation, dressage is "the highest expression of horse training" where "horse and rider are expected to perform from memory a series of predetermined movements." Competitions are held at all levels from amateur to the Olympic Games and World Equestrian Games. Its fundamental purpose is to develop, through standardized progressive training methods, a horse's natural athletic ability and willingness to perform, thereby maximizing its potential as a riding horse. At the peak of a dressage horse's gymnastic development,

the horse responds smoothly to a skilled rider's minimal aids. The rider is relaxed and appears effort-free while the horse willingly performs the requested movement. The discipline has a rich history with ancient roots. Modern dressage has evolved as an important equestrian pursuit. Much about training systems used today reflects practices of classical dressage. In modern dressage competition, successful training at the various levels is demonstrated through the performance of "tests", a prescribed series of movements ridden within a standard arena. Judges evaluate each movement on the basis of an objective standard appropriate to the level of the test and assign each movement a score from zero to ten – zero being "not executed" and 10 being "excellent". A score of 9 is very good and is a high mark, while a competitor achieving all 6s (or 60% overall) should be considering moving on to the next level.

Fall Finale ~ September 27-October 1, 2017

Week 11

	Meilsoe Hunter	Indoor Ring	Jumper Ring
Saturday September 30	9:00 AM 185 Junior Amateur 3'3 186 Junior Amateur 3'3 187 Junior Amateur 3'3 189 Junior Amateur 3'3 U/S 367 Amateur Owner 3' 368 Amateur Owner 3' 369 Amateur Owner 3' 371 Amateur Owner 3' U/S <div> Note: These highlighted classes scheduled in the Meilsoe Ring, Sept 30, are Hunter Type Classes described on Page 4. </div>	8:00 AM 81 Junior Hunter 82 Junior Hunter 73 Amateur Owner 3'6 74 Amateur Owner 3'6 75 Amateur Owner 3'6 77 Amateur Owner 3'6 U/S 71 Adult Am 18-35 U/S 69 Adult Am 18-35 70 Adult Am 18-35 906 Riders Habit Pony Medal Final 209 Riders Habit Amateur Medal Final 208 Riders Habit Children's Medal Final 207 Riders Habit Junior Medal Final <div> Note: The classes highlighted here are Equitation type classes described on Page 5. These riders have qualified to compete in this class based on points they have accumulated throughout the year. </div>	8:00 AM 145 Junior/Amateur 1.10m Immed JO 146 Junior/Amateur 1.10m Table A Speed 140 Junior/ 240 Amateur 1.0m Table A Speed 139 Junior / 239 Amateur 1.0m Immed JO 339 Junior / 539 Amateur 0.90m Immed JO 340 Junior/ 540 Amateur 0.90m Table A Speed 441 Pony Jumper Optimal Time - 443 Pony Jumper Table A Speed - <div> Note: The classes highlighted here are Jumper type classes described on Page 4. These classes are set at different heights and are open to Junior and amateur riders. Each class type ie: Table A Speed, Immed JO indicates the type of scoring that will be used. </div>
Sunday October 1	8:00 AM 442 Pony Jumper Table A Immed JO 444 \$2500 Pony Jumper Stake 152 JR/AM 1.20m Table A Immed JO 153 \$2500 JR/AM 1.20m Stake 158 JR/AM 1.30m /1.40 Table A Immed JO 159 \$2500 JR/AM 1.30m /1.40m Stake Presentation: Paul Scriver Award 2:30 PM 180 \$25,000 Fall Finale Grand Prix-CEP <div> Note: The Class highlighted here is a National level class that will consist of professional riders, jumping developed horses over a set course. The score system that is used is outlined on Page 4. </div>	8:00 AM 141 Junior/ 241 Amateur 1.0m Power & Speed- 142 Junior / 242 Amateur 1.0m Immed JO 342 Junior / 542 Amateur 0.90m Immed JO 341 Junior/ 541 Amateur 0.90m Power & Speed 147 Junior/Amateur 1.10m Power & Speed 148 JR/AM 1.10m Stake <div> Note: The classes highlighted here are Jumper type classes described on Page 4. These classes are set at different heights and are open to Junior and amateur riders. They use a different type of scoring system than previously discussed. </div>	

Courses and rider order will be available in the Horse Show Office.

ADDITIONAL INFORMATION

THE RULES

- ♦ The rider and horse must follow the order of the jumps as set by the course designer. The obstacles and placement of the obstacles, in a competition can determine a course's difficulty.
- ♦ The riders are given a time in which they must complete the course.
- ♦ Scoring is based on a point system for faults (penalties).
- ♦ A clear round occurs when a horse and rider complete the course without any faults or time penalties.
- ♦ Time Faults: Any time a horse and rider exceed time allowed.
- ♦ Four Faults: Any time a horse refuses to jump an obstacle.
- ♦ Four Faults: Any time horse and rider knock down or lower the height of an obstacle.

THE TERMINOLOGY

JUMPS

The general types of jumps in competition are a straight or vertical fence and a spread (wide) fence or oxer. The degree of difficulty of a jump is determined by its height, width, construction, and its placement in relation to other jumps on the course. In competition a variety of fences can be used including walls, panels, gates, oxers, water jumps, combinations, banks, and ditches. Obstacles are brightly colored both for aesthetics and to add difficulty to the course. Some course designers believe the colors and patterns painted on the obstacles affect the way the horses take the jump. The type of construction of a particular fence also determines its difficulty. A fence that is composed of just a few rails, for example, appears more airy and is more difficult for a horse to negotiate than a solid looking fence.

COURSE

In each class over fences, competitors must negotiate the jumps in a prescribed order. Courses for each class are posted in advance near the In-Gates so that riders and trainers may memorize them. It is the role of the course designer to establish the degree of difficulty in the course. A mark of a good course designer is that he or she will gradually increase the course difficulty as the week proceeds so that both horse and rider learn as they jump in classes at the show. The grand prix is the highest level of show jumping competition so the fences are larger and the course is longer and more challenging. Grand prix courses are planned by accredited course designers. No two courses are ever the same. There are usually 12 to 18 fences on the grand prix course. Spectators who hear a course described as a "perfect course" (P.C.) have seen an event in which the number of riders who qualify for the jump-off is the same as the number of ribbons offered in that class.

IN AND OUT

A two-jump combination, with elements separated by one or two strides.

COMBINATION

Two or three jumps set up so they must be taken in quick succession, separated by only one or two strides. A combination is considered to be a single obstacle. If a horse stops or runs-out at any element of the combination (elements are lettered A, B, C), the entire obstacle must be re-jumped.

ROUND

Round or "trip"; terms used to describe a rider's turn in each class. **CLEAN ROUNDS (JUMPERS)**

When a horse completes the prescribed jumper course within the time allowed without incurring jumping faults. When more than one horse has a "clean round," a jump-off is held to determine the winner.

JUMP OFF (JUMPERS)

All horses with "clean" first rounds jump a shortened course against the clock to determine the winner.

GAITS

The different paces at which the horse travels are the walk, trot, canter, gallop, and varying speeds of each.

FAULT

Penalty assessed in jumper classes for mistakes such as knockdowns, refusals, and exceeding the time allowed. In "Time first jump-off" classes touches don't count; knockdowns and refusals are penalized. There is also a time limit or "Time Allowed" to complete the course. "Time-faults" are assigned for each second over the time allowed. All with clean rounds return for a jump-off. In all jumper classes, falls and going "off course" (jumping the jumps out of order) result in elimination. Faults are scored as follows: Knockdowns-4 faults; 1st Refusal or run-out-4 faults, 2nd Refusal or run-out-Elimination; Fall of horse or rider-Elimination; Failure to cross starting line within one minute after sound of horn-Elimination; Exceeding the time allowed 1 fault for every second exceeding the time allowed.

SCHOOLING

The warm-up session prior to each rider's round in which they jump practice fences in the schooling area.

GROOMING

Some of the jumpers in the grand prix ring have their manes and tails braided to enhance their appearance. A tail that is braided and then turned up so the hairs do not hang loose is called a "mud tail" and is frequently used in damp weather conditions.

JUMPING ORDER

The jumping order or starting order is determined in a drawing before the event so that each competitor has an equal chance of attaining a favorable starting position. Riders near the end of the starting order have the advantage of seeing how the first riders complete the course.

RIDERS ATTIRE

Breeches and boots, hunt coat, choker (for ladies) or tie (for gentlemen) and hunt cap are all worn by the riders. Breeches are the tight fitting pants worn under leather boots. It is common to see grand prix riders attire in a scarlet coat. A blue collar signifies that the rider has competed for the USET. Other hunt coat colors are blue, dark green or black. The hunt cap is a type of hard helmet worn by the rider. A rider may also elect to wear spurs or carry a crop, or stick, to encourage the horse over the fences.

STRIDE

The amount of ground covered by a horse in one "step" at the canter. The average horse's stride is 12 feet. Distances between fences are set accordingly by the course designer.

TACK

The equipment worn by the horse depends on the needs of the animal. The saddle and bridle are the staples. Other equipment may be added such as a martingale, which attaches to the saddle and bridle to keep the horse's head from raising too high. Horses may also wear boots or bandages on their legs for support or protection.

VOLUNTARY WITHDRAWAL

A rider makes the decision not to continue on the course and to leave the ring usually with a nod of the head or tip of the hat to the judge. A rider may decide to withdraw because of a problem with the horse or trouble negotiating the course, or because the rider knows he or she has too many faults to place in the ribbons and thus would rather spare his horse or save him for another class.

WALKING THE COURSE

Riders and horses may not practice on a course prior to actual competition, but they are permitted to walk out the route, pacing off the number of strides between jumps and examining the obstacles closely. It is a course designer's job to set up problems that will challenge the ability of exhibitors. Riders and trainers must determine what and where these are in a course and develop strategies accordingly.