

# Junior Young Rider Event Horse Competition Format

This class aims to identify high class horses bred in Ireland with the potential to become top class junior or young rider event horses; to encourage producers and trainers to present quality horses that are rideable and competitive for youths coming from ponies or for lightweight adults.

## 1. Qualifiers

There are four Qualifiers held at venues distributed throughout Ireland.

|            |  |
|------------|--|
| 22nd June: | Forth Mountain, Barntown, Co. Wexford Y35 YP57 |
| 6th July:  | Tullylish, Gilford, Co. Armagh BT63 6AR        |
| 13th July: | Scarteen, Knocklong, Co. Limerick V35 PE04     |
| 20th July: | Rincoola, Granard, Co. Longford. N39 W257      |

Entries and scoring are made through Equipe. The qualifier entry fee is €70. Entries can be processed via the Young Event horse webpage only <https://youngeventhorseseries.ie/entries-start-lists-results/>. Closing entries are

## 2. Junior Young Event Horse Qualifier Format

The Junior Young Event Horse Qualifiers will consist of three phases. The score from each phase is added to determine a final score.

### 1. Ridden Display of Basic Flatwork (150 points)

- A basic tests will be performed in a 40x20 metre arena and assessed by competent Judges (test below).
- These tests must be ridden from memory.
- The tests will result in a score of plus points.

### 2. Jumping (160 points)

- This phase will require horses to jump over the 20 fence up to 1.05m Young Event Horse course at 375mpm.
- The jumping takes place over 6 knockable fences followed by a Derby-type course in an enclosed arena, over fences best described as miniature replicas of cross country fences. The lower part of a fence may be solid, e.g. in the form of a bank or stone wall.
- Fences likely to be encountered are ditches, water, banks, bush fences, a coffin or sunken road etc, as well as combinations of such fences.

#### Heights, Speeds and Distances are as follows

| Class  | JYR<br>(160 points) |
|--|---------------------|
| Max. No of Jumps (The first 6 being knockable) | 20                  |
| Up to a Max Height cms                         | 105                 |
| Speed m/min                                    | 350                 |
| Up to a max Course length m                    | 1250                |

#### Penalties

|                         |  |
|-------------------------|--|
| Knock of Pole           | 8 Penalties  |
| 1 Refusal/Run Out       | 10 Penalties   |
| 2 Refusal at same fence | Elimination  |
| 2 Refusal on the course | 15 Penalties   |
| 3 Refusal on the course | Elimination  |
| Fall of Horse or Rider  | Elimination  |
| Time Penalties          | 1 Penalty for each 4 seconds in excess of time allowed |

### 3. Suitability and Potential (35 Points)

- In this third phase, an animal's suitability and potential as a young rider event horse is assessed in the jumping phase, based on a number of set criteria, by a separate experienced Judge.

## Suitability and Potential Jump Marking criteria

|   |                                 |           |
|---|---------------------------------|-----------|
| 1 | Movement – Canter engagement    | 5         |
| 2 | Rhythm & Fluency                | 5         |
| 3 | Athleticism / Scope / Technique | 5         |
| 4 | Temperament/Attitude            | 5         |
| 5 | Gallop                          | 5         |
| 6 | Star Quality (*2)               | 10        |
|   | <b>Total</b>                    | <b>35</b> |

### 3. Qualifier Placings:

- Placings, in the event of equality of points after all three phases, will be decided using the following criteria.
  - Highest score in the Jumping phase
  - Highest score in the Ridden Display phase
  - Highest score in the Suitability and Potential phase
  - The final criteria will be the jumping time closest (under) the optimum time.

### 4. Prize Money:



A **young producers bursary** will be awarded at each qualifier. **€80** will be paid to 1st – 3rd placed riders at each of the qualifiers. **€150** to the Highest placed TB (1st – 3rd) in the JYR class (Generously sponsored by TreoEile)



### Junior Young Rider League:

The organisers of the Young Event Horse Series (YES!) would like to thank Horse Sport Ireland (HSI) for their generous sponsorship and continued support for 2021.

The Junior Young Rider winners are based on the highest number of points accumulated during the season's Qualifiers.

- Eligibility is dependent on the same combination of horse and rider competing at each qualifier.
- The best placings from **any three of the four qualifiers** will count, based on the points table below.

| Place  | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> | Completed |
|--------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------|
| Points | 10              | 8               | 6               | 4               | 3               | 2               | 1         |

In the event of equality of League points, placings will be determined by the highest average score awarded in the Suitability & Potential - Jumping phase.

**League Prizes** • The prize fund for the JYR league, generously sponsored by HSI, is as follows:

|                 |      |
|-----------------|------|
| 1 <sup>st</sup> | €350 |
| 2 <sup>nd</sup> | €250 |
| 3 <sup>rd</sup> | €200 |

Competition details for the competition final can be found on the Dublin Horse Show website.

<https://www.dublinhorseshow.com/equestrian-information/performance-classes/jyr-event-horse/>

# FLAT WORK DISPLAY

## 5. Junior Young Rider Event Horse Ridden Display

**Objective:** To interpret from a series of simple, prescribed movements, the quality of the horse's basic paces, his aptitude for work and the correctness of his foundation training which might, in time, complement the achievement of his full potential.

Approximate time: 5 minutes

20m X 40m Arena

|    |                | Prescribed Movements   | <b>Max Mark</b> |
|----|----------------|--|-----------------|
| 1  | A              | Enter at working trot<br>Proceed down the centre line without halting                      | 10              |
| 2  | C – X<br>X – A | Track left, commence 20m half circle left<br>20m half circle right                         | 10              |
| 3  | KXM            | Change rein across diagonal<br>Show some lengthened strides                                | 10              |
| 4  |                | Progressive transitions to working canter left<br>Working canter left down the long side   | 10              |
| 5  | FXH            | Change rein across diagonal<br>Transition to working trot                                  | 10              |
| 6  |                | Medium walk  | 10              |
| 7  | M – H          | 20m half circle free walk on a long rein   | 10              |
| 8  |                | Progressive transitions to working canter right<br>Working canter right down the long side | 10              |
| 9  | KXM            | Change rein across diagonal<br>Transition to working trot                                  | 10              |
| 10 |                | Working trot on a long rein down the long side   | 10              |
| 11 | A<br>X         | Working trot, turn left onto centre line<br>Halt, salute and leave arena on a loose rein   | 10              |
| 12 |                | <b>Relaxation</b>  | 10              |
| 13 |                | <b>Fluency and Rhythm</b>  | 10              |
| 14 |                | <b>Contact (lightness and acceptance)</b>  | 10              |
| 15 |                | <b>Overall Impression</b>  | 10              |
|    |                | <b>Total</b>   | <b>150</b>      |
|    |                | <b>Total penalty marks to deduct</b>   |                 |
|    |                | <b>Total marks to count</b>  |                 |

No Collected Movements (over bending)  
All Trot Rising  
Tack: As per current YES! Rules  
Spurs Permitted  
No Whips

**Penalties for errors over the course**  
1<sup>st</sup> Error      2 marks  
2<sup>nd</sup> Error      4 marks  
3<sup>rd</sup> Error      Elimination