Opava Eventing Winter Derby

December 4, 2022

Classes start at 8:00AM

Derby Class List:

1. Cross rails: USDF 2023 intro test A; maximum jump height 18”
2. Intro: USEA 2022 Starter Test; maximum jump height 2’0

3. Beginner Novice: USEA 2022 Beginner Novice Test A; maximum jump height 2’7

4. Novice: USEA 2022 Novice Test A; maximum jump height 2’11

Additional Classes:

Dressage Class List:

1. USDF 2023 Intro Test A 7. USDF 2023 First Level Test 1

2. USDF 2023 Intro Test B 8. USDF 2023 First Level Test 2

3. USDF 2023 Intro Test C 9. USDF 2023 First Level Test 3

4. USDF 2023 Training Test 1

5. USDF 2023 Training Test 2 10. USEA 2022 Starter test

6. USDF 2023Training Test 3 11. USEA Beginner Novice test A

12. USEA Novice test A

Schooling Derby Course\* List:

1. cross rails – 18” (will not have cross country elements, nor jump decorations such as flowers)
2. 2’0 and below

3. 2’7 and below

4. 2’11 and below

\*Derby courses will feature both stadium and cross country elements.

Entry Fees:

Derby Class: $60

Dressage Class: $40

Schooling Derby Course: $20

California Drug Fee: $8 per horse

Trailer-In Fee: $10 per horse

School Horse Fee: $10 per horse (for Opava Eventing clients using lesson horses)

Office Fee: $5 per horse

Late Entry Fee: $25 per horse

Registration:

Entries must be received and paid in full by November 27, 2022. Late entries will be accepted with an additional fee up until November 30, 2022. No refunds if canceled after November 27, 2022. Payment can be made via check, cash, PayPal, Venmo, or Zelle. All entries must have a signed release and entries will not be accepted without completed registration. No entries or class changes will be allowed on the day of the show.

Facility:

Opava Equestrian Center is located at 28868 Bouquet Canyon Road, Santa Clarita, CA 91390

The facility will open to competitors at 6:30 AM. Bathrooms are located next to the show office.

Rules:

No smoking on the premises.

Dogs must be leashed at all times.

No spectators in the arena.

Riders must check in with the show office prior to class.

Per USEA rulebook, no trainers may school a client’s horse on the day of the show. USEA rulebook can be downloaded at useventing.com

All jumping classes will be judged under USEA stadium rules.

\*\* Please see Important Show Information at the end of this premium

Attire:

Tall boots or paddock boots with half chaps are required.

ASTM/SEI certified helmets must be worn when mounted.

Cross country vests are optional.

Schedule:

Dressage classes will run from 8:00AM-12:00PM.

USDF tests will run first in a full court, intro to 1st level followed by derby dressage tests in a short court, from USDF intro A to USEA tests starter to novice.

Derby courses will begin at approximately 1:00PM.

Levels will begin with cross rails to novice. Schooling rounds will follow the derby jumping rounds at each level. Schooling rounds may be added on the day of the show.

Judging:

Dressage will be judged by, Kat Winters, USDF gold medalist

Jumping will be judged by Darla Opava, ECP Certified Instructor.

Questions:

Please contact show secretary, Jenn Gilmartin, with any questions at jenn.gilmartin@yahoo.com or (661) 406-4955

**IMPORTANT SHOW INFORMATION**

The following are rules for participation under USEA guidelines:

**General:**

Only the rider entered in the show may ride the horse at any time.  Trainers, assistants, etc., are not allowed to

ride/school a horse that they are not the rider on the entry form.  
  
All jumps will be flagged, on course and in the warm up ring.  Jumps must be taken in one direction only, with the red flag on the right side of the jump and the white flag on the left side of the jump.  
  
Tests and ribbons will be available for pick up in the show office after divisions.

When on the show grounds, if you have questions and need information, call or text Darla Opava at 818/515-3210.

Dressage:

Dressage warm up will be held in 2 separate arenas.  You will be required to check in and start your warm up in the small arena (Arena 1).  From there the ring steward will send you into the main arena to finish your warm up (Arena 2)  
  
Check in with the ring steward in arena 2.  In the main arena there will be one rider in the dressage court doing their test, and the next 2 riders that are in line to perform.  
  
Your assigned dressage time is EXACT and ABSOLUTE.   No delays, no changes.  The judge will ring you into the dressage court (either a bell or whistle).  You will have 45  seconds from that moment to enter the dressage court.  Failure to do so, under the rules of the USDF and USEA, results in elimination of the test and/or complete derby.  
  
**NO** coaching is allowed during a dressage test or on the jumping course.  You are required to know the rules.  You may have your dressage test called but with no additional instructions.

**Jumping:**

We are going by stadium jumping rules under the USEA.  Warm up will only be in the small arena.  Obstacles of each division will be numbered, and each division has a color markings listed on the course map.   
  
All competitors will be able to walk on foot their jumping course(s) prior to the start of the first dressage test, and between the last dressage test and the beginning time for jumping.  
  
Faults are as follows:  
  
            Refusal, run out or knock down of a stadium fence 4 faults  
            Refusal or run out of a cross country fence 4 faults  
            Circling at any time and/or crossing the horses tracks 4 faults  
            First disobedience 4 faults  
            Second disobedience 8 faults  
            Third disobedience Elimination  
  
 Immediate elimination:  
  
- Jumping or attempting to jump an obstacle of the course before the start of your round  
- Jumping the first obstacle without crossing through the start line/flags in the correct direction  
- Attempting to or jumping an obstacle not part of current course   
- Omitting a jump of the course  
- After a refusal or run out, failing to attempt to jump the obstacle where the fault was committed  
- Jumping an obstacle in the wrong direction  
- Jumping an obstacle in the wrong order