



Maple Lane Farms

MUSKOKA

Registration at 9am
First Class Starts at 10am
Cash BBQ Starts at 11:30am
[LINK TO REGISTRATION FORM HERE](#)

Adult (16+) Hunter Hack

- Pleasure
- Equitation
- Hunter Hack : Flat + 2 Fences

Open: Cross Rails - W/T/C

- Equitation on the Flat
- Hunter Hack : Flat + 2 Fences
- Hunter Over Fences : 6 Fences

Beginner Lead Line

- Horsemanship (in hand)
- Walk / Trot Under Saddle
- Walk / Trot Under Saddle over Poles

Open: Hunter 2ft

- Equitation on the Flat
- Hunter Hack : Flat + 2 Fences
- Hunter Over Fences : 10 Fences

Beginner Flat : Walk/Trot

- Pleasure
- Equitation
- Command

Open: Jumper Table II 2 (b) - Max 2'3"

- Immediate Jump off

Beginner Cross Rails

- Equitation on the Flat
- Hunter Hack : Flat + 2 Fences
- Hunter Over Fences : 6 Fences

Open: Trail Course (English or Western)

Class Descriptions

Adult Hunter Hack: Walk/Trot/Canter ~ \$65

This class is ridden in English tack. Riders must be able to walk, trot, and canter safely in a group to enter this division.

Pleasure

The judge will focus on the horse in this class. Horses should be a “pleasure to ride,” traveling forward comfortably on a looser rein and without hesitation. This class is judged more on the horse than the rider.

Equitation

The judge will focus primarily on the rider’s leg position, upper body position, posture, and hand position, as well as overall horsemanship. Riders will be evaluated on correct diagonals and overall effectiveness. The judge will also consider how promptly the horse responds to cues and the accuracy of movements. This class is judged more on the rider than the horse.

Hunter Hack

Judged on the rider’s position and the horse’s overall way of going. Horses should maintain an even hunt pace on the flat and over fences. This class includes 2 crossrails.

Beginner Lead Line ~ \$65

May be ridden in English or Western tack. All riders will have a handler present during the class (parent or Maple Lane volunteer, if required).

Horsemanship

This class is designed to showcase riders’ ability to handle their horse from the ground. Horses must be clean, tacked, and show-ready. Riders will complete basic obstacles demonstrating handling skills and horsemanship.

Walk/Trot U/S

In this class, riders will demonstrate their riding skills with a handler on the ground. Riders will be asked to walk, trot (sitting and posting), change direction, and halt. Emphasis is on equitation and control.

Walk/Trot Over Poles

Riders will demonstrate their skills over a small course of poles. The judge will evaluate 2-point position, timing, equitation, and overall horsemanship.

Beginner Flat: Walk/Trot ~ \$65

May be ridden in English or Western tack. Riders must be able to walk and trot safely in a group to enter this division.

Pleasure

The judge will focus on the horse in this class. Horses should be a “pleasure to ride,” traveling forward comfortably on a looser rein and without hesitation. This class is judged more on the horse than the rider.

Equitation

The judge will focus primarily on the rider’s leg position, upper body position, posture, and hand position, as well as overall horsemanship. Riders will be evaluated on correct diagonals and overall effectiveness. The judge will also consider how promptly the horse responds to cues and the accuracy of movements. This class is judged more on the rider than the horse.

Command

A flat class where riders work as a group on the rail. The judge will call commands such as halt, walk, trot, and circles. Placings are based on accuracy and promptness in following instructions.

Beginner Crossrails ~ \$65

Designed for beginner riders ready to show over fences at the trot on schooled horses. Riders must be able to walk and trot safely in a group without assistance. Riders may not enter other over-fences divisions.

Equitation on the Flat

Judged on the flat only (no jumps). The judge evaluates rider position and overall horsemanship. Riders will be asked to perform walk, trot, reverse, 2-point, and other flatwork commands.

Hunter Hack

Judged on rider position and horse’s way of going. Includes 2 crossrails.

Hunter Over Fences

A course of 6 crossrail jumps. Riders may trot or canter but must maintain a consistent pace. Riders must demonstrate control, correct 2-point position, and effective use of corners. Courses must be memorized prior to entering the ring (posted the morning of the show).

Walk/Trot/Canter Crossrail ~ \$65

Designed for confident beginner riders ready to canter fences on schooled horses, or experienced riders on green horses. Riders must be able to walk, trot, and canter safely in a group.

Equitation on the Flat

Judged on the flat only (no jumps). The judge evaluates rider position and overall horsemanship. Riders will be asked to perform walk, trot, reverse, 2-point, and other flatwork commands.

Hunter Hack

Judged on rider position and horse's way of going. Includes 2 crossrails.

Hunter Over Fences

A course of 8 crossrail jumps. Riders must maintain a consistent pace and demonstrate control and accuracy. The course must be memorized prior to entering the ring.

Open: Hunter 2 ft ~ \$65

Open to all rider levels who can safely canter in a group.

Equitation on the Flat

Judged on the flat only (no jumps). The judge evaluates rider position and overall horsemanship. Riders will be asked to perform walk, trot, reverse, 2-point, and other flatwork commands.

Hunter Hack

Judged on rider position and horse's way of going. Includes 2 jumps

Hunter Over Fences

A course of 10 jumps with a maximum height of 2 ft. Jumps must be ridden at a consistent canter pace. Courses must be memorized prior to entering the ring.

Jumper Table II 2(b) ~ \$20

Open to riders who can safely compete at this height.

This is a two-phase class. Riders who complete a clear first round will immediately continue to a shortened jump-off course after the buzzer. Placings are based on the fewest faults and fastest time in the jump-off.

There will be a 60-second break between the first round and jump-off.

- First round: 10 jumps
 - Jump-off: 6 jumps
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Open: Trail Course (English or Western)

Designed for riders ready to navigate obstacles. Riders must be able to walk, trot, and canter independently.

Riders will complete a memorized course including obstacles such as opening a gate, backing, maneuvering poles (forward and backward), crossing a bridge, leg yielding, and transitions between obstacles.

Pattern will be posted in advance. Riders are scored per obstacle.

Fees

Maple Lane Farms riders (including part-boarders) will be charged a \$40 coaching fee and a \$40 horse rental fee.

Ship-in riders are subject to a \$25 admin fee.

Please ensure your back number is returned on show day.

Show Rules

1. ASTM-approved helmets are mandatory. Proper show attire required: tan breeches, tall boots or paddock boots with black half chaps, and a collared shirt. Jackets and gloves are recommended but not required.
2. Braiding is recommended. Horses may still compete unbraided but this may affect judging.
3. Back numbers must be worn and visible at all times while mounted.
4. Riders must be safe and respectful in warm-up areas.
5. Review class descriptions for eligibility requirements.
6. Entries must be submitted by the Monday prior to the show. Fees are due 5 days prior.
7. Maple Lane Farms is not responsible for damage, loss, theft, injury, or accidents.
8. Horse requests are first come, first served, with priority given to part-boarders.
9. Maple Lane Farms reserves the right to refuse ship-in horses or coaches deemed unsafe.
10. Spectators must remain in designated areas only.
11. Children must be supervised at all times.
12. No smoking on the property.
13. Ribbons awarded 1st–6th. Large classes may be split.
14. If a rider scratches from a class on show day, no discount or refunds will be offered.
15. Ship-in riders must carry their own insurance (e.g., Ontario Equestrian membership).
16. Judges' decisions are final.