

Closed Show Jumping

E Grade to A Grade



Class 1 - Competition over Two Rounds

1. This competition will run over the same course with the same track. Round 2 will be a bigger height than round 1. Each rider must participate with the same horse.

Riders, who have been eliminated or who have retired during the first round, may not take part in the second round.

2. All the riders have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:

2.1 All riders

First round	Second round
Not against the clock, but with a time allowed	Against the clock

Class 2 - Power and Speed/Skill

This class has two parts to it.

The first 5-7 fences will be the 'Power' component, where there is a time allowed to jump these. If you are A B C grade and you exceed the time allowed, you will get time penalties, if you are E or D grade, you will get time penalties if you are outside 10 seconds either side of the time allowed (optimum time).

The second 4-6 jumps are the 'Speed/Skill' component, the bell will be rung if you are NOT to proceed to the speed section. This will only be if we think you are unsafe. If you are A B C grade you need to do these as fast as possible (whilst remaining in control and safe), if you are D or E, this is done on optimum time again.

It is important to be careful with the 'Power' component, as you need to do this clear (no jumping or time penalties) to qualify to do the 'Speed' component. There will be an exception to this today and we will let everyone do the Speed component, even if they have penalties from the Power component. This is just to allow them some more jumping experience, and does not alter the judging of the round regards placings.

Scoring – 'Speed' penalties determine the placings, and the 'Power' penalties only come into account if we have equal placings or need additional riders to make up the placings.

Closed Show Jumping

Beginners and Ungraded

Class 1 - This competition will be over two rounds

Each rider will be allowed to ride the course twice, the second time immediately following the first. The best score of the two rounds will be counted as their round. Judging will be on penalties. Time will be on optimum time.

Class 2 - Rescue Relay

- 1) Competitors compete in teams of 2
- 2) A set course is described. The team must complete 2 rounds.
- 3) The rider to start must go through the start flags to commence timing.
- 4) The rider to jump the last fence of the second round of the course must go through the finish flags to cease timing.
- 5) For safety reasons, there will be a 'home base' marked inside the arena.
 - i) The first competitor commences their round and continues until a fault is committed. The first rider waits at 'home base'.
 - ii) The next rider takes over from the point where the fault occurred, or if there is no fault, at the end of the first round. If the fault is a rail down then the partner takes over from the next fence, if the fault is a refusal, then the partner takes over from that fence.
 - iii) The second rider (he who doesn't start the 1st round) must commence the 2nd round whether a fault has been committed or not.
 - iv) The second competitor starts at base and remains at base until the first competitor completes their round or a fault occurs. The competitor at base may not leave it until the previous competitor has come back into base. The competitor at base may only leave the enclosure when the preceding competitor is completely back inside having completed his round or a fault occurring. A steward will be stationed at the base enclosure to ensure the above is complied with.
- 6) Scoring is such that 5 seconds are added on to the team's time for any rail down. There are no penalties for refusals or runouts. The winner is the team who achieves the fastest time.