



## XC/HUNTER TRIALS – RULES & GUIDELINES FOR RIDERS

### **Rider Dress**

The following dress is compulsory for all competitors :- body protector (Beta Level 3), long sleeves, skull cap (no fixed peak). OPTIONAL - medical arm band containing riders personal details

**New Whip rule applies** Whip MUST be between 45cm and 70cm and must not be weighted or with a hard point at the end. The end of the whip must be padded. The 'pad' must be smooth with no protrusion or raised surface

### **Marking of the course**

Red and white boundary flags are used to mark the start and finish, fences and any compulsory sections of the course. They are placed so that that the horse and rider must leave the red flag on their right and white flag on their left.

Failure to comply by jumping outside the flags will be deemed an error of course and will result in elimination.

All obstacles will be numbered, and may comprise of more than one element.

Class indicators will mark the obstacles for different classes by different coloured numbers

Before commencement of each class, the boundary flags will be re-positioned as necessary to define the exact course for that class. A competitor cannot jump an obstacle with crossed flags, the penalty for this is elimination.

### **Pace and Dismounting**

Between start and finish competitors are free to choose their own pace. They must be mounted when passing all red and white boundary flags.

### **Overtaking**

Any competitor who is about to be overtaken by a following competitor, must quickly clear the way. Any competitor overtaking another must do so only at a safe and suitable pace.

When a leading competitor is just before an obstacle and is about to be overtaken, they must follow the directions of the jump judge. When the leading competitor is committed to jumping an obstacle, the following competitor may jump that obstacle only in such a way that will cause no inconvenience or damage to either.

The penalty for wilful obstruction of an overtaking competitor, failure to follow the instructions of the jump judge, or causing danger to another competitor is disqualification at the discretion of the officials.

### **Stopping competitors**

If any part of a fence is obstructed by a competitor or has been broken and needs to be re-built, competitors will be halted. In such a case, an official will take a place in the path of an oncoming competitor and will wave a RED FLAG, below shoulder height, to indicate that the competitor must stop. Failure to stop is penalised by disqualification at discretion of the official. Competitors may be stopped at obstacles or on the course.

Times will be calculated in between stopping and re-starting.

### **Competitor in difficulty**

If, in attempting to negotiate an obstacle, a horse should be trapped in such a way that it is liable to injure itself, or is unable to proceed without assistance, the jump judge will decide what assistance shall be given to extricate the horse. The rider will first be instructed to dismount and they will be eliminated.

### **After Elimination**

A competitor eliminated for any reason or retiring must leave the course at once and has no right to continue. They must walk their horse off the course either mounted or dismounted and must return back at walk.

### **Unauthorised Assistance**

Any intervention by a third party, whether solicited or not, with the aim of helping the horse or rider, is considered unauthorised assistance and the competitor is liable to be eliminated at the discretion of the official.

### **Whistles**

Whistles will be used by fence judges to indicate to spectators that a horse is on course/approaching the fence.

## Refusal

A horse is considered to have refused if it stops in front of the obstacle or element to be jumped.

After a refusal, if the horse is represented at the obstacle after stepping back and stops or steps back again, this is a second refusal, and so on

A stop followed immediately by a standing jump is not penalised, but if the halt is sustained or in any way prolonged, this constitutes a refusal. The horse may step sideways, but if he steps back with even one foot, this is a refusal.

## Run-out

A horse is considered to have run out if having been presented at the element or obstacle, it avoids that element or obstacle in such a way that the head and shoulders of the horse and the head of the rider when mounted fail to pass between the extremities of the element or obstacle. A rider is permitted to change his mind as to where he jumps an obstacle or element at any time, without penalty, including as a result of a mistake at a previous obstacle or element. If, however, the horse avoids part of the obstacle at which it has been presented, 20 penalties are incurred.

## Circle

At an obstacle composed of more than one element (A,B etc) a horse will be penalised if it passes around any element or circles between elements at any time between first being presented at the obstacle and finally completing the last element. At separately numbered obstacles, a competitor may circle between or around them without penalty provided he has not presented his horse at the next or subsequent obstacles.

## Faults at combination fences

At an obstacle composed of more than one element, a competitor may refuse, run-out and/or circle only twice in all without incurring elimination. If he refuses, runs-out or circles at any element, he is permitted to retake any elements already jumped, although he will be penalised for any fault even if he has previously jumped an element successfully.

At an obstacle where the distance between elements is 5 meters or less (ie. a bounce) when a horse has negotiated the first element without penalty, he will be deemed to have been presented at the second element. Thus if a rider changes his mind while negotiating the first element and goes a longer route before the second element, then they will receive 20 penalties for a run-out.

## Falls

A competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate re-mounting or vaulting back into the saddle.

A horse is considered to have fallen when at the same time both its shoulder and quarters have touched either the ground or the obstacle/ground.

## Optimum Time

An optimum time for the course will be set and displayed clearly by the officials. Places will be determined by the riders achieving the lowest number of penalties or where no penalties incurred, being closest to the optimum time.

**RIDERS ARE NOT PERMITTED TO USE STOP WATCHES OR TIMING DEVICES.**

## Penalties

First refusal, run out or circle of horse at obstacle	20 penalties
Second refusal, run out or circle of horse (at same obstacle)	40 penalties
Third refusal, run out or circle of horse (at same obstacle)	Elimination
Fourth cumulative refusal (on the course)	Elimination
First fall of rider at obstacle	65 penalties
Second fall of rider	Elimination
Fall of horse at obstacle	Elimination
Error of course	Elimination
Omission of obstacle or boundary flag	Elimination
Retaking an obstacle already jumped	Elimination
Jumping an obstacle with a crossed flag	Elimination
For every second in excess of the optimum time	0.4 penalties
For every second under optimum time	0.4 penalties
Exceeding the time limit (which is twice optimum time)	Elimination
Inappropriate or dangerous riding	discretionary 25 penalties or Elimination
Riding improperly dressed	discretionary 25 penalties or Elimination

## Rules on Dressing Fence Penalties

The Judge(s) will allocate a mark from 0 to 10.

This mark will be converted by the scorers to penalties by subtracting from 10.

The marks are given on a sliding scale from 10 - for a pair that are side by side on the approach, take off, over the fence, landing and riding away, down to 0 - for a pair that are never side by side throughout the jumping process. The fence will be judged by 2 fence judges in conjunction who will agree the penalties awarded. Their decision is final.

**Competitors enter at their own risk and must comply to the dress code and stated guidelines**