

**Competition Format:**

This class will run as per a specific drawn order available from the Equestrian Office.

The class will run over one day with five phases outlined below and overleaf.

Placings, in the event of an equality of points, will be decided using the following criteria;

- The highest score in Phase D (Jumping / Performance)
- The highest score in Phase A (Ridden Display)
- The highest score in Phase E (Suitability & Potential)
- The final criteria will be the jumping time closest (under) to the optimum time in Phase D (Jumping / Performance).

**Presentation & Jumping****Phase A – Ridden Display (15 marks)**

On entering the arena, each competitor will complete a short ridden display as described below. The silhouette of a 20m x 40m dressage arena will be provided with some perimeter markers but no kicking boards. Not all perimeter markers will be provided.

		<b>Movement</b>	<b>Max Marks</b>
1.	A	Enter arena at working trot Proceed down the centre line without halting	10
2.	C – X X – A	Track left, commence 20m half circle left 20m half circle right	10
3.	K X M	Change rein across diagonal Show some lengthened strides	10
4.		Progressive transitions to working canter left Working canter left down the long side	10
5.	F X H	Change rein across diagonal Transition to working trot	10
6.		Medium walk	10
7.	M – H	20m half circle free walk on a long rein	10
8.		Progressive transition to working canter right Working canter right down the long side	10
9.	K X M	Change rein across diagonal Transition to working trot	10
10.		Working trot on a long rein down the long side	10
11.	A	Working trot, turn left onto centre line (Proceed directly to Phase B)	10
12.		Relaxation	10
13.		Fluency & rhythm	10
14.		Acceptance of the contact	10
15.		Overall impression	10
Total Mark			150
<b>Final Phase A Score</b>			<b>Total Mark ÷ 10</b>

**Guidelines for Ridden Display (Phase A)**

The judges will assess each horse for evidence of correct basic training as expressed in self-carriage within a long, low outline, without balancing on the rider's rein aids. The ridden display will be an assessment of the horse's potential and will not be a test of accuracy.

- All movements should exhibit softness through the back and extend to a swinging tail
- Nose should remain in front of the perpendicular at novice level
- The poll (not the third vertebrae) should be the highest point of the horse's outline
- Neck extending forward – downward with engaged hindquarters
- Maintenance of an even and balanced rhythm throughout the performance
- Sustaining regular paces through circles, turns and corners with correct bends

**Phase B – Show Jumping (15 marks)**

Competitors will be required to jump a short show jumping course which will consist of 6 or 7 fences, including a combination and double.

Fence height  $\leq$  1.10m

The horse's performance will be evaluated out of a maximum of 3 marks per fence using the following key:

Marks	Key to Marks
3	Proficient
2	Efficient
1	Deficient
0	Knock of Fence / Refusal

Half marks may be used between 0 and 3.

**Penalties**

0 Marks	Knock of fence
0 Marks	1 <sup>st</sup> Refusal
0 Marks	2 <sup>nd</sup> Refusal, proceed to next fence
Elimination	Fall of horse or rider

**Phase C – Conformation & Movement (10 marks)**

Immediately after each competitor has completed Phase B the horse will be stripped and presented in hand, for the **Conformation Judge**.

Each horse will be adjudicated for conformation, walk and trot as the following horse completes Phases A and B (in the arena, at the same time).

Trait	Max Mark
Head	10
Neck	10
Saddle Position	10
Front Leg	10
Hind Leg	10
Feet	10
Back	10
Structure	10
Walk	10
Trot	10
Total Mark	100
<b>Final Phase C Score</b>	<b>Total Mark <math>\div</math> 10</b>

**Phase D – Jumping / Performance (45 marks)**

The course will consist of two phases; a short course of show jumping / knockable fences will be followed immediately by a course of cross country fences. All combination fences must be jumped in their entirety, so a stop at a B-element necessitates the retaking of the A-element in all cases. The course may include combinations, dog-legs and related distances.

**Parameters**

No. of show jumping / knockable fences	8 (including a double)
No. of cross country fences	18 (including combinations)
Max height	1.10m
Speed	350mpm (show jumping) 375mpm (cross country)
Length	1250m approx.

**Penalties**

To be deducted from a possible 45 marks for a flawless performance.

Knock of Fence (knockable fences):	4 penalties
Refusal of Fence:	5 penalties
2 <sup>nd</sup> Refusal at the same obstacle	Elimination
2 <sup>nd</sup> Refusal on the course	10 penalties
3 <sup>rd</sup> Refusal on the course	Elimination
Fall of horse or rider	Elimination
Exceeding the time limit	1 penalty per 4 seconds over the time allowed
Maximum Possible Score	45 marks

Riders will conclude their round with a gallop. Markers will be provided to signify the start and end of the gallop display.

**Phase E – Suitability & Potential (15 marks)**

15 marks will be awarded by the three judges acting independently in assessing each horse's potential based on the following criteria:

- Fluency & Balance (3 marks)
- Suitability of type for purpose (3 marks)
- Gallop (3 marks)
- Horse's Attitude (3 marks)
- Overall Impression (3 marks)

The average of the marks awarded by the three international judges for potential will be added to the horse's accumulated scores from Phase A, B, C and D.

**Competition Weightings:**

This grand total will be the horse's final score and will determine its final placing.

Phase	A + B + C + D + E	Total
<b>Maximum Marks</b>	<b>15 + 15 + 10 + 45 + 15</b>	<b>100</b>