

# RULES & SCORING FOR KIMMERSTON PICK-A-FENCE

CLASS 1:	Option C (short course)
CLASS 2:	Option C (complete course)
CLASS 3:	Options B & C
CLASS 4:	Options A B & C
CLASS 5:	Options A B & C
CLASS 6:	Options A B & C

OPTION A: (RED)	15 Points
OPTION B: (BLUE)	10 Points
OPTION C: (YELLOW)	5 Points

- There are 18 Fences on the course which must be jumped in numerical order with the red flag on the right and the white flag on the left.
- Class 1 omits Fences 6, 7 & 12 as shown on the plan.

## **CLASS 1:**      Option C                      Lead Rein                      **Yellow Shortened Course**

- Riders may make only one attempt at their option (marked Yellow). If you refuse you cannot try again, you must continue to the next fence. You will be eliminated for attempting a higher option or for a second attempt after a refusal.
- **Riders in Class 1 must be on the lead rein throughout the Timed Section** (Fences 8, 9, 10 & 11), failure to do so will result in **Elimination**. At other fences on the course, if the rider feels confident, the leader can hand the rein back to the rider and run alongside. No lead rein or riding unattended means entering Class 2.

## **CLASS 2:**      Option C                      10 Years & Under                      **Yellow Complete Course**

- Riders may make only one attempt at their option (marked Yellow). If you refuse you cannot try again, you must continue to the next fence. You will be eliminated for attempting a higher option or for a second attempt after a refusal.

## **CLASS 3:**      Options B & C                      11-12 Years                      **Blue Course**

- Riders may make one attempt at the Blue option. If you refuse you may attempt the Yellow option. If you refuse again you must continue to the next fence. You will be eliminated for trying a higher option (Red) or for a second attempt at the same height.

## **CLASSES 4, 5 & 6:**      Options A, B & C                      13 Years to Adult                      **Red Course**

- Riders may make one attempt at the Red option. If you refuse you may attempt the Blue option, if you refuse again you may attempt the Yellow option. If you refuse again you must continue to the next fence. You will be eliminated for a second attempt at the same height.

- Riders receive the above points for a clearing a fence at the first attempt. If you refuse all heights and continue you will receive no points for that fence.
- Riders must give way to horses catching up but may then proceed at a safe distance. Fence judges are authorised to eliminate riders who do not maintain a safe distance between themselves and the preceding horse.
- If a rider falls off at a jump, no penalties are incurred. If they are deemed fit to continue, they may re-mount and attempt the next available height or move to the next fence, however, they must give way to oncoming riders as mentioned above.
- Competitors must not circle or cross their tracks in front of any obstacle or fence. This is scored as a refusal.
- In the event of a tie when the scores are worked out, the fastest through the Timed Section will be the winner.
- We ask riders to stop at the sign just before the Timed Section before being called forward, so please approach with care.
- **No pony or horse is permitted to go round the cross country course more than twice on the day.**
- Riders with long hair must tie their hair up or preferably wear a hairnet so that fence judges can read their numbers clearly.

### **PAIRS EVENT**

1. This competition will be run on the same course as Classes 2, 3, 4, 5 & 6 above. Class 1 Pairs to follow the shortened yellow course. **Class 1 must remain on the lead rein throughout the Timed Section.**
2. The Pairs Event is not run as a Pick-a-Fence competition. Any part of the fence may be jumped by either competitor. There are NO PENALTIES for jumping the lower fences and NO BONUS for jumping the higher fences in the pairs, including the Timed Section.
3. The oldest competitor in a pair will determine the class in which the pair competes.
4. **Fences 1, 14 and 15** in all Pairs classes are "**Dressing Fences**", scored on the togetherness of the approach, jump and progress to the next fence.
5. Pairs will be timed through the Timed Section - first one in, last one out. In the event of a tie when the scores are worked out, the fastest pair through the Timed Section will be the winners.