

Competition Rules

In all the Derby jumping events 3 points will be deducted for a refusal, for crossing one's own tracks, or leaving out a jump.

4 points will be deducted for knocking down a jump.

Each round is timed and the fastest time wins. There will be no jump-off.

No competitor will be eliminated on courses up to and including 2'3"

In Ring 2 all classes run concurrently. A competitor may, for example, do the clear round at 1'6" and immediately afterwards do a competition round over the same course. They may enter each competition as many times as they wish, but only the fastest time will be recorded. The rider may be led or accompanied.

Anyone capable of jumping the 2'3" course in the Main Ring should not enter the 1'6" competition, but they may enter the 2'0" competition.

The Ten Legs Challenge also takes place in Ring 2. There are 3 stages:

- (i) Riding the 1'6" course.
- (ii) A human obstacle course
- (iii) Doggie obstacles.

All stages can be completed by one rider, or by a team of up to three people. Part (ii) is aimed at the bored non-riding sibling with plenty of energy. In Part (iii) a fast, well-trained dog is an obvious advantage; however those without a dog can borrow Bronson, our toy dog, and carry him over or through the dog course.