

5:3F- Event 3F

Team Formation Jumping (Trial Event)

Event 3F:1 The Event.

The Team will line up for the Judges Inspection and directions.

They shall not start the course until the Judge's signal is given to commence their round.

1. The Team shall ride off together in their fours at a walk.
2. Ride between the middle flights of jumps and form into single file.
3. Ride around past jump 4 at their chosen pace, pick up trot or canter as they travel back towards jump number one.
4. Jump all flights in single file from trot or canter.
5. After the last jump, turn alternate directions and ride down each side of jumps.
6. Join together (one from each side) before the first flight and jump as pairs.
7. After the last jump, each pair turns alternate directions and rides down each side as a pair.
8. Join together before the first flight and ride down the jumps as a team of four.
9. Stay together and return to the judges. Halt.
10. Leave arena at walk.

NOTE: If a rider has a stop or runout they continue riding the course.

5: 3F : 2 The course

The course must be ready for inspection by competitors at least 2 hours before the start of the event.

Three or preferably four flights of jumps in a line.

Max Height of 65cm and wide enough to accommodate four horses riding abreast, at least 8m wide.

Round the ring type is best as there is not time to rebuild if knocked down. eg drums with a rail behind so they don't roll, Hay bales or hurdles suitably pegged down. Jumps Must Be Safe.

If 3 Flights of jumps approx 30m distance apart or if 4 Flights of jumps approx 20m distance apart.

A space at the start and end for turning at least 20m each, and space on the sides for coming back to the start, approx 15-20m each side.

No start / finish flags or numbering of the jumps are required.

5:3F:3 Safety Gear Inspection.

All Teams must present themselves, in draw order, for a Safety Gear Inspection before entering into the warm-up area.

5:3F:4 Back Numbers, Medical Arm Bands and Back Protectors.

At least one member of each Team shall wear a back number, worn over their uniform. The Host Club shall supply the Back Numbers.

Wearing medical armbands is optional.

Body Protectors are Highly Recommended.

5:3F:5 Judges.

Two Judges will be appointed, one with a writer, and shall be positioned approx halfway along the flight of jumps so all the course is clearly visible.

The First Judge will judge the Team Work and Keeping Together.

The Second Judge with the writer will be keeping score of the jumping.

5:3F:6 Scoring.

Team Presentation - 20 points

Working together as a Team 100 Points

Single File: 5 Points per jump, per rider

Stop or runout no points but keep riding

Pairs: 10 points per jump.. (5 points per rider)

Keeping together as a pair 20 points per pair

Stop or runout no points and keep going

Team: 20 Points per jump.. (5 points per rider)

Keeping together as a Team 40 Points

Stop or runout no points and keep going

Points will only be awarded for the competitor's first attempt at each jump.

Fall of horse or rider = Elimination (Rule 3:26 Appendix 1 (e) & (f))

Team members' scores shall be added together. The Team with the highest score shall be the winner.

5:3F:7 Equality.

In the event of a tie, the winner shall be the Team with the highest score for Working Together as a Team.