



THE COURSE

1. At least 8 and not more than 12 fences, with changes of direction, must be set in a ring large enough to permit jumping fluently at a fair hunting pace.
2. Fences should be rustic or as natural as possible, not easily dislodged, of solid appearance, **well filled and dressed**, for example with shrubs as wings.
3. The course must be available for inspection by the judge well in advance of the time set for the class. Competitors must not be allowed to walk the course until the judge has given permission.
4. Maximum height 3ft 3ins (1.00m), maximum spread 3ft 6ins (1.05m), except open ditch and water. **As this is a qualifier for a national final, the course should be set at, or near, maximum unless the judge considers that the ground makes this unsafe. Normally at least one upright and one spread must be at maximum.**
5. A combination should normally be included, either as a straight double or as a related distance or offset double. Straight double distances, measured from the last element of the first fence to the first element of the second, should be 25ft (7.60m) or 35ft (10.60m) for uprights, slightly less for spreads.
6. There should be suitable variation in the fences, for example by including a selection of the following:
 - (a) **Uprights**
 - Rustic rails
 - Rustic rails over straw bales or water trough
 - Gate, white or rustic
 - Stile
 - Wall of stone colour
 - Rustic planks
 - Rail over tiger trap
 - Bullfinch (with spare filling)
 - (b) **Spreads**
 - Single oxer (brush with rail behind)
 - Double oxer (parallel rails with brush in centre)
 - Wall with rail behind
 - Parallel rails over straw bales
 - Rustic triple rails
 - Water, either open or with small brush on take off.
 - Open ditch (imitation ditch filled with material of a different colour to the ground, guarded by a sleeper)

JUDGING AND MARKING

7. The jumping phase should be judged first, followed by ride and conformation. Where 2 judges are officiating, and the jumping and ride are to be judged simultaneously, then the two phases must take place in separate rings.
8. An efficient marking steward must be appointed, and the judge must use the scorecard overleaf, marking as follows.
9. Faults for jumping are awarded as follows:

Fence knocked down	10 faults
1 st refusal	15 faults
2 nd refusal	20 faults
3 rd refusal	Elimination
Fall of horse and / or rider	Elimination
Landing with fore feet in the water	10 faults

(Dropping hind feet in the water should not incur faults, but may involve loss of style points.)
10. Total jumping faults are deducted from 40 to give total jumping points. (This may be a minus score.)
11. Points for style and presence whilst jumping are awarded from 0 to 20. A fluent smooth round at a fair pace earns high points; poor jumping style, propping into fences, lack of control etc should receive low points.
12. 40 points are awarded for ride and conformation. If there are 2 judges, judge A awards 20 for ride; judge B awards 20 for conformation.
13. It is the responsibility of the judge to ensure that the score card is correctly totalled, and in cases of doubt, to interpret these rules in the spirit of the competition.
14. All horses with clear rounds and any other horses the judges may require, should go forward to the ride and conformation judging (strip tack and ride each horse). Horses with minus scores will not be required for this phase of the class.
15. Where 2 judges are officiating, one judge marks the riding and the other the conformation. It should be possible for the marker to mark for both judges.

QUALIFIERS

16. The first THREE qualify for the final, even if they did not jump clear. If one of the first three has already qualified the qualifying card can be passed down to fourth place provided they have jumped clear.

