

# JERSEY RIDING CLUB

## CROSS-COUNTRY 2008

### FLAGS

All fences must be jumped in between the red and white flags (red on the right white on the left) or elimination will result.

There is no penalty for knocking down a fence flag but if, in the process, the horse's head passes the wrong side of it, then the competitor must retake the fence and be penalized for a run-out. If the competitor does not retake the fence, elimination will result.

Any red or white flags out on the course are placed as a warning to the rider and must be passed with red on the right and/or white on the left. If a rider goes the wrong side of a flag, elimination will result.

Pale yellow flags on the course are directional flags to aid the rider and may be passed on either side.

### ERRORS OF COURSE

If a competitor misses a jump and then comes back to retake it (without help from anyone and without retaking a fence already jumped - except for an earlier element of a double or combination fence) there will be no penalty.

### REFUSALS

A horse is considered to have refused if it stops in front of the obstacle unless it is followed immediately by a standing jump. The horse may step sideways, but if it steps back (even one pace) or the halt is sustained then this constitutes a refusal.

If the horse, having stepped back, is represented at the fence and again stops or steps back or the halt is prolonged despite the rider intensifying or changing his effort, then this is a second refusal.

A third refusal at any one fence (the two parts of a double being considered as one fence results in elimination). Should a horse have a fourth refusal anywhere on course this will result in elimination

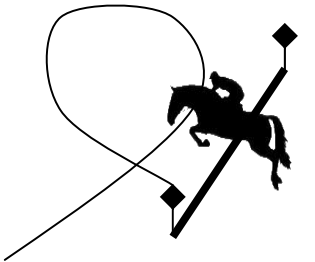
### RUN-OUT

If a horse runs out (i.e., avoids the obstacle to be jumped), this is recorded as a refusal.

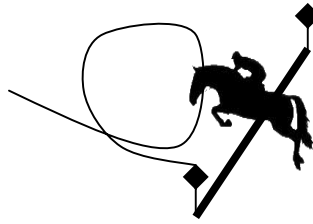
### CIRCLE

If a horse circles in front of a jump, and re-crosses its original line of approach this is classed as a refusal. However, the rider may circle anywhere on the course between jumps (but not between a double or combination fence). (See Diagrams).

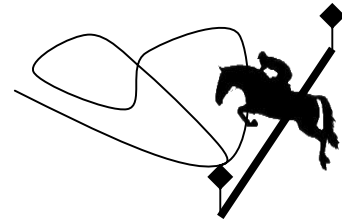
**SINGLE FENCE**



0 penalties  
Not presented initially

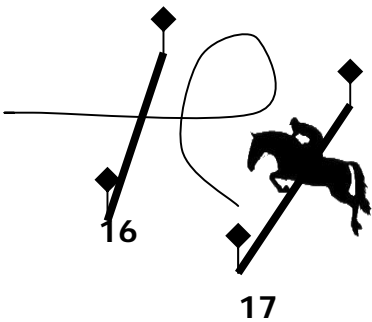


20 penalties  
Presented - Crossed tracks

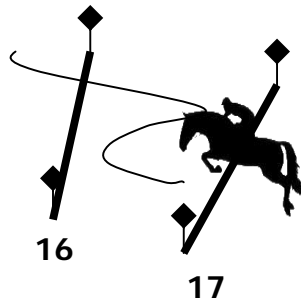


20 penalties  
Presented - Crossed tracks

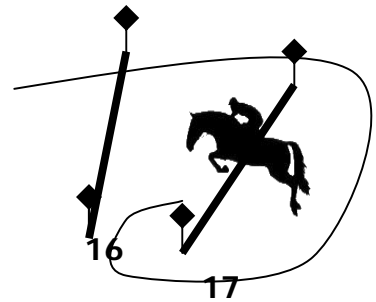
**ADJCENT FENCES SEPARATELY NUMBERED 16 & 17**



0 penalties  
Not presented at 17

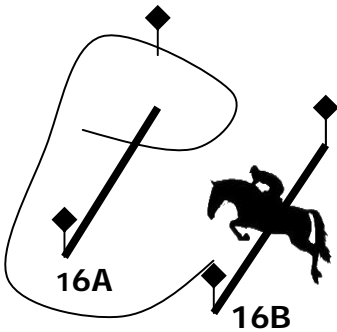


Run-Out 20 penalties  
Presented at 17

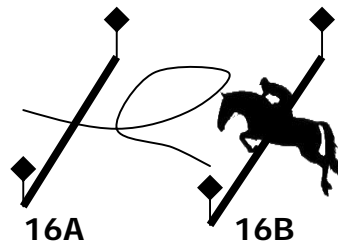


0 penalties  
Not presented at 17

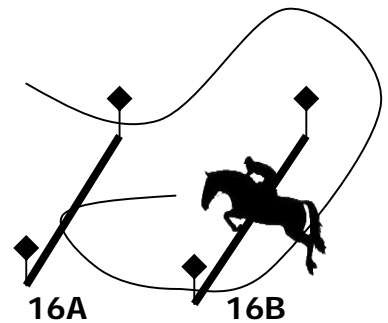
**COMBINATION FENCE 16 A&B**



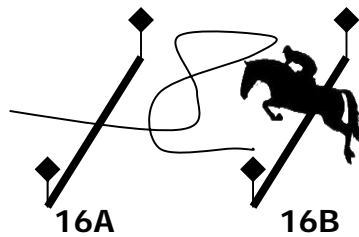
20 Penalties



20 Penalties



20 Penalties



20 Penalties

### **DOUBLES OR COMBINATION FENCES**

These are formed of two or several elements, but designed, numbered and judged as one test, each element is flagged and lettered consecutively. The elements must be jumped in the correct order without deviating by going around a subsequent element or around an element already jumped in order to facilitate the approach to the next. The competitor may refuse only twice in all without elimination but if he refuses or falls at any element, he is allowed to retake the whole fence or any part of it (and to pass the wrong way between the flags of any elements in order to do so). A circle completed as a result of attempting to reduce the difficulty of the obstacle will be penalised as for a refusal. (See Diagram).

### **FORBIDDEN ASSISTANCE**

Any intervention by a third party intended to help the rider or horse is forbidden (except for catching the horse after a fall, assisting rider to remount or handing back to mounted rider any dropped equipment such as cap, whip spectacles).

Any competitor is forbidden to take a lead from another and in the pair's class, the first horse having jumped may not return to give the second (refusing) horse a lead.

### **RETIREMENT**

If the competitor has had 3 refusals they will be eliminated, however with J.R.C Cross-Countries they may continue the course from the next fence, if they wish to do so.

### **REBUILDING FENCES**

If a horse becomes trapped in a fence which needs to be dismantled to free him, or if a horse demolishes a jump, the time spent in rebuilding the fence before it can be re-taken is not recorded. If the rider has to dismount in order to free the horse, he will be penalized 80 faults for a refusal and a fall.

### **MORE THAN ONE HORSE ON THE COURSE AT A TIME**

A competitor who catches up with another may overtake at a safe and suitable pace and the leading competitor must give way.

If the leading competitor is committed to jumping an obstacle, the following competitor under penalty of elimination may only jump that obstacle in such a way as to cause no interference or danger.

If the leading competitor is having difficulty at an obstacle or is incurring penalties, then he must give way to the next competitor who is approaching the obstacle.

## PENALTIES.

Knocking down of fence	10 Penalties
1 <sup>st</sup> disobedience (at same fence)	20 Penalties
2 <sup>nd</sup> disobedience (at same fence)	40 Penalties
3 <sup>rd</sup> disobedience (at same fence)	Elimination
4 <sup>th</sup> disobedience on whole course	Elimination
Fall of rider (at a fence)	65 Penalties
2 <sup>nd</sup> fall of rider on the course	Elimination
Fall of horse at a fence	Elimination
Error of course (omission of jump, boundary flag etc)	
Not rectified, retaking an obstacle already jumped	Elimination
Inappropriate or dangerous riding	Discretionary elimination
Riding improperly dress	Discretionary elimination

## PAIRS CLASS- DRESSING FENCE.

Horses jump side by side	0 Penalties
Horses separated by up to ½ horse length	5 Penalties
Horses separated by up to ½ - 1 length	10 Penalties
Horses separated by 1 and 2 length's	15 Penalties
Horse separated by more than 2 horse length's	20 Penalties
1 <sup>st</sup> horse jumps, then goes back to give (Refusing) 2 <sup>nd</sup> horse a lead	Elimination

## GRADINGS FOR X-COUNTRY

**Novice Rider** - horse & rider capable of jumping up to 70cm.

**Restricted Novice** - horse & rider capable of jumping up to 80cm

**Novice horse** - horse & rider capable of jumping up to 90cm or with 30-59 BSJA Points

**Intermediate** - horse & rider capable of jumping up to 95cm or with 60-99 BSJA points

**Advanced** - horse & rider capable of jumping above 95cm or with 100 BSJA points

Any horse who has completed a BHS event except the Intro Class which includes Cross Country will be graded as Open (i.e Intermediate/Advanced)

Any horse COMPETING in a graded class in any discipline higher than it's actual grade will be automatically upgraded to the grade in which it has competed

**Introductory classes:** Competitors can jump fences at their grade or one grade above in the Open Classes. Introduction classes are run in conjunction with classes 1B & 3B. The Introduction classes are for new horse & rider combinations. Should you enter either of these classes you are ineligible to compete in the graded classes on the same day.