

Show Jumping Rules for Gamblers Stakes

- The course consists of 12 fences including a Joker. The number on the fence is the points value for that fence. (The smaller un-numbered fences are for the less experienced riders and are worth 1 point each.).
- Riders must jump **any 6 of the 12 fences**. Take your own line. **You choose your own course.**
- A fence **CANNOT be jumped twice** (no matter what direction).
- Three refusals or a fall and you are eliminated. See TD about being able to ride XC!
- The **flags must be gone through at the start (before your first jump) and after the 6th jump.**
- If a refusal occurs at a fence it still needs to be jumped.
- The Joker is an optional fence; however, you must have gone clear (including flags) to be able to jump the Joker. **Present yourself to the judge** before you opt to jump the Joker.
- There can only be one attempt at the Joker. If jumped clear it is worth 26 points; if there is a refusal or rails knocked down then 26 points are deducted from the overall points.
- Show Jumping class order is: **(Note: this is the same order for the Cross Country)**
9 years and under,
10 years and under 14,
14 years and under 17 years,
17 years and under 21 years,
21 years and over.
Each class is run under black board order.
- In case of equal points overall, the most Show Jumping points wins. In case of equal points, the fastest Show Jumping time wins.
- Protests:

You may discuss possible protests with the TD before lodging a formal protest.

Protests are to be in writing, accompanied with \$25 and need to be made within 30 minutes of the results being posted.