

Pointways

PONY CLUB

Keter NZ - Pointways Pony Club Show Jumping Series 2025

1424 ALFRISTON ROAD, ALFRISTON



- Entries available on www.evovevents.co.nz
- Gates open 7am
- Dogs allowed - must be on lead at all times! Some areas restricted
- Cash Canteen open on site
- Day run according to ESNZ Show Jumping Rules
- Classes will run in blackboard order
- Riders to supply their own back number in holder. No bridle numbers
- Entries close Thursday prior to the event; late entries accepted if space allows (fee applies)
- Any payments not received by closing date will have late fee applied
- Scratchings after closing date will be accepted for refund upon provision of a vet or doctor's certificate; Evo Event fees and \$20 admin fee will be retained
- Entry is not confirmed unless payment received by closing date or within 3 days of entry made

DATES:

- **SUNDAY 27TH JULY**
- **SUNDAY 10TH AUGUST**
- **SUNDAY 24TH AUGUST**

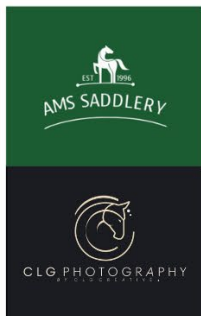
Ponies AM:

- 40cm OT
- 50cm OT
- 60cm OT
- 70cm 2 phase
- 80cm 2 phase
- 90cm 2 phase

Hacks PM:

- 50cm OT
- 60cm OT
- 70cm OT
- 80cm 2 phase
- 90cm 2 phase
- 95cm 2 phase

- Max 3 classes per rider/mount combination per day
- Helmets must comply with new regulations from 1 August and will be checked for yellow tags.



Queries to Belinda 021 782 332 or belindasims99@gmail.com

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Pointways Pony Club Winter Show Jumping Series Points

Points will be earned from the combination's best 2 classes from each day and will be assigned in each class as follows:

1st place = 10 points

2nd place = 8 points

3rd place = 6 points

4th place = 4 points

5th place = 2 points

6th place = 1 point

Only assigned place getters will receive points

Pony Series – only riders 17 and under riding a pony eligible.

In the event of an overall tie for series points, the placings will be decided by a countback of most wins of the qualifying classes of the series (max 6 classes over the course of the series). The horse/rider combination with the higher number of wins will take the placing.

If still tied then the number of 2nd placings will be counted etc.

Teams Competition

A team may be formed by ANY 4 horse/rider combinations (must be 4 different riders in each team). Team changes cannot be made once Day 1 of the series has begun.

The points earned by the best 3 combinations within the team on each day will be tallied and go towards their overall total for the series.

Teams prize giving will take place at the end of Day 3 of the series, after the Overall Hack Series prize giving. Placings will be to 3rd.