

Cross Country Rules for Gamblers Stakes

- Riders must attempt at least one element of each fence.
- You can choose to jump any height of jump as you proceed around – you do not need to stick to the same colour/height. However, do be sensible and choose jumps that are suitable to your **ability**.
- There are generally four jumps of different heights for each number, although at times there may be only 3 – so if an element is missing (e.g. say a red point one) you **MUST** jump another point jump instead.
- The jumps are numbered as follows:

Green 40 points (around 95cm)

Yellow 30 points (around 80cm)

Red 20 points (around 65cm)

Blue 10 points (around 45cm)

- Upon refusal at a larger element the rider may retake a jump over a smaller fence.
- Once a rider has **faulted** at a fence **no points** can be gained, however, to avoid elimination the rider must jump one element before proceeding to the next fence. Or you have the opportunity to pass on **any two** fences with a penalty of 50 points deduction for each fence off the total score.
- If the horse or rider falls, they **cannot continue**. The rider must lead the horse home and be **checked by the medic**.
- If **eliminated** you **cannot continue** and are required to ride home.
- Riders with more than one horse need to present themselves to the Cross-Country Steward early on to be fitted in.
- **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.