

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. You must present to gear checked first.
- 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.