



THE COVER QUEEN SHOW HUNTER AREA TEAMS CHALLENGE

The Cover Queen National Area Teams Challenge is to be held during the Tavendale + Partners NZ National Jumping & Show Hunter Championship at the Dunstan Horsefeeds National Equestrian Centre Christchurch, 22 - 25 January 2026.

This team's competition is a fun and all inclusive challenge that will promote a team spirit across the age groups in each Area.

Results are taken for each team member from their events entered at the show on Thursday, Friday and Saturday, and tallied at the end.

TEAMS:

1. An area may enter more than one team
2. A team should consist of a maximum of three horse/rider combinations and three pony/rider combinations (any category)
3. Teams can compete with less than the maximum number of combinations
4. A rider may only ride one mount per team and may only ride for one Area. (Note a rider may ride a different mount in another Team from the same Area)
5. Team members and mounts to be named prior to the commencement of the show

6. Once a team member and mount has started competing they cannot be replaced by another rider or mount under any circumstances-changes can only be made prior to the commencement of the first day of competition
7. Smaller Areas may join to form a Composite Team, only if no-one else from their Area is attending the Show. (Note: Composite Teams require approval from the Organising Committee).

ENTRY:

1. Area Groups are responsible for their own selection criteria
2. It is suggested that where possible reserves are selected
3. Team entry fee is \$5.00 per rider
4. Normal Class entry fees for each class apply
5. No late team entries (after the start of competition on Day 1)
6. Complete and submit the Area Team Entry Form by the close of entries.

SCORING:

1. The best six scoring rounds (including equitation) for each team member over the three days will contribute to the overall team score. (ie maximum possible score per rider is 36)

2. Points will be taken from individual rounds as per ESNZ scoring system
For example if a team member wins a class 6 points will go towards your team score – 1st 6 points 2nd 4 points 3rd 3 points 4th 2 points 5th 1 point
3. In the event of a tie a count back will take place starting with the number of wins achieved by each team member during the show, if still tied then the number of seconds, etc until a final result is achieved.

PRIZES:

Rugs donated by **The Cover Queen** for the winning team.

1st 2nd & 3rd Ribbons.

PRESENTATION:

The presentations to the top three teams will take place on Saturday in the Hack Show Hunter Ring, at the conclusion of the show hunter classes and once the points have been collated.

