



PC-16 — 2018

Breastplates, bandages, or boots may be worn.
Martingales may not be worn. Dressage whip may not be carried. Riders are expected to have shortened stirrup length.

Bridle: ordinary snaffle
Arena: 40 x 20 metres
Time: 4 mins approx
(Suggested Schedule Time 6 mins)

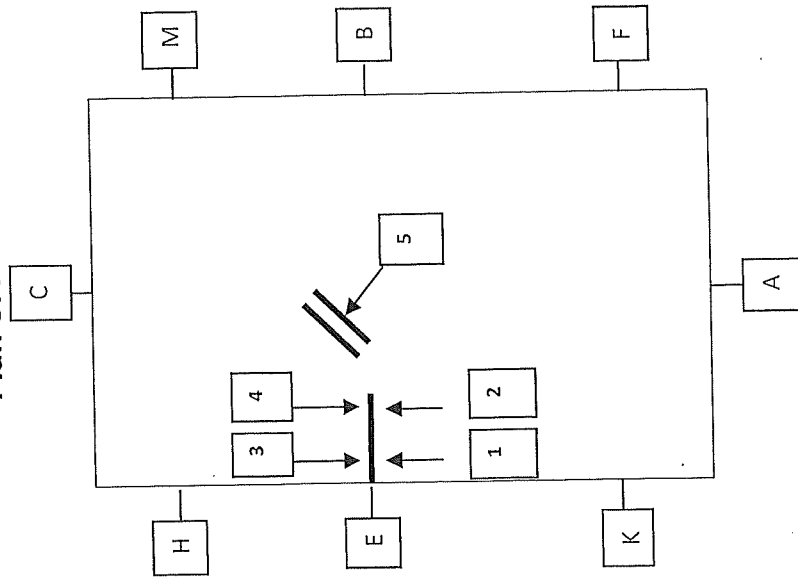
NOTE TO JUDGES:

This test is for riders and horses with some jumping experience. The rider must maintain a balanced position throughout. The horse/pony should be accepting the bit, maintaining an even rhythm, and jumping calmly at the set pace. It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse. The horse must softly accept the bit and may show more "roundness" in the parts of the tests separate from the jumps. After jumping, horses may land in canter and make a balanced transition to working trot. Transitions into and out of the halt may be through the walk. Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced, the bell will be rung again telling the rider to continue from where he stopped.

1	A C	Enter at trot Track right	10
2	B B	Circle right 20 metres and over jump 1. On returning to Working trot	10
3	Between F & A H	Canter right and over jump 2 Working trot	10
4	C MXK K	Medium walk Change the rein, free walk on a long rein Medium walk	10
5	A B B	Working trot Circle left 20 metres and over jump 3. On returning to Working trot	10
6	Between M & C	Canter left and over jump 4	10
7	Between K & A	Working trot	10
8	FXH H	Change the rein and over jump 5 Working trot	10
9	B X G	Half circle right 10 metres to X Down centre line Halt. Salute	10
Leave arena at a walk on a long rein at A			
10		Impulsion and regularity of the paces	10
11		Suppleness, obedience, control and style	10
12		Position of the rider, correctness, and effect of the aids	10
Total:			120



PC-16 — 2018 Plan of Arena



FENCES:
Maximum height
60cm

Fence 1, 2, 3, 4
Fence 5

JUMPING PENALTIES:

Knockdown
1st refusal
2nd refusal
3rd refusal
Fall of horse/rider
4 Penalties
3 Penalties
6 Penalties
Elimination
Elimination

Jumping whips are allowed. Spurs optional.
Breastplates, bandages, or boots may be worn.
Martingales may NOT be worn.
Dressage whips may NOT be carried.
Riders will be expected to shorten their stirrups.
Place vertical on track alongside E
Place square oxer on FH line, just after X



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Arena: 40 x 20 metres
Time: 4 mins approx
(Suggested Schedule Time 6 mins)

NOTE TO JUDGES:

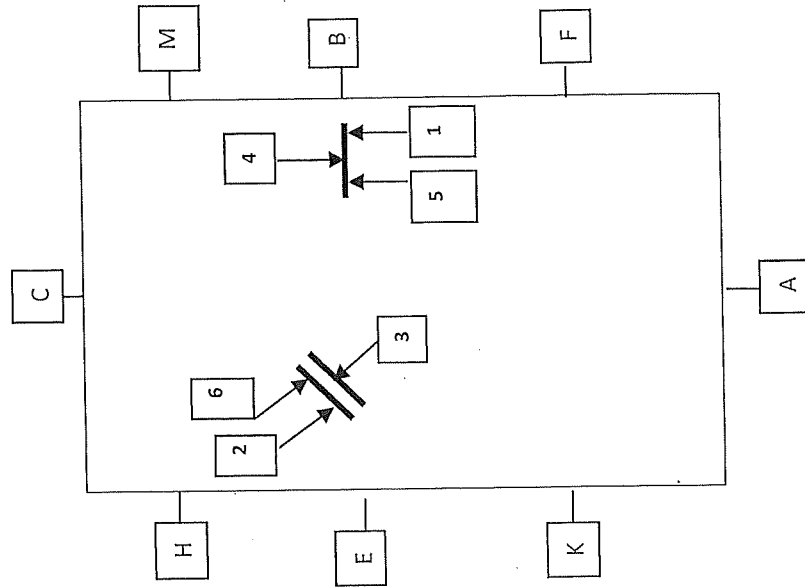
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Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced, the bell will be rung again telling the rider to continue from where he stopped.

1	A C	Enter at trot Track left	10
2	After A Opposite M	Turn down the $\frac{3}{4}$ line and over jump 1 Working trot	10
3	HXF F	Change the rein and over jump 2 Working trot	10
4	KXM C HEK K	Change the rein Medium walk Free walk on a long rein Medium walk	10
5	A FXH H	Working trot Change the rein and over jump 3. Working trot	10
6	Between H & C After C Opposite F	Working canter right Turn down $\frac{3}{4}$ line and over jump 4 Working trot	10
7	E H G G M	Walk Half circle right 10 metres Half circle left 10 metres	10
8	C H Between K & A After A Opposite M	Halt approx 4 seconds. Proceed at walk Working trot Canter left Turn down the $\frac{3}{4}$ line and over jump 5 Working trot	10
9	HXF F	Change the rein over jump 6 Working trot	10
10	A G	Down centre line Halt, salute	10
Leave arena at a walk on a long rein at A			
11		Impulsion and regularity of the paces	10
12		Suppleness, obedience, control and style	10
13		Position of the rider, correctness, and effect of the aids	10
Total: 130			



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60cm

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Vertical
Square Oxer

Fence 1, 5, 4
Fence 2, 3, 6
(Groundlines on both sides)

JUMPING PENALTIES:

Knockdown
1st refusal
2nd refusal
3rd refusal
Fall of horse/rider
4 Penalties
3 Penalties
6 Penalties
Elimination
Elimination