



The Competition

The course will be a combination of cross country and show jumping fences. The winner will be determined as the rider closest to the optimum time (above or below), clear of jumping penalties.

- The optimum time will be announced to all competitors when the course is opened for walking.
- Watches / timing equipment / electronic timing devices of any kind will **not** be permitted to be worn during the competition; anyone found to be using timing equipment of any kind during the competition will be eliminated.
- Competitors may walk the course on foot without the aid of additional measuring equipment (i.e. wheel, GPS, cross country app) anyone found to be using any device to measure the course, or being advised of the length of course by any other member of the public will be eliminated.
- Outside assistance during the competition is strictly prohibited and anyone found to be using any form of outside assistance will be eliminated immediately.

Table of Penalties

Fault	Penalty
(i) Obstacle knocked down while jumping	Four Penalties
(ii) First Disobedience	Four Penalties
(iii) First Disobedience, with a knock down and/or displacing of an obstacle	Four Penalties with a time correction of six seconds
(iv) Second Disobedience	Eight Penalties
(v) Second Disobedience, with a knock down and/or displacing of an obstacle	Eight Penalties with a time correction of six seconds
(vi) Third Disobedience	Elimination
(vii) First fall of Horse or Athlete or both	Elimination
(viii) Joker Fence knock down or Disobedience	Eight Penalties
(ix) Exceeding the optimum time	No penalties



Disobedience on a Related Line

In the case of cross-country fences and show jumps built on a related line 3 or more strides apart - cross-country rules will apply i.e a refusal at element B does not require the rider to re-approach element A.

In the case of show jumps that are 1 or 2 strides apart then show jump rules apply i.e a refusal at element B requires riders to re-approach element A and B.

Course Dimensions*

	Grand Prix	Diamond
Distance	1,000 - 1,300m	800 - 1,000m
Speed	425mpm	400mpm
Jumping Efforts (approx.)	25 - 30 + Joker	18 - 23 + Joker
Obstacle Dimensions		
Fixed	1.15 m	1.05 m
Brush	1.30 m	1.25 m
Top Spread	1.40 m	1.20 m
Base Spread	2.10 m	1.80 m
Joker Fence	Up to 1.45m	Up to 1.25m

*Course dimensions are indicative only

Joker Fence/s

An optional “Joker Fence” will be included in each of the classes. The Joker Fence can to be attempted by combinations immediately following the completion of their round in order to reduce jumping penalties received during the round. Successfully clearing the Joker Fence will remove 4 penalties received during the round. A Knock down or disobedience at the Joker Fence will incur 8 penalties. The Joker Fence may only be attempted once. Should a Rider wish to attempt the Joker Fence, an approach on the fence must be made within 20 seconds of the completion of their round.

Should a rider have no (0) penalties during their round and attempt the Joker Fence, successfully clearing the Joker Fence will **not change** their score. A Knock down or disobedience at the Joker Fence will incur 8 penalties.



Tie Breaker

In the event of equality of penalties and time at the conclusion of the event a Joker Jump-off will occur.

Although this document sets out the detailed rules for Eventing in the Park, reference should be made to the EA Rules for Eventing, FEI Rules for Eventing and/or all relevant FEI Rule Books for any eventuality not covered in this rule book. In any unforeseen or exceptional circumstances, it is the duty of the official(s) responsible to make a decision in a sporting spirit and in accordance with the intention of these rules.

The Event Organisers reserve the right to alter or amend the program and competitions offered at any time.