



Brief Eventing Rules

- The welfare of the horse is paramount.

Make sure you have adequate sized water buckets - horses drink a lot!

- Ensure you know what saddlery/tack you can use
- A tagged approved helmet
- Have a bridle or saddle cloth number
- A medical armband holder
- A back number holder – a back number will be emailed for you to print
- An approved body protector for Cross Country is compulsory
- <https://www.equestrian.org.au/news/important-update-body-protector-standards>
- Body protectors for Show jumping are optional – you must still wear a coat unless summer uniform is announced

Entries

- All riders in EvA95 and above must be current EA members
- Riders in EvA80 and below can be a member of the club or an EA member.
- Club membership does not give you personal insurance
- When you enter make sure you put in your EA number or you will be charged Club membership
- Horses in EvA95 and above must be EA registered and microchipped.
- Enter correctly, with correct EA numbers and contact details...putting dots or dashes risks having your entry returned or rejected
- Check your invoice from Nominate immediately and email if you have made an error, don't wait until the draw comes out to get it corrected.
- Read and understand the refund policy
- Carefully read the schedule. Not all venues allow own yards.
- Book your yard at time of entry if needed as late yards are not always available
- NEVER put you horse in a yard if you have not booked one.

On Arrival

- Get your horse settled first
- Get the links for maps from the Eventing NSW scoring page nominate.com.au/equest/nsw/
- Make a note of who the Rider Representatives are and know their mobile number. The Riders Reps are there to help you and answer your questions or queries
- Get an idea of the layout of the grounds and where your dressage arena is
- Your bridle number/saddle cloth number must be on your horse at ALL TIMES when the horse isn't in its yard.
- Turn up on time or early for each phase. If something happens, loose shoe etc notify the office as soon as possible

Dressage

- Know at least two numbers, in the draw that you follow, it isn't always in numerical order. And sometimes people have scratched
- Do not ride within 15 metres of any arena while others are doing their test
- You do not have to speak to the Judge, you can just ride around the car so she can see your number and be ready to enter the arena when signaled (usually a horn) You have 45 seconds to enter after the signal. Or you can present to the Judge if you prefer.
- No whips, boots on horses or callers.
- Your horses bit may be checked either prior to the test or after the test. Make sure you know what bits are allowed. You will be eliminated if the bit is not allowed

Dressage cont...

- Three Errors of Course means elimination.
- Errors of course include going the wrong way, forgetting a movement, not saluting, halting at the wrong marker, not halting or halting when not required...know your test! But if you get confused the judge will help you. Ask the judge for assistance rather than continuing to make errors
- Other errors don't count for Elimination but deduct 2 marks for every error.
- Other errors include entering the arena with a whip, boots on your horse or not wearing gloves in the higher classes.
- If you have another error, it will need to be corrected, e.g. drop the whip or someone will need to enter the arena and remove horse boots.
- Spurs are not compulsory
- Nose bands...various types are allowed. Ask if you are not sure
- Any fall is elimination

Show Jumping

- Course walks will always be held 15-10 minutes before the start of the course and often throughout the class - maybe every hour or so. It is best to try to walk before the class starts
- Ask the marshal if it is 'close' to numerical order or if it is a put your number down system
- Once you enter the warmup arena, know that you will only have a few minutes to warm up...maybe 6 minutes.
- The warm up jumps will be flagged, you can only ride in that direction. White flag on the left, red flag on the right
- Be ready to go into the arena when called
- Ensure you ride past the judge with you number showing and you might have to also call your number out.
- Wait for the bell, salute usually be touching your helmet with your whip or a clear nod of your head.

Show Jumping cont...

- If you have a refusal and the jump is knocked down the bell will ring, you will get 6 penalties for the rebuilding of the jump and then you can go to the rebuilt jump again AFTER the bell is rung again
- At obstacles with elements e.g. A and B, if you have a refusal at part B you must re jump part A first then B for the show jumping phase
- A circle or a disobedience anywhere on course, jump related or not will incur 4 penalties
- Any fall is elimination
- Leave the course quickly after the finish and watch for the next rider coming in

Cross Country

- Ensure you know your course and understand what you can do, especially at any combinations - a, b, c....and water jumps
- If in doubt ask your Riders Rep. If the Riders Rep cant help you ask to speak to the Technical Delegate (TD) - before the start of the Cross Country – he or she wont be available after the Cross-Country has started
- Long hair must be tied up in a bun or hair net, no plaits or pony tails...this is now a rule!
- Listen to the marshal and be ready to go to the starter on time
- Walk calmly around and in and out of the start box
- If you are wearing a watch and have minute markers start you watch on the 20 sec or 10 sec countdown
- If you need it your horse can be led into the start box
- You cant deliberately start early but if your horse gets 'hard to handle' on the last seconds of count down you may go, but your time will be taken at the time of starting

Cross Country cont...

- Be prepared to be pulled up on course, there may be an accident. The jump Judge will ask you to stop and they will take your held time
- If someone wants to overtake you by calling 'coming through' move away and let them overtake you
- Overtake carefully and if another rider is in your road circle rather than have an accident – you can ask the TD to take some time off if you are held up by someone
- If you have 3 refusals at any jump or 4 refusals anywhere on course (1* and below) you are eliminated, and you can't continue. You must leave the course at a walk (mounted or unmounted)
- A refusal is when a horse disobediently tries to avoid a jump, there is no set distance. If you have a refusal you must represent by either circling or continuing your efforts to make the horse present to the jump.

Cross Country cont...

- You can never jump a jump over 30cms from a stand still. You must turn away and present again. At drop offs, or entering water with no jump involved, there may be a moment of hesitation.
- If you have a refusal at a separately numbered obstacle, e.g. element B, you do not have to jump A again but you may jump A again. This is only for ABC elements. Never jump a single numbered jump again!
- Be careful you can not jump a jump from another level nor jump a jump backwards
- Do not waste time or circle to use up time close to the finish nor gallop very fast to the finish line.
- Any fall is elimination

Other things you should know

- Know the rules and if you are unsure ask!
- Consider having a breastplate and/or neck strap (attached to the saddle) when jumping...it is not a rule but they can be helpful
- All queries should be in writing, forms are available at the office and there is NO charge
- If you are unhappy with your query outcome, you can lodge a protest but this will incur a charge that may not be refunded
- Do not leave the venue until results are posted...no changes can be made after presentation
- **NO RIDER** who has fallen anywhere at the venue can leave the venue without being cleared by the paramedic...even just a slip off! This is an automatic yellow card offence
- **All horses that have been Eliminated or Retired on XC must be checked by the Vet before leaving the venue.**
- Make sure you understand about yellow cards and official warnings
- **Enjoy Eventing!!!**