



## HOBBY HORSE AU - HIGH JUMP COMPETITION RULES

Riders and their coaches may walk the course during a designated time period before the competition.

Competition starts with first rider in order of a draw, (Ballot prior to the event).

Each rider has a total maximum of 10 minutes (including set up, saluting Judge and starting ride). Rider can instruct the stewards during setup and after each attempt.

**NOTE: Qld Championships 2024 - In this competition the above rules apply.**

Start Poles - Mark the starting line. If only one fence is used the start point is 1m in front of the fence and the finish point is 1m behind the fence. *(This format is used to time High Jump competitions when riders follow one another in order of the draw.)*

Obstacle 1 -Practice or distance jump (use is optional)

Obstacle 2 – High Jump, Single upright fence (Min 1m).

Minimum Height is 1m – there is no Maximum Height.

Official timekeeper will be appointed.

Whistle or Bell sounds to start for each rider at the Start line and ends when final height is reached, or time is up, and the whistle or bell is sounded again.

Official stewards will repair and raise the jumps at the direction of the rider.

Jump No 1- is optional and available for rider to use if they want to set it up to help find the correct stride for approaching the High Jump Obstacle

Jump No 2 -The High Jump.

Official Jump steward places the top rail at the height of 1m or above at the direction of the rider.

The rider may make 3 attempts to clear the jump. If unsuccessful at the 3<sup>rd</sup> attempt the rider is scored on the last successful height cleared and leaves the arena after saluting the Judge. If successful, the rider can nominate to raise the jump height and continue by repeated attempts as above by making no more than 3 attempts at the new height.

The jump can then, at the direction of the rider be raised after each successful attempt till maximum height is achieved or time runs out.

The attempts must be finished within 10 minutes from the start line.

**Emergency** If the whistle or bell sounds before time is up the rider must stop. (The time is suspended and resumed when whistle or bell is sounded again.) There are no penalties incurred by competitor.

The rider may not continue in the competition, if injured or after a fall, without the Judge's approval. The decision of the Judge is final.