



## GHS EVENTING CLASSIC SERIES



---

<b>DISCIPLINE:</b>	GHS Eventing Classics
<b>COMMITTEE:</b>	Jane Kenyon, Katrina Gill, Andy Robinson, Marion Clough, Nicola Landman, Patrick Brown, Paige Shiller & Colin Hallaby
<b>ORIGINATOR:</b>	C Hallaby
<b>DATE:</b>	16 February 2011
<b>REVISION:</b>	January 2011- REV 1.2 - incorporating the inclusion of a 1.10m class

## **RULES FOR THE EVENTING CLASSIC SERIES**

### **REVISION 1.2**

---

#### **1.0.0 OBJECT AND GENERAL DESCRIPTION**

The Eventing Classic series was introduced to provide Eventers with showjumping and cross-country experience in and adjacent to a showjumping arena. The use of cross-country obstacles such as corners, arrowheads and others found on the cross-country course with conventional show jumping obstacles gives a different experience to competitors. Riders are able to introduce themselves and their horses to cross-country problems in a situation where some poles fall down and hence less chance of injury. Unlike the cross-country test in Eventing, all jumping is also visible to the instructor. As the courses are to be encouraging for their standard, the series also provides the opportunity for horses and riders to gain experience of a higher grade.

#### **2.0.0 COURSES**

- 2.1.0 The Course must be designed and built by a Course Builder approved by the GHS Eventing Committee.
- 2.2.0 Standards for the various levels are given in Appendix 1.
- 2.3.0 It is recommended that the mix of jumps to be 60/40 show jumping to cross-country type obstacles.



## GHS EVENTING CLASSIC SERIES



### 3.0.0 JUDGING

3.1.0 Except for the provisions included in 3.2.0 and 3.3.0 below the competition shall be conducted and judged in accordance with Table A of the National Rules for Showjumping.

3.2.0 **Penalties**  
After the signal to start, time will commence either when the competitor crosses the starting line, or after the expiry of 45 seconds if the competitor has not crossed the line.

#### **Faults on the Course**

Knocking down a Showjumping obstacle	4 penalties
First disobedience or unauthorised circle	4 penalties
Second disobedience or unauthorised circle	8 penalties
Third disobedience or unauthorised circle in the whole test	Elimination
Fall of rider	Elimination
Fall of horse	Elimination
First disobedience plus knocking down an obstacle	4 penalties plus 6 secs.
Second disobedience plus knocking down an obstacle	8 penalties plus 6 secs
<b>Time Penalties</b>	
For every commenced period of four seconds or part thereof in excess of time allowed	1 penalty

3.3.1 When there is a disobedience at the second or third element of a combination the competitor must retake all the elements under the penalty of elimination, except where the jump has been designated a cross-country jump under 7.1.0 of these rules. In which case the Eventing rules apply, namely:



## GHS EVENTING CLASSIC SERIES



Should a competitor have a disobedience at the second or following elements he may either negotiate the element his horse has just refused or return and jump all or any of the prior elements, but all his attempts will be counted, and more than two (2) refusals at the obstacle as a whole will entail elimination.

The elements of a multiple Showjumping obstacle must be jumped in the correct order at every attempt except when the obstacle is closed, only then may the remainder of the elements only be attempted.

### 3.3.2 Knock Down with Disobedience

- (a) If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or the flag defining the limits of an obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt or the flag replaced. The competitor will be penalised for a refusal and 6 seconds will be added to the time taken by the competitor to complete his test.
- (b) If a competitor displaces or knocks down one of the elements of a combination or a flag defining the limits of an element and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of 6 seconds must be applied.

3.4.0 Should a loose horse leave the arena prior to starting, it will be eliminated.

3.5.0 Clear rounds (without time faults) will go into the jump off.

3.6.0 Equalities after jump off will be decided on the fastest time.

3.7.0 The jump off course will be measured. Time penalties to be 1 fault per second or part there of over the time allowed

### 4.0.0 TECHNICAL DELEGATE (TD)

4.1.0 A panel TD or TD approved by the GHS Eventing Committee must officiate at all events.

4.2.0 The speed for each class may be set by the TD to give a realistic *Time Allowed*, taking into account the weather, distance, terrain and size of the arena.



## GHS EVENTING CLASSIC SERIES



- 4.3.0 It is recommended that two TDs are appointed at the beginning of the series to oversee the series.

### 5.0.0 DRESS

- 5.1.0 Competitors shall wear protective head gear as specified for the cross-country or showjumping tests in Eventing and GHS registered T-shirts or formal show jumping jackets.
- 5.2.0 Specific requests by sponsors may be accommodated when shown on the Show Schedule.
- 5.3.0 Body protectors are optional. Body protectors may be worn inside or outside their jackets.
- 5.4.0 For Team Events it is recommended that
- Eventers wear cross-country attire.
  - Show jumpers wear showjumping Jackets.

### 6.0.0 VICTOR LUDORUM

- 6.1.0 All Classes offer Victor Ludorum Awards.
- 6.2.0 Victor Ludorum points are awarded according to the Maximum Grading Points Table. Appendix EV/C. SANEF Rules for Eventing.
- 6.3.0 A bonus ½ point is awarded to every horse/rider who completed an Eventing Classic class, over and above any Victor Ludorum points awarded.
- 6.4.0 Horse/rider combinations that change grades during the Eventing Classic series do not carry their points up or down. But can still qualify for the finals no matter which grades they completed. (i.e. a completed round in 80cm plus a completed round in 90cm qualifies for the final 90cm class)
- 6.5.0 Should a 1m and a 1.10m competitor TIE after the finals; the overall Victor Ludorum award will be given to the 1m horse/rider. However, individual Victor Ludorum awards will still be made to each class.

### 7.0.0 GENERAL

- 7.1.0 Judge, TD and Course Designer must walk the course together and nominate / agree which jumps/obstacles are judged by showjumping or eventing cross-country rules. Showjumping and Cross Country obstacle specifications are set out in section 9.
- 7.2.0 If a competitor decides to move up a grade, points in the lower grade cannot be carried through.



## GHS EVENTING CLASSIC SERIES



- 7.3.0 It is acceptable, at the discretion of the Show Holding Body, for a horse/rider combination to compete in a higher class on the second day of an Eventing classic held over two days, but the second entry must be as an HC.
- 7.4.0 Two qualifying shows must be completed to be able to compete in the final.
- 7.5.0 HC's are accepted at the discretion of the Show Holding Body. No HC's will be allowed at the final.
- 7.6.0 An ambulance must be present at each event.
- 7.7.0 It must be announced which fences/obstacles are to be ridden under show jumping or eventing cross-country format.
- 7.8.0 A course plan must be displayed.

### **8.0.0 TEAM COMPETITION**

- 8.1.0 Each Team will consist of 4 members, of which the best 3 scores will count.
- 8.2.0 Should there be more than one elimination or retirement per team; the score for the team members to make up 4 scoring riders will be scored as the worst round plus 20 penalties.
- 8.3.0 If there is a tie then 3 scoring horses will jump off.
- 8.4.1.1 Teams will be selected by the GHS Team Selectors for that age group.

### **9.0.0 OBSTACLES**

#### 9.1.0 – Showjumping

- 9.1.1 The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause the horses to fall or be injured.
- 9.1.2 Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; which must have a depth of 18mm minimum and a depth of 30mm maximum. For planks, balustrades, barriers, gates, etc the diameter of the supports must be more open or even flat.



## GHS EVENTING CLASSIC SERIES



9.1.3 A spread is an obstacle which is built in such a manner that it requires an effort both in spread and height. At all events FEI approved safety cups must be used as support for the back pole of spread obstacles and in the case of a triple-bar to support the centre and back poles of the obstacle.

### 9.2.0 – Cross Country

9.2.1 The obstacles should be distinct from show jumping ones and resemble the types of obstacles which would normally be encountered out in the country such as corners, arrow heads, steps, tyres, banks, skinnies, brushes etc. By virtue of their design, these fences will most often be unknockable so should only incur penalties if they result in a stop or run out by the horse and rider.

9.2.2 Should the obstacles however be constructed in such a way that it is possible for it to be knocked over/down, 4 penalties will be incurred. For example if tyres are stacked on top of each other and the highest one is toppled by a horse and rider, then 4 penalties will be imposed. This should also be the case if a skinny comprising a gate or some such similar object is dislodged whilst being jumped.

9.2.3 In the event of a brush jump being taken and in the process, the horse does not clear the obstacle but rather scrapes through the brush and leaves which are acting as filler, then this will not be considered to constitute any penalties.

9.2.4 In the case of a water jump, a horse that knocks down either; poles in front of or in the middle of the water will not be penalised. In this case the test is merely the width of the obstacle.



## **APPENDIX 1**

# **RECOMMENDED STANDARDS FOR DISTANCES AND MAXIMUM DIMENSIONS FOR EVENTING CLASSIC COMPETITIONS**

**APPENDIX 1**  
**DISTANCES AND MAXIMUM DIMENSIONS FOR EVENTING CLASSIC STANDARDS**

Grade	CROSS COUNTRY TEST								SHOWJUMPING TEST					
	Distance m	Height m	No Ht Spread m	Spread with Ht		Brush Fences		Drop m	No of Efforts	Speed mpm	No of Efforts	Height m	Spread m	Speed m
				Top m	Bottom m	Fixed m	Overall m							
Ev Classic 70	700 -750	0.70	1.00	0.80	1.10	0.70	0.85	0.80	40% of track	300	60% of track	0.75	0.95	300
Ev Classic 80	750 - 800	0.80	1.30	0.90	1.20	0.80	0.95	1.00	40% of track	325	60% of track	0.85	1.05	325
Ev Classic 90	850 - 900	0.90	1.80	1.00	1.50	0.90	1.05	1.20	40% of track	350	60% of track	0.95	1.15	350
Ev Classic 100	950 - 1000	1.00	2.30	1.20	1.80	1.00	1.15	1.40	40% of track	375	60% of track	1.05	1.25	375
Ev Classic 110	950 - 1000	1.10	2.30	1.20	1.80	1.10	1.30	1.40	40% of track	400	60% of track	1.15	1.40	400