

# Glistening Waters Derby Conditions

Rules and Conditions.

Judged on the following elements, Jumping, Manners, Conformation & Type, and Way of Going.

To be judged in two phases. Phase One – Jumping, Phase Two – Flat section.

No restriction on gear except Bit less bridles are not permitted, and Draw reins (running reins, Market Harborough's) are forbidden. Boots may be used, but not permitted in Phase Two.

Whips not to exceed 75cm.

No gear changes between phases except boots must be removed for Phase 2.

The course will include a water jump. No time limit, hunting pace.

Phase 1 Jumping will be completed first. Any Pony/Horse eliminated will not be required for Phase 2.

## **Marking**

Jumping 50

Style & Manners while Jumping 20

### **Phase 2**

Manners 10

Conformation, Type, Freedom of Action 20

Penalties Jumping Knock Down 10

1<sup>st</sup> Refusal 15

2<sup>nd</sup> Refusal 20

3<sup>rd</sup> Refusal Elimination

Fall Pony/Horse/Rider Elimination

If a combination or Double fence is numbered as one fence, penalties incurred at each part are cumulative.

Horse/Pony taking wrong course or jumping another fence after completing the course will be eliminated.

In phase 1 a style/jumping mark out of 8 will be awarded for each of the 15 markable fences, the total number of marks will be divided by 2, plus a mark out of 10 for the style and manners, then any penalties incurred will be deducted. The total marks remaining will be carried forward to phase 2.

Phase 2. Ponies/Horses will be required to walk, trot, canter, and gallop in an individual show. Marks will be awarded and added to the marks carried forward from Phase 1.