

Article 33 Participation

1. Horses and ponies may not take part in the championship competitions unless they are entered in the overall championship. On the final day horses and ponies taking part in Championships may not take part in non-championship competition unless they have been eliminated from the overall championship.

Article 34 - Championship Competitions

1. The Championships comprise three competitions *which may take place* on different days. The total penalties incurred in each of the three competitions counts towards the individual championships.

2. The design and construction of all obstacles with regard to technical suitability must be approved by the Technical Delegate and Course Designer. Should a dispute arise relating to these obstacles the Technical Delegate has the final decision.

3. *In consultation with the ESNZ Jumping Board the event schedule should include*

3.1. National Titles

3.1.1. New Zealand Premier Championship

3.1.2. New Zealand Pony Championship

3.1.3. New Zealand Grand Prix Championship (Horse)

3.2. New Zealand Championship Titles

3.2.1. New Zealand 1.30m Championship (Horse)

3.2.2. New Zealand 1.20m Championship (Horse)

3.2.3. New Zealand 1.10m Championship (Horse)

3.2.4. New Zealand 1.10m Championship (Pony)

Article 35 - Round A : First Competition :

1. Conduct and Table

The first competition (Round A) is conducted over a Table A course and judged under Table C (Article 239) without a jump-off in the event of equality for first place.

2. Obstacles and Speed (*Refer Art 38*)

3. Participation

Only horses entered in the overall championships may take part.

4. Starting Order

The starting order in the first competition will be *by draw order*

4.1. In the event of competitors having equality of penalties then the reverse order score of the first competition (A) will decide the starting order for those on equal faults and in the event of those with equality of faults in the first competition (A), then in their draw order of A

5. Penalties

5.1. The scores obtained by each competitor will be converted into points by multiplying the score of each competitor by the co-efficient of 0.50. The score must be rounded up or down to the 2nd decimal place. The 2nd decimal place rounded up from .005 and rounded down from .004. (Score = Time of round plus time penalties for faults).

5.2. The competitor with the lowest number of points after the conversion will be given zero penalties, the other competitors being credited with the number of penalties representing the difference in points between each of them and the leading competitor.

5.3. Scoring . Elimination or retirement *means Elimination from all rounds.*

Article 36 Round B - Second Competition :

1. Conduct and Table

The second competition is conducted over *one* round (Round B)
Under Table A not against the clock *with a time allowed*

A water jump may be used

3. Participation

3.1. Only competitors who have taken part in the first competition (A) may start in the second competition (B).

4. Starting Order

4.1. The starting order will be in reverse order of the points in the first competition (A) as determined under Article 35.5.2.

Article 37 Round C - Third Competition (Final) :

1. Conduct and Table

The third competition is conducted under Table A against the clock with a time allowed.

2. Obstacles and Speed *Refer to Art 38*

No water jump allowed. Liverpools allowed.

3. Participation :

Competitors must have started in both the first (A) and completed second (B) competition. Participation may be reduced if numbers are greater than twenty .

Starting Order and Placings.

3.1. For Round C the starting order will follow the reverse order of penalties incurred over the first (A) and second (B) competitions . The competitor with the most penalties will start first. The competitor with the least penalties will start last. Competitors with equality of penalties then the score in the first competition (A) will decide their starting order.

3.2. The final placing is determined by adding together for each competitor the penalties of the first competition (A) as well as the second competition (B) and the

third competition (C).

3.3 The competitor with the least penalties will be placed first and declared New Zealand Champion. In the event of equality for first place, there will be a jump-off against the clock at a speed of 400mpm over six to eight obstacles from the course of Round C. The competitors will be invited to walk the course.

3.4. If after the jump-off there is an equality of penalties and time for first place they will be placed equal.

4. Time must be allowed to walk the jump-off course if it is required.

Article 38 - Obstacles and Heights

1. All the conditions above are the same for *all Championship classes*.

2. All competitions will include either two doubles or a double and a treble obstacle. *A water jump may be used in 2nd rounds of all Championships*

3. All speeds at 350m/m *except Premier Class which may run at 375 m/m*

4. *Premier Championship :*

Maximum Obstacles 13 Height 1.40m- 1.60m

5. *Pony Championship*

Maximum Obstacles 11 Height 1.20m - 1.35m

6. *Grand Prix Championship*

Maximum Obstacles 13 Height 1.35m - 1.45m

7. *1.30 Horse Championship*

Maximum Obstacles 12 Height 1.30m-1.40m

8. *1.20 Horse Championship*

Maximum Obstacles 12 Height 1.20m-1.30m

9. *1.10 Horse & Pony Championships*

Maximum Obstacles 11 Height 1.10m-1.20m