

ESNZ RULES: Gamblers Stakes SJ Round

Note minor changes from flyer

- The competitor must start through the flags and jump 6 obstacles of their choice from A, K, Q, J, 10, 9, 8, 7, 6 and finish through the flags. The starting and finishing lines can be taken in either direction.
- These jumps are worth the points values attached.
- The Joker is after the finish line you have 20 seconds to take this jump if you wish. It is worth 26 points if it is jumped correctly but if it is knocked down, 26 points are deducted! In the event of a refusal or run-out with a knock down at the Joker, the Ground Jury will act as in the case of similar disobediences which occur at other obstacles on the course; no points will be deducted from the competitor's score.
- The competitor will be timed.
- The obstacles may be jumped in any order and from either direction, but an obstacle may not be jumped twice.
- Each obstacle jumped clear will entitle the competitor to claim the points as indicated by the playing card
- No points will be awarded for an obstacle knocked down.
- The aim is to collect the most points. The value of the obstacles shall be: Ace 14 pts, King 13, Queen 12, Jack 11, Ten 10, Nine 9 pts etc.
- In the event of equality of points, time will decide.
- The first two disobediences will only be penalised on time, but the third disobedience and the first fall incur elimination.
- Should a competitor have a refusal they must continue to endeavor to jump that obstacle from the same side and may not proceed until they have jumped it. If the obstacle is displaced Article 232 will apply.
- Should a competitor jump more or fewer than 6 obstacles (excluding the Joker) or jump any obstacle more than once, they will be eliminated.
- There shall be no jump-off.