Rules for NITE 2022

Taken from the North and South Islands Competition Rule Book August 2021

5:1A EVENT - 1A
RIDING CLUBS MOUNT
(This class may be incorporated with Event 1B.)

5:1A:1 The Event.

(a) Two Judges are required. All obstacles are to be inspected by the Judges for safety. A maximum time shall be set by the Host Club. (see 5:1A:5)
(b) The Team will line up for the Judges Inspection and directions.

Following this, the team shall enter the ring one at a time or in pairs (as required).

(c) Competitors are to be judged on their ability to negotiate the various obstacles. Emphasis will be placed on the horse's alertness andcaution and obedience to their riders.

(d) Compulsory Retirement. The Judge may ask a Rider to retire if they have already been unable to complete 2 obstacles and are having trouble on a third.

5:1A:2 The Course.

Must be ready for inspection by competitors at least 2 hours before the start of the event.

5:1A:3 Compulsory Obstacles.

- Gate It must be constructed in such a way as not to be hazardous to horse or rider.
- Poles To perform over 4 - 6 rails, no higher than 20cm (cavalletti, trotting poles) at a pace directed by the judges (walk or trot).

- Drag or carry an object from one part of the arena to another as directed.
- Walk or trot between rails or drums as directed.
- Canter a set pattern using both leads.

5:1A:4 Optional Obstacles.
-Dismount, lead horse as directed to point in arena, return and remount. (mounting block to be provided)
-Dismount, lead horse over an obstacle not higher than 45cm, remount. (mounting block to be provided)
-Walk horse over bridge or ramp, and/or tyres (that must be cut in half).
-Walk horse through water.
-Dismount, ground tie horse, rider walks to point in arena as directed, returns and remounts. (mounting block to be provided)
-Any other obstacle approved by the Judge and Technical Delegate.

5:1A:5 Calculating The Maximum Time.
 The maximum time shall be set by a demonstration at the course walk with 60 seconds added. The rider and horse giving the demonstration must not be a competitor. A warning bell will be given at 30 seconds to go and then a final bell at the maximum time. Riders must then leave the arena. Time will start................

5:1A:6 Scoring.
10 points per obstacle with a max. of seven obstacles.
10 points for team presentation and overall appearance.
10 points for the paces performed between obstacles.
10 points for canter work which must be included in the course plan and shall include canter on both leads.
Fall of Horse/Rider - Elimination. (Rule 3:26)

5:1A:7 Equality.
In the event of a tie, the winner shall be the Team with the highest score for Team Presentation. If this event is combined with another Phase 1 event (EVENT 5:1B) then in the event of equality of points the winner shall be the team with the highest score in Phase 1A.

5:2A EVENT - 2A

QUADRILLE

2 Judges will be required with writers.

5:2A:1 Definition.

a) The quadrille is a display of horsemanship entailing team training and horse training and it should be a delight to the eye.

b) The widest latitude is given in designing the pattern of the quadrille. The narrative display which tells a story is as acceptable as a pure show of dressage, but good horsemanship in the widest sense is more important than pure theatre.

c) The 4 riders must all take an active part. One or more of the team may engage in some movements not done by others.

d) The display need not necessarily be founded on the movements of dressage but should show a good foundation of training.

e) Much attention will be given to the turnout of the horses, saddlery and dress, with the object of making an excellent spectacle. Fancy Dress is recommended but not compulsory.

f) The suitability of the music to the display will be taken into account by the judges. Teams are responsible for producing their own music on CD or USB, to be played under arrangements to be made by the Host Club. The use of music is recommended but not compulsory.

5:2A:2 Arena.

A team of 4 riders will be required to perform a quadrille in a 20m X 60m marked arena, no jumps or cavalletti may be used. The arena entrance will be wide enough to allow the passage of four horses abreast. The gate Steward shall close the entrance during each test.

5:2A:3 Time Allowed.

The movements will be designed by the team. The maximum time allowed will be 6 minutes from entry to arena to final salute. Teams taking longer than 6 minutes will be penalised in Content of Programme section.

5:2A:4 Music.

Teams must produce their own music to accompany their quadrille on CD or USB for playing on the music system provided, while they ride the quadrille. The music must be recorded on a standard CD or USB and

labelled as follows:
On the container - Team Name and Club and some indication of when you want the music to start, eg prearranged signal and when to finish playing.eg final salute or exit of arena On the CD: Team name and Club.

5:2A:4 (a)
Judges must stop the quadrille if the music stops and the team asked to start again when the music is corrected.

5:2A:5 No Props allowed.
No additional props, personnel or animals will be allowed in or around the arena. A Prop is defined as; - An object that assists the performance with a signal/command for riders/horses. This includes: - whistles, flags, lances, swords, voice and hand commands but excludes any objects that are a fixed accessory as part of the riders' dress. Accessories may be held in the riders' hands, provided that accessory is not used to give direction, signal or command.

5:2A:6 Dress/Costume/Fall.
May be fancy dress according to the theme of the Quadrille, but must be safe, sensible and not offensive to fellow competitors, officials or the public. A Gear Inspection will be done before the Team presents themselves to the Judges.

Suitable footwear must be worn - no bare feet (unless quadrille is performed without stirrups). Riders are not required to wear a NZRC badge for this event but must wear a Safety Approved Equestrian Helmet properly fitted and secured with a fitted chin strap or harness. Should part of a costume become displaced during the quadrille the judge can ring a bell if he thinks this is unsafe. The quadrille will be stopped. The team will incur a 10 point penalty in their Appearance section. Once the problem has been rectified the team may continue without music. If a rider falls they are eliminated from the quadrille and the team may continue with the other members.

5:2A:7 Scoring.
(a) Appearance - 20 marks
Turnout and costumes of riders. Turnout of horses. Condition of horses. To be judged in a short inspection before the display in the arena or during the Quadrille itself.
A 10 point penalty shall be included in this section should the quadrille need to be stopped due to unsafe costume. (see 5:2A:6)

Fall of a Horse/Rider – Elimination of that horse/rider. (Rule 3:26)

(b) Content of Programme - 20 marks

The choice and pattern of the movements in the display. The skill and ingenuity with which they are linked.

A 5 point penalty shall be included in this section for taking over the max. time.

(c) Performance - 20 marks

The ability of the horses to carry out the movements demanded. The quality of the paces. The standard of riding.

(d) General Artistic Impression - 40 marks

The quadrille as a whole - as a display of horsemanship.

The music - it's suitability and compatibility with the movements. The quadrille as entertainment.

Judges are encouraged to make comments on the scoresheets to assist Teams for future competitions. A writer shall be provided.

5:2A:8 Equality.

In the event of a tie the winner shall be the Team with the highest score for General Artistic Impression.

5:3F- Event 3F
Team Formation Jumping

Event 3F:1 The Event.
The Team will line up for the Judges Inspection and directions.
They shall not start the course until the Judge's signal is given to commence theirround.

1. The Team shall ride off together in their fours at a walk.
2. Ride between the middle flights of jumps. Pick up trot and circle left as a teamof four.
3. Ride between the middle flights of jumps changing direction and form intosingle file as you travel towards the first jump.
4. Jump all flights in single file from trot or canter.
5. After the last jump, turn alternate directions and ride down each side of jumps.
6. Join together (one from each side) before the first jump and jump as pairs.
7. After the last jump, each pair turns alternate directions and rides down eachside as a pair.
8. Join together before the first flight and ride down the jumps as a team of four.
9. Stay together and return to the judges. Halt.
10. Leave arena at walk.
NOTE: If a rider has a stop or runout they continue riding the course.

5: 3F : 2 The course
Must be ready for inspection by competitors at least 2 hours before the start ofthe event.
Three or preferably four flights of jumps in a line.
Max Height of 65cm and wide enough to accommodate four horses riding abreast, at least 8m wide.
Round the ring type is best as there is not time to rebuild if knocked down.
eg drums with a rail behind so they don't roll, Hay bales or hurdles suitably

peggeddown. Jumps Must Be Safe.

If 3 Flights of jumps approx 30m distance apart or if 4 Flights of jumps approx 20mdistance apart.

A space at the start and end for turning at least 20m each, and space on the sidesfor coming back to the start, approx 15-20m each side.

No start or finish flags are required, nor numbering of the jumps.

5:3F:3 Safety Gear Inspection.

All Teams must present themselves, in draw order, for a Safety Gear Inspectionbefore entering into the warm-up area.

5:3F:4 Back Protectors, Medical Arm Bands and Back Numbers.

Body Protectors are **Highly Recommended**.Wearing medical armbands is optional.

At least one member of each Team shall wear a back number, worn over theiruniform. The Host Club shall supply the Back Numbers.

5:3F:5 Judges.

Two Judges will be appointed, one with a writer, and shall be positioned approxhalfway along the flight of jumps so all the course is clearly visible.

The First Judge will judge the Team Work and Keeping Together.

The Second Judge with the writer will be keeping score of the jumping.

5:3F:6 Scoring.

Team Presentation - 20 points

Working together as a Team - 100 Points

Single File: 5 Points per jump, per rider – 80 pts

Working together as a Team – 20 points

Stop or runout no points but keep riding

Pairs: 10 points per jump.. (5 points per rider) – 80pts

Keeping together as a pair - 20 points

Stop or runout no points and keep going

Team: 20 Points per jump.. (5 points per rider)80pts

Keeping together as a Team - 40 Points

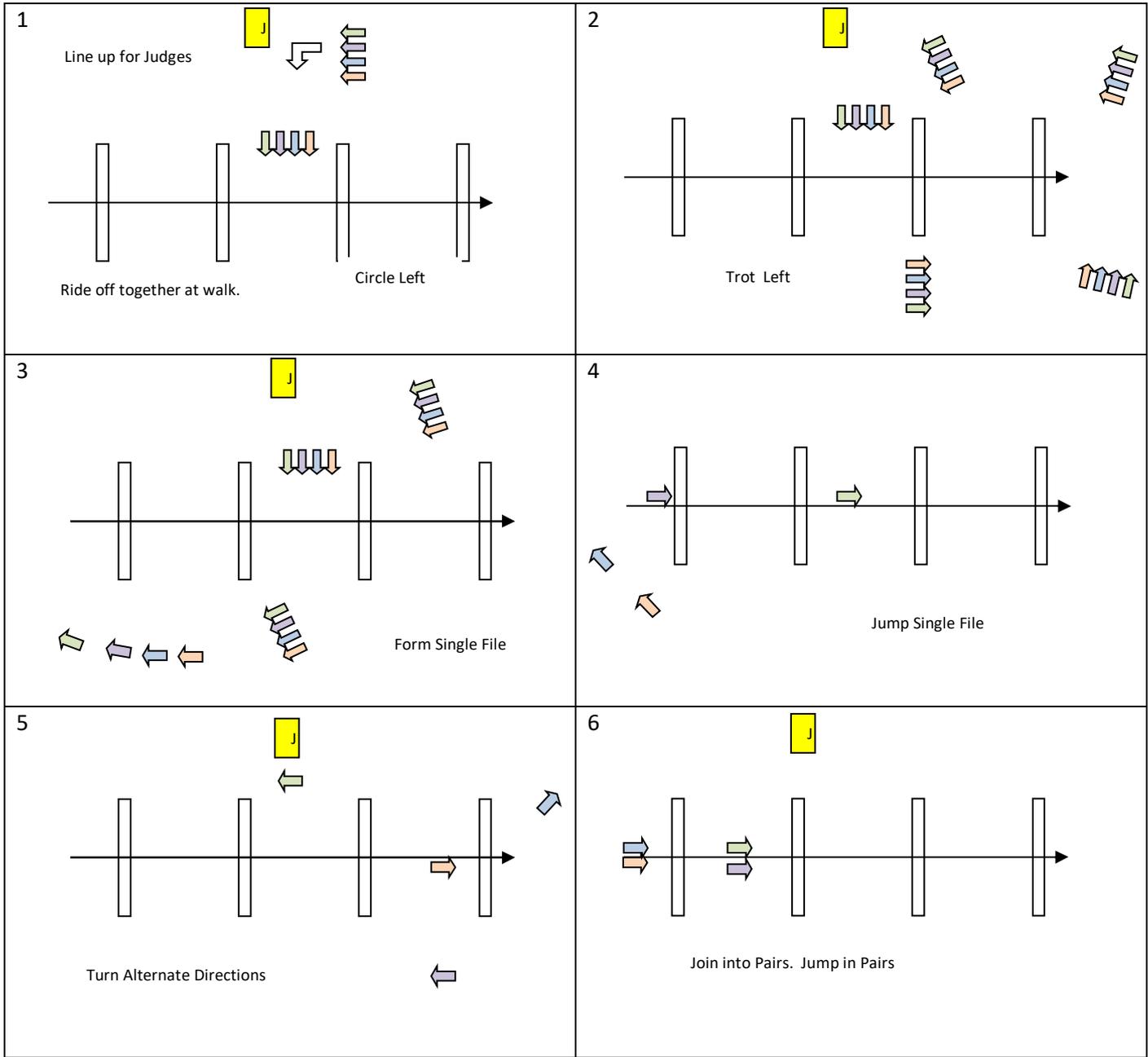Stop or runout no points and keep going

Points will only be awarded for the competitor's first attempt at each jump.Fall of horse or rider = Elimination (Rule 3:26 Appendix 1 (e) & (f)

Team members' scores shall be added together. The Team with the highest scoreshall be the winner.
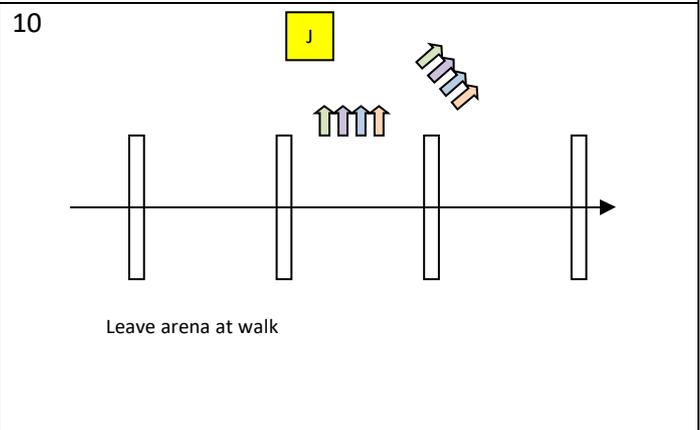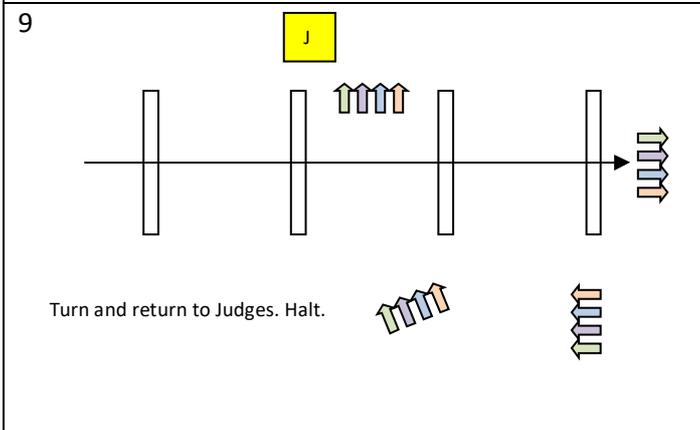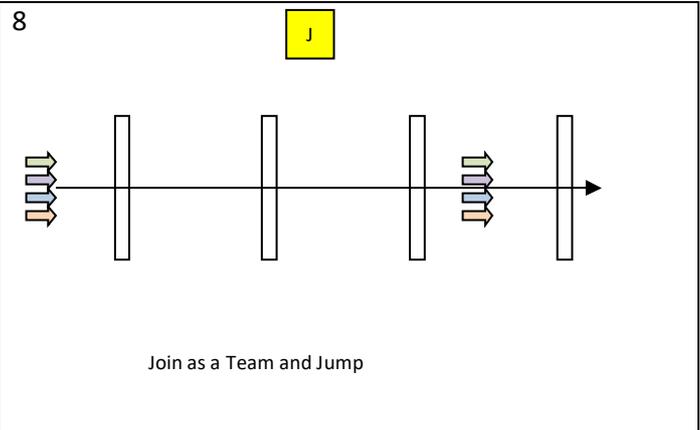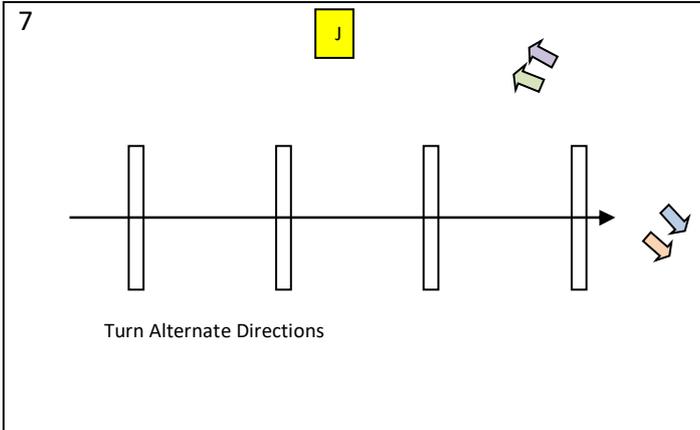
5:3F:7 Equality.

In the event of a tie, the winner shall be the Team with the highest score for Working Together as a Team.

1

Line up for Judges

Ride off together at walk.

Circle Left

2

Trot Left

3

Form Single File

4

Jump Single File

5

Turn Alternate Directions

6

Join into Pairs. Jump in Pairs

5:3F Event 3F
Team Formation Jumping
Diagram

7

J

Turn Alternate Directions

8

J

Join as a Team and Jump

9

J

Turn and return to Judges. Halt.

10

J

Leave arena at walk

5:4D EVENT - 4D SHOWJUMPING - TOP SCORE

5:4D:1 The Event.
In this competition the Competitor must pass through the start/finish flagsthen jump all the obstacles he chooses in the order and the direction he desires within the time limit.

5:4D:2 The Course.
The course shall have from 10 to 12 Obstacles. Maximum height is 95cmswith at least 6 jumps under 60cms. All jumps must be able to be jumped from both directions. Each obstacle is allotted a number of points, from 10 to 120 according to its difficulty. No combinations permitted. Each obstacle can be jumped twice to count but no more than twice. Jumping any more than twice shall not incur elimination but scores NO POINTS.

5:4D:3 Timing.
The Time Limit per Competitor is 90 seconds. The Competitor's time will start when they pass through the Start/Finish flags. The bell will indicate the end of the time. The Competitor must immediately cross the finish line, from either direction. The clock will be stopped when the Competitorpasses through the start/finish flags.

5:4D:4 Refusals.
After a refusal, the competitor may by-pass the obstacle where the refusal occurred without penalty except in time. After three disobediences, the bell will be rung to stop the competitor who must then cross the finish line. This competitor's score up until that time willcount for the Team's score with a 10 point penalty.

5:4D:5 Knock Downs
An obstacle knocked down during the course will not be rebuilt. If it is rebuilt and if it is re-jumped, no points will be credited to the competitor.The same applies when a lower element is displaced. Passing through theup-rights (boundaries) of a knocked down obstacle entails no eliminationbut scores NO points.

5:4D:6 Scoring.

Competitors are credited with the number of points allotted to each obstacle provided it is jumped clear. No points are awarded for an obstacle knocked down. At the expiration of the time allowed for the course, the competitor will be credited with the number of points allotted at the last obstacle if it is jumped clear and if the forelegs of hishorse have touched the ground on landing before the bell.

Fall of Horse/Rider – Elimination. The competitor's score up until the fall will count for the Team's score with a 10 point penalty. (Falls Rule 3:26 Appendix 1 (e) & (f)

5:4D:7 Equality.

The scores of each Competitor are added together to give the Team Score.See Rule 4:3. The Team with the greatest number of points will be the winner. In the case of an equality of points the Team with the fastest time will be the winners.