



RULES & REGULATIONS

DRESSAGE: The object of dressage is the harmonious development of the horse's physical and mental condition. Horse and rider are required to execute a series of prescribed movements to demonstrate obedience, suppleness and strength. Each movement is awarded a score from 0 to 10. In addition, the judge assigns collective marks for the horse's pace, impulsion and submission, as well as the rider's form and use of aids.

JUMPING PHASE: This phase is judged according to the *USEF Eventing Rules for Show Jumping*. In this phase of the competition, the horse must remain obedient, supple and energetic enough to handle changes of direction and combination obstacles.

SCORING: Penalties are incurred for knock-downs, refusals, falls and for exceeding the optimum time. Penalties from each phase are then added together to determine an overall score. The horse and rider with the fewest penalties in each phase is declared the winner.

GENERAL INFORMATION:

1. All riders should arrive early enough to walk their courses. Once the *Jumping Phase* has begun, course walks will only be allowed during the breaks between divisions.
2. All ride times are tentative. Organizers reserve the right to change ride times. Listen for announcements and check for Notices at Show Office.
3. Riders are encouraged to ride in more than one class! (*See discount information under Entries on Premium for multiple full T.E.D. entries on same horse.*)
4. Two riders may ride the same horse in two different divisions.
5. *Post Entries:* Entries received after the closing date may not be accepted or may be placed on a waiting list and charged \$10.00 post entry fee. Please check with Show Secretary regarding acceptance of late entries.
 - a. Cancellations: Competition cancellation and/or rescheduling allows competitors to either rollover their entry or request a refund less a \$20.00 administrative fee. Rollover option good through the end of the current year. If using an entry fee (rollover) from a cancelled competition, it *must* be stated on your entry form and confirmed by Show Secretary prior to entry being deemed complete.
6. *Refunds:* Before closing date, Derby and/or Clinic entry will be refunded less \$20.00 administrative fee. After closing date, refund less \$20.00 administrative fee ONLY if place can be filled from waiting list. Otherwise, no refunds.
 - a. Returned Checks: A charge of \$35.00 will be assessed for all returned checks.
 - b. Incomplete Entries/Changes: Incomplete entries will either be returned or charged a \$10.00 administrative fee. A fee of \$10.00 will be assessed for each horse/rider change and/or substitution.
7. *Clinic Policy:* The Event Derby® will make every effort to accept all clinic applications. In the event a Clinic is oversubscribed, priority will be given to: 1) those who are also entered in The Event Derby®; and 2) by postmark date. See paragraph 5 above for Refund Policy.
8. **NO DOGS, PLEASE! Thank you.**

COMPETITION RULES:

1. This competition will be conducted under the rules and regulations contained herein and will conform to USEA/USEF rules as applicable, including the following:
2. The *Jumping Phase* rules and scoring will conform to the USEA/USEF Rules for Show Jumping. Dimensions of obstacles will be according to the USEA/USEF Rules for Eventing, 2006.
 - a. **Eliminations:** *Beginner Novice-Intro* riders may have their coach(es) assist them in the unlikely event that they are eliminated. At the Judges' discretion, *Beginner Novice-Intro* riders who have been eliminated may complete the course. *Beginner Novice* riders may, at the Judge's discretion, negotiate the obstacle(s) at which they were eliminated with the assistance of their coach if necessary.
 - b. **Levels:** A horse may not be entered in more than two (2) consecutive levels for jumping (i.e., *Beginner Novice* and *Novice*).
 - c. **Jumping Phase Dress and Saddlery:** USEA/USEF Rules for Cross-Country apply, including protective vests, helmets with harness and USEA medical armbands. USEA regulations for safety equipment will be required.
 - d. **Errors or deviations from the prescribed course are penalized as follows:**

First disobedience	4 penalties
Second disobedience on course	8 penalties
Third disobedience on course	Elimination
Knockdown	4 penalties
First fall of competitor	8 penalties
Second fall of competitor	Elimination
First fall of horse	Mandatory Retirement
Exceeding the optimum time (per sec)	1.0 penalty
Exceeding the time limit	Elimination
Error of course not rectified	Elimination



RULES & REGULATIONS (Continued)

- 3. The *Dressage Phase* will be scored on a penalty point basis; as in Eventing, the competitor with the lowest score will win that division of the competition.
 - a. Dressage Test Only Class: At competitions in the Series offering USEF tests, the tests will be judged under USDF/USEF Rules and scored as such.
 - b. Reading of Tests: The dressage test must be executed from memory. Beginner Novice Intro and Beginner Novice are exempt from this rule.
 - c. Arena Size: Dressage tests (USEF 2006 Beginner Novice A through 2006 Intermediate A) will be ridden in a small (20x40m) arena. Dressage tests (USEF 2006 Intermediate B through all F.E.I. Tests) will be ridden in a standard (20x60m) arena. All USEF non-Eventing tests will be ridden in a standard (20x60) arena.
 - d. Show attire and Braiding: optional.
 - e. Eliminations: Please refer to the USEA/USEF Rules for Eventing, 2004.
 - f. Errors or deviations from the prescribed course are penalized as follows:

First Error	2 penalties
Second Error	4 penalties
Third Error	Elimination

- 4. Whenever horses are tied in the final classification, the horse with the least number of faults (jumping and time) in the Jumping phase shall be placed first. If still tied, the best score of the collective marks of the Dressage shall prevail. If still tied, placings and awards are to be duplicated.
- 5. Use of non-standard equipment, trainer’s schooling horses, or other deviations from USEA/USEF Rules *may be allowed with permission from show management and riding hors de concours (HC) may be required.*

JACKPOT RULES

QUALIFY FOR JACKPOT PRIZE MONEY:

- 1. To compete for Jackpot prize money at our year-end competition, you must complete at least one full division in The Event Derby’s® current Series, prior to the Jackpot competition.
- 2. Prize money to be awarded to the highest scoring qualified competitor in each division at The Event Derby® year-end competition.
- 3. Organizers will “add back” \$5.00 to the Jackpot from each full division entry in the current Series, up to the year-end competition.
- 4. \$1000- Guaranteed- will be awarded for the Jackpot at the Advanced level and the Metal McRae Memorial Trophy will be awarded in honor of Marianne McRae, a purveyor of fine horses and horsemanship. This award is co-sponsored by Sally Groom and Shelly Trevor.
- 5. The Young Rider High Point Perpetual Trophy is awarded to Young Riders registered in their Area.

HIGH POINT RULES

QUALIFY FOR HIGH POINT AWARDS AND PRIZES:

- 1. Horse and rider must qualify together in one or more of The Event Derby® competitions in the same year.
- 2. Qualifying rounds must be ridden prior to The Event Derby’s® year-end Jackpot competition.
- 3. Qualifying rounds must be in the same division.
- 4. To qualify, horse and rider must complete a full division (dressage & jumping) without elimination.
- 5. Points are awarded in reverse order of number of competitors (up to 8th place) in their respective division. (Example: 4 competitors, 1st = 4 pts., 4th = 1 pt., or 10 competitors, 1st = 8 pts., 2nd = 7 pts., etc.)
- 6. Ties: The horse with the least number of faults (jumping and time) in the Jumping Phase shall be placed first. If still tied, the best score of the collective marks of the Dressage shall prevail. If still tied, placings and awards are to be duplicated.
- 7. Horse and rider must compete in and complete a full division in The Event Derby’s® Jackpot competition in order to claim prizes. Horse and rider may ride in a level higher than their qualifying rounds, but not in a level lower than your qualifying rounds at the Jackpot competition.
- 8. Cash prizes and ribbons to Champion and ribbons to Reserve Champion in each division.