

**2010 NCC COMPETITION EVENT FORM**

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_  
\_\_\_\_\_

EMAIL ADDRESS (Please print!) \_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

HORSE'S NAME \_\_\_\_\_

Height \_\_\_\_\_ Color \_\_\_\_\_ Breed \_\_\_\_\_

Sex \_\_\_\_\_ Age \_\_\_\_\_ Check One: Competition Horse \_\_\_\_\_ Schooling Horse \_\_\_\_\_

**INFORMATION ON THE HORSE IS MANDATORY.**Level 1 = Novice Level 2 = Intermediate Level 3 = Advanced Enter only one level per class.**CLASS I – MOUNTED SABER**

Level 1 \_\_\_\_\_

Level 2 \_\_\_\_\_

Level 3 \_\_\_\_\_

**CLASS II – MOUNTED PISTOL**

Level 1 \_\_\_\_\_

Level 2 \_\_\_\_\_

Level 3 \_\_\_\_\_

**CLASS III – MILITARY HORSEMANSHIP**

Level 1 \_\_\_\_\_

Level 2 \_\_\_\_\_

Level 3 \_\_\_\_\_

**CLASS IV – MILITARY FIELD JUMPING**

Level 1 \_\_\_\_\_

Level 2 \_\_\_\_\_

Level 3 \_\_\_\_\_

**CLASS V – PLATOON DRILL or CAVALRY  
UNIT EXHIBITION**Name of Unit \_\_\_\_\_  
\_\_\_\_\_**CLASS VI – CAVALRY BUGLER \_\_\_\_\_****CLASS VII – AUTHENTICITY**

\_\_\_\_ Mexican War 1846 - 1848

Civil War 1861 -1865

\_\_\_\_ Union \_\_\_\_ Confederate

\_\_\_\_ Plains Indian Campaigns 1870 – 1889

\_\_\_\_ Spanish – American War 1898 – 1909

\_\_\_\_ World War I Era 1910 – 1929

\_\_\_\_ World War II Era 1930 - 1950

**CLASS VIII – BOLTE (DIRECTORS') CUP**

Eligibility to be determined after Class IV.

**CLASS IX – MAJOR HOWZE**

\_\_\_\_ Individual needing team assignment

\_\_\_\_ Individual member of team

Name of team \_\_\_\_\_

**INFORMATION**ONE rider with ONE horse – entry fee = \$40  
Scores eligible for ribbons and points.SAME rider with SECOND horse – entry fee = \$20  
MUST fill out separate entry form .  
Listed as “Schooling Horse.”

Use second number for second horse.

Rides for score only – no ribbons – no points.

**2010 National Cavalry Competition**  
**San Angelo & Fort Concho, Texas**  
September 30 – October 3, 2010

Rider # \_\_\_\_\_

**Competitor Information for the Announcer**

Name (PRINT!) \_\_\_\_\_

Nickname \_\_\_\_\_

**Biographical Information**

Primary Reenacting Unit \_\_\_\_\_

Number of years reenacting \_\_\_\_\_

Military Service (Years): Active \_\_\_ Reserve \_\_\_ Natl Guard \_\_\_ Retired \_\_\_ ROTC \_\_\_

Military Unit: \_\_\_\_\_

Place of birth: \_\_\_\_\_ Home State \_\_\_\_\_

**Information on Your Horse**

Name \_\_\_\_\_ Breed \_\_\_\_\_

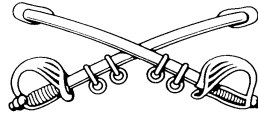
Age \_\_\_\_\_ Sex \_\_\_\_\_ Color \_\_\_\_\_

**Current Coggins Test** (original required-provide copy) within 6 mos. \_\_\_\_\_

**Health Certificate validated within the last 30 days of arrival – Required** \_\_\_\_\_

(Proof of West Nile completed inoculation required. For those east of the Potomac River, proof of Potomac Fever inoculation required.)

Competitor Number \_\_\_\_\_



U.S. Cavalry Association  
Building 247 Cameron Avenue  
P.O. Box 2325, Fort Riley, Kansas 66442-0325  
<cavalry@flinthills.com>

**2010 NATIONAL CAVALRY COMPETITION  
Fort Concho & San Angelo, Texas  
September 30-October 3, 2010**

**HOLD HARMLESS AGREEMENT**

In consideration of the receipt of permission from the U.S. Cavalry Association and the National Cavalry Competition for me to participate in various Cavalry competition events at Fort Concho & San Angelo, Texas, between 30 September and 3 October 2010, I hereby agree to release the United States Cavalry Association, San Angelo and Fort Concho and their employees, event organizers, staff and volunteers from any and all claims and demands resulting from any loss, damage, death, or injury that may arise due to my participation in these activities. I hereby assume the risk involved with any associated activities which include, but are not limited to, inherently dangerous activities such as utilizing black powder, small arms, and sabers, and horse-back riding or horse handling.

Furthermore, I hereby, for myself, my heirs, my executors, or any entity who might claim on my behalf, covenant not to sue the United States Cavalry Association, Fort Concho and San Angelo or its employees, or the event organizers, staff, or volunteers, for any claim of death or personal injury or property damage resulting from my participation in said activities.

I certify that I am an adult over 18 years of age.

\_\_\_\_\_  
PRINTED NAME OF PARTICIPANT

\_\_\_\_\_  
SIGNATURE OF PARTICIPANT

DATE \_\_\_\_\_

# THE NATIONAL CAVALRY COMPETITION

## Fort Concho & San Angelo, Texas 9/30 – 10/3, 2010

### INFORMATION and INSTRUCTIONS

The National Cavalry Competition (NCC) is open to all horsemen, including living historians, reenactors, active, reserve, national guard and ROTC military riders and uniformed mounted law enforcement officers. Competitors must be at least 18 years old to enter.

This provides only a brief guideline. Refer to our web site at [www.uscavalry.org](http://www.uscavalry.org) for complete instructions. Class-specific details and questions will be addressed during a mandatory competitors' meeting.

**Uniforms and Dress** – All entrants are required to compete in uniform jackets of military period represented or appropriate uniform of current service – no shirt sleeves, please.

**Saddles and Tack** –Horses will be tacked and outfitted for the period represented or for current service. Campaign and saddle packs not appropriate for Classes I – IV; required for Class VII; optional for other classes. Plain snaffle bits may be used with no penalty in all Horsemanship and Field Jumping classes.

**Weapons** – Entrants to be armed to match represented era. Weapons will not be discharged except during required events or in designated weapon-safe areas. Ammunition will be provided by Management.

**Inspection and Fitness** - Horses to be maintained in a reasonable fitness standard. Entrants should prepare and groom their horses in the best tradition of the U.S. Cavalry. Horses may be inspected and those not meeting standards may be penalized – severe cases will be asked to withdraw.

**Safety and Safety Equipment** – NCC strongly recommends all riders wear class-appropriate safety gear to include riding helmets, protective eye wear, gloves or gauntlets. Riders are expected to observe rules of safe horsemanship in and out of competition.

**Appeals Panel** – Bona fide appeals will be considered by the Panel if submitted no later than 30 minutes after close of the last class. Refer to #13 under General Rules for more Panel details.

**SPORTSMANSHIP** – All participants, to include NCC staff and volunteers, competitors, team and family members, grooms, crew and dismounted unit members and staff are to conduct themselves, at all times, in a manner that does not bring discredit to themselves, the NCC or the U.S. Cavalry Association (USCA). The Appeals Panel has the authority to penalize, eliminate or disqualify individuals, teams or units displaying poor sportsmanship.

**Clinics** – The School of the Soldier - trooper mounted horsemanship in saber, pistol and platoon drill.  
Jumping Clinic for all levels to get familiar with the event fences (See Web-Silent Clinics 1 & 2 for helpful descriptions of basic jumping instructions.)

**Levels of Competition** Entrants may register one level below their known skill level if riding a green horse. – breaches will be penalized or may be cause for elimination or disqualification. Level 3 riders entering Level 1 classes will be considered schooling the horse and will not receive ribbons or points for those classes.

**Level 1 (Novice)** - Basic riding and equitation skills, including jumps up to one foot six inches; basic skill with arms (saber and pistol.)

**Level 2 (Intermediate)** - Intermediate riding and equitation skills, including intermediate schooling level skills over jumps (stadium and field) up to two feet; use of arms at all gaits.

**Level 3 (Advanced)** - Advanced riding and equitation skills, including jumps (stadium and field) up to two feet six inches; advanced level of competitive skills with arms.

### COMPETITION EVENTS

**Class I - Mounted Saber** – Levels 1, 2, & 3. Timed event, may include as many as twenty targets (heads, rings, ground targets) and negotiation of obstacles, including appropriate level jumps. Scored on elapsed time and faults (missed targets, refusals, and riding off course.) Faults scored at 5 points each.

**Class II - Mounted Pistol** – Levels 1, 2, & 3. Timed event, including engagement of six targets and negotiation of obstacles, which may include appropriate jumps. Scored on elapsed time and faults (missed targets, refusals, and riding off course.) Faults scored at 5 points each.

**Class III - Military Horsemanship** – Levels 1, 2, 3. Skill of rider at military equitation, including turnout of horse and rider, deportment, use of aids, gaits, riding hall movements and horse management as prescribed by U.S. Cavalry training manuals. Gaits required will be ordinary and free walks, sitting and posting trot, and canter.

**Class IV - Military Field Jumping** – Levels 1, 2, 3. Skill at negotiating jumps and obstacles over a prescribed course of plain and striped post and rails, gates and ladders on relatively flat field. Maximum height for jumps of Levels 1, 2 and 3 will be one foot six inches, two feet, and two feet six inches respectively. Class will be scored on faults, with time used ONLY to break ties. Faults include refusals, knockdowns, riding off-course, and unnecessary circling. Three (3) cumulative refusals on course will eliminate.

**Class V - Platoon Drill & Cavalry Unit Exhibitions - Will not be judged nor given awards this year.** There will be a 15 minute time limit for each unit –may include use of pistols and carbines. Sign up unit name on the Event Form to assist scheduling.

**Class VI - Cavalry Bugler** - Open to all competition entrants. Test of bugler's ability to sound and recognize bugle calls, as well as understand bugler's duties in camp, on skirmish, and at ceremonies. Garrison uniform and equipment. Scoring as in traditional state music contests. Contestants will be grouped in three categories: 1- Superior, 2- Excellent, 3- Good. Contestants expected to contribute to camp duties during competition.

**Class VII - Authenticity and Historical Impression** - Open to all competition entrants. Field or campaign uniform and equipment of a chosen era of the U.S. Cavalry, with saddle, tack, pack, personal items, and weapons appropriate and properly fitted. Equipment may be original or reproduction - no loaded weapons or live ammunition. Competitors should be knowledgeable about all uniform and equipment items!

**Class VIII – The Bolte Cup** – An advanced finals event open to Level 3 riders placing first through fifth in Mounted Saber, Pistol, and Field Jumping. Scores from Level 3 Horsemanship will not be used to qualify. However, riders must enter and **complete** all four Level 3 mounted classes, to include Level 3 Horsemanship, on the same horse to be eligible and must ride that horse in the Bolte Cup. Previous National Champions may also enter. Course will include pistol, carbine dismounted, and saber targets with a series of obstacles, including nominal jumps. Scoring will be based on time and faults scored at 5 points each.

**Class IX – Major Howze** – Entrants are mounted teams one of which is designated team leader. Turnout must include field equipment and weapons appropriate to chosen era. Two parts: (1) team's ability to ride in formation over a set distance to test mobility; (2) team's ability to engage a series of saber targets and obstacles at the end of the distance course. The score is based on elapsed time and faults (breaking formation, riding off-course, missed targets, exceeding allowable time).

**AWARDS** – presented at the Saturday evening banquet.

~Ribbons awarded to 1st, 2nd, and 3rd place winners in Classes I – IV in each level.

~Ribbons, trophy or plaque awarded for 1<sup>st</sup> place in Classes VI- IX.

~Trophy and ribbons will be awarded to the **overall** combined high-point scorers for Levels 1, 2 and 3 –must enter and **COMPLETE** Classes I –IV in their level to be eligible. The Level 3 high score winner is declared the National Champion!!

### **SPECIAL AWARDS**

~Pegasus Memorial Plaque of the Stable Sergeant's Award – presented to the outstanding cavalry remount selected by a committee for conformation, color, training and care.

~General Casimer Pulaski Award for the outstanding military unit, active, reserve, national guard, and ROTC, with at least four riders that best represents the highest standards of the U.S. Cavalry. Judging based on scores, military conduct and bearing, and good sportsmanship.

# NATIONAL CAVALRY COMPETITION

## COMPETITION RULES AND SCORING

There are two categories of rules for the conduct of the NCC – the General Rules and the Class Rules.

- A. **GENERAL RULES** apply to all competitors participating in any of the classes and events of the NCC. Judges will observe the competitors during the competition and may warn or add penalties or faults to the competitor's score for violation of any of these General Rules. Judges may eliminate or disqualify any competitor that willfully disregards or habitually violates any of these General Rules.

Appeals may be taken to the Appeals Panel whose decisions are final. See A. 13.

### 1. ELIMINATION and DISQUALIFICATION.

Elimination shall mean that the competitor has failed to fulfill the requirements or rules established for a particular class or event. Competitor shall be excused and shall receive a "no score" for that class or event.

Disqualification means that a competitor has committed an act or has failed to act or to conduct himself in such a manner as to cause, or to potentially cause, harm, danger or discredit to the USCA, competitors, participants, judges or spectators. A disqualified competitor shall be barred from further entry into any class or event of the NCC and shall receive a "no score" for classes or events previously completed. The determination of Elimination and/or Disqualification shall be at the discretion of the judge.

### 2. UNIFORM and DRESS.

All competitors are required to compete in all classes in the uniform appropriate to the military period that they have chosen to represent. If serving in the active, reserve or national guard military, in the uniform appropriate to their branch of service; if a member of a law enforcement or public health unit, the department or agency prescribed uniform. Weapons (revolver and saber) are to be worn for the Mounted Pistol and Saber courses, but are not allowed in the Mounted Horsemanship and the Field Jumping classes.

### 3. SADDLE and TACK.

All competitors will turn out in the saddle and tack appropriate to the military period they have chosen to represent. If serving in the active, reserve or national guard, in the saddle and tack appropriate to their branch of service; if a member of a law enforcement or public health unit, in the department or agency prescribed saddle and tack. Campaign and saddle packs are optional for the Mounted Pistol and Saber courses, required for Authenticity Class, but are not allowed in the Mounted Horsemanship and Field Jumping classes.

### 4. FITNESS and TURNOUT.

All competitors' horses are expected to be maintained to a high standard of fitness and health. The USCA and the NCC represent the best in military horsemanship and therefore expect that all competitors will inspect, prepare and groom their horses in the best tradition of the US Cavalry. The turn-out should be equivalent to US Government horses stabled in garrison at a regular US Cavalry post during the horse cavalry era. Competitors' horses may be evaluated under saddle by the judges during participation in any class. Evaluation will be specific to health, fitness, turn-out and serviceability of saddle and tack. Judges may consider this evaluation in judging and scoring the competitor in the class or event.

5. TREATMENT of HORSES.

Horses will be treated humanely at all times. No person will mistreat any horse while on the grounds designated for the NCC. This includes competition arenas and courses, as well as practice and holding areas, picket lines, stalls, trailers and corrals. Mistreatment may include, but is not limited to, any action or inaction that may cause harm, discomfort or injury to the horse; may disrupt its well being or may render it unserviceable. The use of cruel or inhumane performance enhancements or similar equipment is prohibited. The adjustment or improper fitting of otherwise permitted equipment that creates a potentially cruel, dangerous or inhumane condition is also prohibited.

Any act of abuse or unnecessary or excessive discipline to the horse in the arena or competition area may be cause for elimination or disqualification. Such abuse may include excessive use of spur, heavy-handed use of bit, whipping with reins, bat, whip or any other object.

6. DRUGS and MEDICATION.

Horses shall not be administered any performance enhancing drugs or foreign substances. Only medications prescribed by a licensed veterinarian for the treatment of chronic or periodic ailments that do not affect the horse's performance are permitted. Tranquilizers, depressants, sedatives and stimulants are specifically prohibited. Use of any such prohibited drugs or foreign substances may be cause for disqualification.

7. CONDUCT of COMPETITORS.

All competitors, team members, grooms, crew and unit members are to conduct themselves, at all times, in a manner that does not bring discredit to the USCA and the NCC. The consuming of alcoholic beverages or illegal substances is prohibited in the areas designated for the NCC. No competitor shall consume alcoholic beverages or illegal substances prior to, or during the periods of competition. Competitors, team members, grooms, crew and unit members will not verbally or physically mistreat or abuse the judges or NCC staff in any way. During the course of the judging, they will refrain from engaging the judges in any conversation, discussion or argument, whether or not related to the competition. Competitors will keep their horses under control and practice safe horsemanship and horse management at all times.

8. POSTING of SCHEDULES and COURSES.

Classes will start promptly according to the schedule posted by the NCC staff. When specific courses are intended or required, the NCC staff will post these and specific instructions at a predetermined place prior to the call for the class or event.

8. LATE ENTRY.

Competitors are expected to be prepared and ready to enter the arena or area at their assigned time. Any competitor who is late to enter at the call of the judge or starter may be eliminated. The NCC staff will assign the order of go by lot or similar method.

10. PERIOD of JUDGING.

Once a competitor enters the competition area, he will take all further instructions from the judge until dismissed. In most cases judging will begin upon entering the arena. After being dismissed by the judge, the competitor will leave the arena promptly.

11. FALL of HORSE or RIDER.

A horse or rider that falls during any phase of competition will be eliminated. A horse has fallen when a shoulder and quarter (or haunch) on the same side touch the ground or an

obstacle or a person. A rider has fallen when the rider is not astride or when one foot has made contact with the ground, no matter how incidental the contact.

12. PRE-ENTRY INSPECTIONS.

Failure or refusal by a competitor to submit the horse, saddle and tack to the judge or a designated steward for inspection prior to entering the arena may be cause for elimination.

13. APPEALS PANEL.

A Panel made up of chairman, the NCC Director, and others appointed by the USCA, to hear and make a fair decision regarding any appeal or protest brought to the Panel. Any protest or appeal lodged by competitors, judges or NCC staff, regarding the judges, judging or interpretation of the rules of the NCC will be directed to the Panel for a hearing. The Panel shall promptly make a final and binding decision on the merits of the appeal. The decision of the Panel shall be final and without further appeal.

- a. Bona fide appeals will be considered by the Panel if submitted no later than 30 minutes after close of the last class.
- b. Protests or appeals may not be made for the elimination of a competitor during any class or event.
- c. Protests or appeals may not be made for the purpose of seeking relief from the Competition or Class Rules of the NCC.
- d. Panel will make available, upon request by a competitor, the judge's individual score sheet for review by that competitor only.
- e. Should any Panel member be the subject of an appeal or be mentioned in any appeal, that member will be excused from the hearing.

APPEALS PANEL – 2010

Joan Baird - Chairman  
Jeff Maahs  
Lindsay Baird Osborn  
Bill Tempero  
Ray Thomas  
Don Brehm - Alternate

## **NATIONAL CAVALRY COMPETITION**

### **COMPETITION RULES AND SCORING**

- B. CLASS RULES** - These rules are specific to each of the four mounted classes. Scoring and tie-breaking will be explained under each class listing. Points (10-6-3-2-1) are given to eligible riders placing first through fifth in Classes I-IV and VIII to determine high score and champion awards.

#### **Class I - Individual Mounted Saber - Levels 1, 2 and 3.**

This class is a demonstration of the competitor's skill with the saber over a prescribed course that will require engaging targets and negotiating various obstacles on course. Method of scoring: Time and Faults.

- a- The contestant's base score is the elapsed time on course.
  - b- For each target missed - add 5.0 faults.
  - c- Failure to execute the proper cuts and strokes - add 5.0 faults.
  - d- For each refusal at an obstacle or target - add 5.0 faults. Three (3) cumulative course refusals = Elimination.
  - e- For each knock-down of an obstacle - add 5.0 faults.
  - f- Dropping the saber - Elimination.
  - g- Cutting the horse - Elimination.
  - h- Leaving the line of the course - Elimination.
  - i- Failing to follow the course in correct order - Elimination.
  - j- Halting or backing (Loss of forward motion, other than a refusal) - add 5.0 faults. Three (3) cumulative occurrences or any one more than sixty (60) seconds - Elimination.
  - k- Passing through electronic timers, other than start and finish - Elimination.
- Ties will be broken at the discretion of the judge.

#### **Class II - Individual Mounted Pistol - Levels 1, 2 and 3.**

This class is a demonstration of the contestant's skill in the use of the military revolver over a prescribed course. The contestant will engage six (6) targets on a timed course.

Method of Scoring: Time and Faults

- a - For each target missed - add 5.0 faults.
  - b - For each refusal at an obstacle or target - add 5.0 faults. Three (3) cumulative course refusals - Elimination.
  - c - For each knock-down of an obstacle - add 5.0 faults.
  - d - Dropping the revolver - Elimination.
  - e - Leaving the line of the course - Elimination.
  - f - Failing to follow the course in correct order - Elimination
  - g - Halting or backing (Loss of forward motion, other than a refusal) - add 5.0 faults. Three (3) cumulative occurrences or one more than sixty (60) seconds - Elimination.
  - h - Misfire at target - add 5.0 faults. At judge's request, Range Officer will inspect the misfired weapon and inform the judge. In the case of faulty cartridge or percussion cap, no fault will be added if the weapon was directed at the correct target at the time of misfire, and in the opinion of the judge, there is reasonable expectation that it would have scored a hit. Failure to cock the weapon is not a misfire - scored as a miss.
  - i - Passing through electronic timers, other than start and finish - Elimination.
- Ties will be broken at the discretion of the judge.

#### **Class III - Military Horsemanship - Levels 1, 2 and 3**

This class is a demonstration of the contestant's skill at military equitation and horsemanship at various gaits over a prescribed set of patterns in a 20m X 40m letter-marked arena. The basic test movements will include circles at trot and canter, halts, and transitions, stressing accuracy of test figures, impulsion, obedience and free forward gaits.

Level 1 - Trot work will be sitting or posting and should be on the correct diagonal if posting. Incorrect canter leads, if not corrected, will be penalized. Halts may be made through the walk. Circles will be 20m indiameter using the width of the arena.  
Level 2 - Trot work will be specified sitting or posting and must be on the correct diagonal if posting. The canter must be on the proper lead. Trot circles will be 15m and canter circles will be 20m in diameter. All movements and transitions should be accurate.  
Level 3 - Trot work will be specified sitting or posting and must be on the correct diagonal if posting. Canter must be on the correct lead. Circles will be 15m in diameter. All movements must be accurate, following directions printed on the test sheet. Transitions must be smooth and accurate; horse should be fully obedient to the aids.

As of Sep. 2010, trot circles will be 10m.

Saddles will be stripped and no weapons will be carried.

Method of Scoring: Numerical points from 0 to 10 for each movement. 0 = not performed. 5 = satisfactory. 10 = perfect. Some movements have a co-efficient of two (2) indicating a higher value score.

a - Use of voice or clucking to horse - minus two (2) points each time.

b - Use of mounting block - minus 5 points from final score.

c - Going off-course, first time - minus 2 points off final score ; second time - minus 4 points; third time - Elimination.

d - All four horse's feet leaving the line of the arena - Elimination.

e - At the end of the test sheet are collective remarks for scoring rider's use of aids, obedience of horse to aids, military bearing and overall performance of horse and rider, scored from 0 - 10, with co-efficients of 2 for each.

Ties are broken by the highest collective remarks score. If these scores are also equal, ties are broken at the judge's discretion.

#### **Class IV - Military Field Jumping - Levels 1, 2 and 3.**

Contestant will demonstrate skill at negotiating fences over a prescribed course of plain and striped post and rails, gates, ladders, bales and barrels on a relatively flat field. A minimum of 30% of fences will be set at maximum height. All distances between fences are based on a twelve (12) foot stride, and may be altered for terrain, footing, speed or weather.

Saddles will be stripped and no weapons will be worn or carried.

Method of scoring: Adding faults incurred. Courses will be timed; however, time will be used only in the event of a tie. Further ties will be broken at the discretion of the judge.

Level 1 - Course of 6 - 8 fences at maximum height of 18 inches will be rolling and straight-forward with at least two changes of direction. Course may be taken at the trot or canter - walk is not recommended.

Level 2 - Course of at least 8 fences of 24" height. Will have at least one in-and-out with elements set 36 feet apart - this distance requires the horse to take two canter strides between the elements. If the second element is refused, **both parts** must be retaken. Course will have at least one spread fence 2' wide and at least two changes of direction.

Level 3 - Course of 10 - 12 fences at maximum height of 2' 6" will be tight requiring judgment and speed control. Will have at least one in-and-out with elements set about 24' apart (one stride between fences); course may include a bounce combination. If the second element is refused, **both parts** must be retaken. Course will have at least one spread fence (oxer) 2' 3" wide and at least two changes of direction.

#### Scoring faults:

Knockdown- 4 points

Refusal - 4 points

Run-out - 4 points

Loss of forward motion - 4 points

Unnecessary circling - 4 points

Elimination:

- Failure to cross the start line within 60 seconds.
- 3 cumulative refusals or run-outs on course.
- 3 losses of forward motion or one more than 60 seconds.
- Riding off course.
- Failure to complete the course and cross the finish line.
- Jumping a fence other than during the judged competition.
- Fall of horse or rider.
- Passing through electronic timers other than start and finish.

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**APPEALS PANEL - 2010**

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