



That 70's Jumper Team Relay – Table III Entry Fee – \$100 per team

Costumes and Team names are encouraged 😊

Riders meeting will be held at the end of the day at the International In-Gate on Friday.

The Jumper Relay is for a team of three riders. The team riders will all enter the ring together. The course will be set at 1.0m, 1.10m and 1.20m. consecutively.

The rider competing at 1.0m will start the round. Time will start when the first rider (1.0m) crosses the start line. Each height section will have 6-8 obstacles.

The first rider (1.0m) will jump their round and when they land after the last obstacle of their course the second rider (1.10m) will start their round. When rider number two (1.10m) lands after their last obstacle the third rider (1.20m) will start their round.

As soon as the Horses' forefeet of the team member jumping the last obstacle have touched the ground, the next rider may jump their first obstacle.

The time of the round is taken from the moment the first rider crosses the start line until the third member of the team crosses the finish line.

The elimination of any team member will eliminate the whole team.

The second disobedience by any team member (two total disobediences for the whole team) or a fall of a rider will eliminate the team.

The team will be eliminated if, in the change over, the horse leaves the ground at the first obstacle before the forefeet of the horse of their team member have touched the ground after their final obstacle.

The class will be scored under Table III, faults converted, with 4 seconds added for faults incurred when jumping an obstacle. The first disobedience is penalized automatically by the time taken.