

Rules & Reminders

Rules:

- Jumping teams must jump or attempt to jump all the fences
- Riders may pass a fence only after 3 attempts or circles or if the footing has gotten unsafe
- The jumps mark the course; flat teams should pass closely to the jumps
- All team members must finish the entire course to be considered for the final placing
- The last team member to cross the finish line is the team's time. The last rider should tell the timer that he/she is the last rider and team #
- Riders must wear boots with heels & hard hats
- Please walk the very end of the course (as you leave the hay field & cross the culvert) so you don't disturb any teams who may be starting.

Reminders:

- One Map and One Entry form per team
- The start and warm up is in the dressage ring closest to the pond. You may access the warm up by going down the hill past the announcer's tower through the pasture, but use caution as you will be on the course, OR you may go down Schneider Rd.
- Jump the warm up fences with Red on the Right.
- The start and the finish is in the new pasture beyond the stabling barns
- Please be prepared to start at your scheduled time
- When passing teams, please do so no faster than a trot and only where it can be done safely
- No cantering near the trailers
- No schooling of fences. Once you have jumped a fence please continue on the course. If the footing has deteriorated, you may skip the fence.
- Only jump flagged obstacles.
- Please use caution in the warm up. Please do not get in anyone's way who is on course
- Two minutes have been added to the 'ideal time' for the self serve **Water Break**
- If someone is having problems, please do not abandon them.
- **Please stay off the hay fields**

Awards:

- Stone Gate Farm water bottles OR helmet bags for first place team members and ribbons through 6th place

Have a Great Ride!