

Pacific Northwest Event Derby

RULES AND REGULATIONS:

The Pacific Northwest Event Derby Series competition consists of a series of competitions throughout the year in both Washington and Oregon. Derbies will not conflict with recognized AREA VII events. High Point Awards and a Jackpot will be held during the final derby tentatively scheduled for early October.

Each Derby consists of a Dressage Test followed by a Jumping Course combining both stadium and cross-country fences. There are approximately 12 – 22 obstacles, on varied terrain that may include ditches, water and banks. The Pacific Northwest Event Derby Series is an *UNRECOGNIZED competition, adhering as closely as possible to USEA and US Equestrian Federation Rules* providing a safe and inviting venue for first time competitors, green horses, as well as seasoned competitors through the Intermediate Level. The Pacific Northwest Event Derby Series provides cross training for both horse and rider, regardless of their equestrian discipline. Riders are encouraged to enter more than one class, feedback from judges will be provided.

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 the changes of direction and combination obstacles. Penalties are incurred for knockdowns, 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 the Show Office.
3. Riders are encouraged to ride in more than one class!
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 per class. Please check with the Show Secretary regarding acceptance of late entries.
 - a. Cancellations: Competition cancellation and/or rescheduling allow competitors to either rollover their entry or request a refund less a \$20.00 administrative fee. The rollover option is 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 the Show Secretary prior to entry being deemed complete.
6. *Refunds*: Before closing date, Derby and /or Clinic entry will be refunded less a \$20.00 administrative fee. After closing date, refund less \$20.00 administrative fee ONLY if place can be filled from the 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 Pacific Northwest 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 that are also entering the derby; and 2) by postmark date. See paragraph 5 above for the Refund Policy.
 8. All dogs must be leashed at all times. Captured dogs will be ransomed for a \$100.00 donation to the Area VII Adult Rider's Program.

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, 2004.
 - a. Eliminations: *Beginner Novice – Intro* riders may have their coach(es) assist them in the unlikely event that they are eliminated. At the Judge's discretion, *Beginner Novice – Intro* riders who have been eliminated may complete the course. *Beginner Novice* riders may, at the Judge's discretion, negotiate the obstacles(s) at which they were eliminated, receive coaching, and complete the course.
 - 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 armband. 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
Leaving the arena area	Elimination

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 USEA tests, the tests will be judged under USEA/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 (Novice C through Intermediate E) will be ridden in a small (20m x 40m) arena.
 - d. Show attire and Braiding: Optional.
 - e. Eliminations: Please refer to the USEA/USEF Rules for Eventing, 2004.
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, placing and awards will be duplicated.
5. Use of non-standard equipment, trainer’s schooling horses, or other deviations from the USEA/USEF Rules *may be allowed with permission from the show management AND riding hors de concours (HC) may be required.*
6. Errors or deviations from the prescribed course are penalized as follows:

First Error	2 penalties
Second Error	4 penalties
Third Error	Elimination

JACKPOT RULES:

QUALIFY FOR JACKPOT PRIZE MONEY:

1. To complete for Jackpot prize money at our year-end competition, you must complete at least one full division of the Pacific NW Event Derby current Series, prior to the Jackpot Competition.
2. Prize money to be awarded to the highest scoring qualified competitor in each division at the Pacific NW Event Derby year-end competition, tentatively scheduled for Sept/Oct.
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.

HIGH POINT RULES:

1. Horses and rider must qualify together in one or more of the Pacific NW Event Derby competitions in the same year.
2. Qualifying rounds must be ridden prior to the Pacific NW 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 6th place) in the respective division. (Example: 4 competitors, 1st = 4 points, 2nd = 3 points, 3rd = 2 points, and 4th = 1 point or 10 competitors, 1st = 6 points, 2nd = 5 points, etc.)

6. Ties: 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, placing and awards will be duplicated.
7. Horse and rider must compete in and complete a full division in the Pacific NW Event Derby Jackpot competition in order to claim prizes. Horse and rider may ride on a level higher than their qualifying rounds, but not a level lower than the qualifying rounds at the Jackpot competition.
8. Prizes and ribbons to Champion and ribbons to Reserve Champion will be awarded in each division.