

Briefing Notes for Competitors

Welcome to our Two Day event for Riding Clubs and Schools this year is our eighth year at Princethorpe College. If you have any questions that are not covered in these notes or on the web site pages please do not be afraid to ask one of the officials on the day or email Andy at andy.stoneleighrc@gmail.com

We are very grateful to the Headmaster for the use of the College grounds. The course is of excellent construction on good ground. You should have an exciting day enjoying Phase A and C, steeple chasing in the meadow in Phase B and after your 10 minute pause, an exhilarating trip round the park.

When you get your times you should therefore be in a position to calculate the times you should arrive at each key point around the course. **Please synchronise your watches with the master Princethorpe clock in the secretary's tent.** In 2 day events stop watches are allowed and we would encourage you to use them to ensure you are not going too fast.

Phase A starts in front of the college and finishes in the field next to the lorry park. Phase B starts after a 1 minute compulsory halt at the end of Phase A. When you have jumped the 6 steeplechase fences you go immediately into Phase C. This finishes alongside the main drive where you enter the Ten Minute Box. After a vet check and halt of at least 10 minutes you will be asked to go forwards to the start box of Phase D. The starter of each phase has a synchronised clock to record your time for that phase and is in radio contact with Control, the Ten Minute Box and the Scorers.

Roads & Tracks phases A & C: are marked at various points with flags, arrowed direction signs, posts and some barrier tape. There are markers at each kilometre, it is advisable when doing your times for these phases that you should arrive 2 minutes inside your time.

Phase A: (Approx. 3 km's) the exact distance will be posted on first day of the competition) You must report to the start of Phase A in good time to start at your published time. This you must do as a late start will give you time penalties. In the event of a serious delay on phase D, Cross-Country Control may put a temporary block on starting to prevent a build-up of horses in the Ten Minute Box. 80cm, 90cm, 100cm classes speed of 200 m/m means you should cover each kilometre in 5 mins. Exceeding the optimum time incurs 1 penalty point for each second up to the time limit, which is one fifth more than the optimum time. **Last year most penalties were incurred by people being too slow.**

Steeplechase phase B: (Approx. 1 km) You will be called to start 1 minute after completing Phase A. There are 3 fences, each to be jumped twice. Jumping penalties are as for phase D. Optimum time will be based on a speed of 500 m/m for the 90cm, 100cm classes and the 80cm class at 450 m/m. Time penalties are 0.8 for every second over the optimum time, up to the time limit, which is four times the optimum. There is no vehicular access to the start of Phase C and no allowance is made for any time you take for assistance.

Phase C: : (Approx. 4 km's), (the exact distance will be posted on first day of the competition) The speeds for Phase C are 150 m/m for the 80cm, 90cm, 100cm classes. This is significantly slower and will allow you to walk to cool your horse down. At the end of Phase C you must trot the last 30 metres (to enable the officials to see that your horse is sound) and then cross the finish line, dismount you will be met by the vet and steward. You may dismount anywhere and walk beside your horse but you must be mounted to pass through the finish.

Ten Minute Box: The officials are responsible for checking your horse before allowing you to proceed to phase D and the rules require them to eliminate any horse which is unfit to continue. There is water nearby and you are encouraged to have assistance (but please no dogs, push chairs or young children). The halt is for a compulsory 10 minutes, but this may be extended if there is a hold-up on the course or if you arrive early from Phase C. It will not be extended for veterinary reasons – if your horse is unfit to continue within 10 minutes, then unfortunately you will be eliminated. Please make sure you have your competitor's number on your body and on the horse (bridle number) for easy recognition.

You will not be given less than 10 minutes. Should you arrive late from Phase C, an adjusted starting time for Phase D will be given to you and to the Starter.

The steward will try to give you a 5 minutes and a 2 minute warning but it is your responsibility to report to the starter in time. There will be lots of other horses and supporters around, so please take care also we would ask that no small children or dogs be brought into the area on safety grounds.

Phase D: (Approximately 2.5 km) The Starter will give you an appropriate count down and send you on your way. Exceeding the optimum time incurs penalties at the rate of 0.4 for every second up to the time limit. There is a window of 15 seconds before the optimum time, in which you incur no time penalties. If you go faster than that, you incur time penalties at the rate of 0.4 for every second too fast. You should control your speed on the course – riders seen stopping within sight of the finish to waste time risk elimination. The speed is 475 m/min for the 100cm classes, 450 m/min for the 90cm class, 435m/min for the 80cm class and 420 m/min for the 70 cm class. As soon as you have crossed the finish line, please make your way back via the signed route to the car park, remembering that other competitors and spectators may not be aware of your elation and finishing speed!

General:

Remember that you may not jump any practice fences once you have started Phase A. .

Phase A, B, C & D will be open for inspection from Friday evening 6pm but the organisers have the right to make any changes up to the time of the first briefing on the Saturday. **Motorised vehicles of any sort are not allowed.**

Elimination is incurred for one fall on either Phase A, B, C, or D and also for a total of four refusals on the course as a whole, as well as for three refusals at one obstacle. If you are eliminated, you must **leave the course at a walk** and not jump any more fences.