

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 4

HURDLES

GENERAL

This event is designed to test the jumping ability and drill of troopers. It is a scored event with hurdle points and bonus drill points. In the event of a tied score, the fastest time wins. The event is run separately by A and B grade teams.

COURSE LAYOUT

The event is run in an anti clockwise direction on an oval course with 4 jumps equally spaced. The start / finish line should be in front of the spectators.

EVENT DRILL DESCRIPTION

The following is the sequence of drill moves that must be used during the competition.

1. Line up in section on the Start Line.
2. Leave the start line in single file at 2 horse length spacing and take the first jump in single file, immediately after the first jump, form half sections.
3. Take the next two jumps in half section.
4. After the third jump, form section and take the fourth jump in section.
5. Halt on the finish line in section in the same order that you started.

SCORING

This is a scored event with points being awarded for hurdles the maximum possible score of hurdle points is **36 points** and drill, In the event of a tied score, the fastest time wins. Hurdle points are awarded as follows:

1. Jump No 1. Individually scoring, 4 troopers could score 4 pts each = 16 pts max.

2. Jump No 2. Half section scoring, 4 pts per half section = 8 pts max.
3. Jump No 3. Half section scoring, 4 pts per half section = 8 pts max.
4. Jump No 4. Section scores 4 pts = 4 pts max.
5. If a single trooper going over the first jump or the first half section going over jumps 2 or 3 dislodge a bale, they are not awarded the hurdle points for that jump. The ground crew will attempt to replace dislodged items as quickly as possible. If the following riders are slowed by the jumps being rebuilt, they can still score but will have a slower time.
6. A bonus of a maximum of 8 points can be awarded for drill and pace.
7. It is possible for a section to dislodge a jump and with bonus Drill Points to beat a section that has a clear jumping round yet does not score many Bonus points.
8. The section will then halt with all of the horses front hooves on or just over the Finish Line, in section, in the same order that they started.

DISQUALIFICATION

1. If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified from the competition.
2. Jumping out of sequence or jumping in an incorrect order will incur disqualification.

WEAPONS

The weapons of the era depicted are carried in the appropriate manner in this event.

EQUIPMENT

JUMPS

A Grade Jumps are 90cm high, made of wooden poles and jump wings.

B Grade Jumps are 60cm high hay bales with jump wings.

GROUND CREW

1. Ground crew in the centre of the ring shall be limited to an absolute minimum.
2. At least one person should be stationed at each jump to reset hay bales