



2014 IDAHO EVENT DERBY RULES

(Changes in Red)

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, **with the timing done according to USEA cross country phase rules.** In this phase of the competition, the horse must remain obedient, supple and energetic enough to handle changes of direction and combination obstacles. **SCORING:** Penalties are incurred for knock-downs, refusals, falls and for exceeding the optimum time or being too fast for the optimum time window. 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 show office.
3. Shows may call for mandatory rider meeting between the dressage and jumping parts of the competition. Please check the individual show premiums for details.
4. Derbies may require either are a full IDEA Member, a Sponsoring Chapter Member or non-member fee to be paid. Please check the individual show premiums for details.
5. Riders are encouraged to ride in more than one class! (See discount information under Entries on Premium for multiple full derby entries on same horse.)
6. Two riders may ride the same horse in two different divisions.

7. Post Entries, cancellations, refunds, etc: Please see individual Derby rules.
8. Clinic Policy: The Idaho Event Derby clinic organizers will make every effort to accept all clinic applications.
9. In the event a Clinic is oversubscribed, priority will be given to: 1) Those that are also entered in The Idaho Event Derby competition; and 2) by postmark date.

EVENT DERBY COMPETITION RULES:

This competition will be conducted under the rules and regulations contained herein and will conform to USEA/USEF rules as applicable, including the following:

1. The Jumping Phase: Rules and scoring will conform to the USEA/USEF Rules for Show Jumping (Exception- If you are not approaching a fence you need to get control of your horse you may circle, with no faults given). Timing will conform to USEA cross country rules. Dimensions of obstacles will be according to the USEA/USEF Rules for Eventing, 2014.

a. Eliminations: Riders who have been eliminated must hold up and wait for derby manager's permission if they wish to continue on. It is up to the discretion of the derby manager how, or if, a rider may continue in such cases. If given permission to continue on riders may negotiate any further obstacle(s) with the assistance of their coach if necessary. At any time the derby manager may call a rider off the course if their riding is considered to be dangerous or abusive.

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 armbands. USEA regulations for safety equipment will be required.

d. Jumping errors 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 - Elimination
- First fall of horse - Mandatory Retirement
- Error of course not rectified - Elimination
- Leaving jumping area – Elimination

e. Jumping Time Rules:

- Exceeding the optimum time (per sec) - .04 penalty
- Speed faults- for each second under speed fault time (per sec) – .04 penalty
- Any part of one second timed will be rounded up to the next full second.
- Exceeding the time limit - Elimination

2. 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: USEF tests the will be offered at all sites. Specify on your entry form which tests you wish to ride.

b. Reading of Tests: The Eventing dressage test may be executed from memory or read by a reader.

c. Arena Size: Dressage tests will be ridden in a small (20x40m) arena.

d. Dressage attire and Braiding: Braiding optional. Clinic attire (collared shirt, tucked in and boots or half chaps)

e. Dressage eliminations & penalties: Please refer to the USEA/USEF Rules for Eventing, 2014. Errors or deviations from the prescribed Dressage course are penalized as follows:

First Error - 2 penalties

Second Error - 4 penalties

Third Error - Elimination

3. 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, placings and awards are to be duplicated.

4. Use of non-standard equipment, trainer's schooling horses, or other deviations from USEA/USEF Rules may be allowed with permission from show management and riding hors de concours (HC) may be required.

HIGH POINT RULES:

QUALIFY FOR HIGH POINT AWARDS AND PRIZES:

1. The same horse and rider team must qualify together in two or more of The Event Derby competitions in the same year.

2. Qualifying rounds must be in the same division.

3. To qualify, horse and rider must complete a full division (dressage & jumping) without elimination.

4. Points are awarded in reverse order of number of competitors (up to 8th place) in their respective division. (Example: 4 competitors, 1st = 4 pts., 4th = 1 pt., or 10 competitors, 1st = 8 pts., 2nd = 7 pts., etc.)

5. Ties: The horse with the least number of faults (jumping and time) in the Jumping Phase shall be placed first. If still tied, the best Dressage score shall prevail. If still tied, placings and awards are to be duplicated.

6. Year-end prizes and ribbons to Champion and ribbons to Reserve Champion in each division. Championship awards will be given at the Idaho Dressage & Eventing Awards Banquet each year (see IDEA website schedule of events for details.)