

How the Classes Work and How you collect points over the weekend

Once you have sent in your Qualification Card (available from your nearest qualifying venue) and £10 deposit, you will automatically be entered into each of the following 5 Classes.

If you do want to jump in the optional Warm Up Classes, you must have informed the Secretaries Office the day before. The deadline for this is 4.30pm, except for the warm up class on Day One, when the office will stay open until 6pm the night before. For those hoping to arrive on Day One, Declarations for the warm up classes that day **MUST** be received by 8am. At that time sheets will be taken away. If you are late, you will miss your chance. Telephone declarations will no longer be accepted.

The order that people shall jump in the Semi Finals and Finals Classes will be drawn in the Secretaries Office and shall be displayed in the Pavilion the night before each of the classes.

Each of the five classes has rosettes 1st - 10th together with the following Prizemoney: £10, £9, £8, £7, £6, £5, £4, £3, £2, £1

The overall winner of each height will be the horse and rider combination with the most points over the TWO days, not necessarily the person who wins the Final on Sunday. In the event of a tie in points, the rider with the most points from Day Three will be deemed the winner.

~ Day One 9am

Warm Up

One round, straight against the clock.

~ Day One Afternoon

Team Jumping

Each team is made up of three or four riders. The competition shall consist of two rounds. In the first round, each member of the team jumps but only the best three scores will count. Teams that are clear will then go through to the jump off. Each team has to nominate 2 riders to represent them in the jump off round. Both of these riders' scores and times will be combined to determine the winners of the team competition.

Prizemoney: £40, £36, £32, £28, £24, £20 (per team)



~ Day Two 9am

Warm Up

One round, straight against the clock.

~ Day Two Afternoon

Final: Stage ONE

This class consists of a first round, and then a jump off against the clock. Every clear in the first round will be awarded five 5 points automatically. In addition, the first 10 places will be given points in the following manner:

1st	100 Points	(& £10)	6th	50 Points	(& £5)
2nd	90 Points	(& £9)	7th	40 Points	(& £4)
3rd	80 Points	(& £8)	8th	30 Points	(& £3)
4th	70 Points	(& £7)	9th	20 Points	(& £2)
5th	60 Points	(& £6)	10th	10 Points	(& £1)

~ Day Three 9am

Warm Up

One round, straight against the clock.

~ Day Three Afternoon

Final: Stage Two

This class consists of a first round, and then a jump off against the clock. This time there are no points for clears in the first round. The jump off will be jumped in reverse order of points already earned. The first ten places will be awarded points in the following manner:

1st	150 Points	(& £10)	6th	75 Points	(& £5)
2nd	135 Points	(& £9)	7th	60 Points	(& £4)
3rd	120 Points	(& £8)	8th	45 Points	(& £3)
4th	105 Points	(& £7)	9th	30 Points	(& £2)
5th	90 Points	(& £6)	10th	15 Points	(& £1)

