

## Saturday 20<sup>th</sup> December 2008 – Junior Christmas Jumping

### Commencing at 9.00 am

Class 1	Nursery/128 cms	Singlephase	Height 55/65 cms
Class 2	Junior Novice	Singlephase	Height 75 cms
Class 3	Junior Open	Singlephase	Height 90 cms
Class 4	Nursery/128 cms	Single Acc Joker	Height 55/65 cms
Class 5	Junior Novice	Single Acc Joker	Height 75 cms
Class 6	Junior Open	Single Acc Joker	Height 90 cms
Class 7	Nursery/128 cms	Hit and Hurry	Height 55/65 cms
Class 8	Junior Novice	Hit and Hurry	Height 75 cms
Class 9	Junior Open	Hit and Hurry	Height 90 cms
Class 10	Nursery	Six Bar	Height 55 cms
Class 11	128 cms	Six Bar	Height 65 cms
Class 12	Junior Novice	Six Bar	Height 75 cms
Class 13	Junior Open	Six Bar	Height 90 cms

## Sunday 21<sup>st</sup> December 2008 – Senior Christmas Jumping

### Commencing 9.00 am

Class 1	Novice Jumping	Singlephase	Height 75 cms
Class 2	Intermediate Jumping	Singlephase	Height 85 cms
Class 3	Open Jumping	Singlephase	Height 1.00 m
Class 4	Novice Jumping	Single Acc with Joker	Height 75 cms
Class 5	Intermediate Jumping	Single Acc with Joker	Height 85 cms
Class 6	Open Jumping	Single Acc with Joker	Height 1.00 m
Class 7	Novice Jumping	Hit and Hurry	Height 75 cms
Class 8	Intermediate Jumping	Hit and Hurry	Height 85 cms
Class 9	Open Jumping	Hit and Hurry	Height 1.00 m
Class 10	Novice	Six Bar	Height 75 cms
Class 11	Intermediate	Six Bar	Height 85 cms
Class 12	Open	Six Bar	Height 1.00m

- Competitors may enter up to four classes.
- Entries on the day at £10.00 per day block entry.
- Nursery/128cms will run as a handicap but with separate awards for each.
- Hit and Hurry classes – see separate rules below.
- Six Bar classes will be two obstacles and then four obstacles due to the size of the arena.
- All winner and placed rosettes will be given out at the bus to save time and light as this is of course the shortest weekend of the year for daylight hours!!

**These events are the BSJA Christmas Jumping and the last of 2008 so there will be light nibbles and drinks in the clubhouse after the last class on each day. Please try to support your club and come along even if it is just for one class and to wish all of your fellow club members a Merry Christmas!!**

## **Hit and Hurry**

Class is run over a course of six to eight single obstacles.

Competitors have 60 seconds to jump as many obstacles as possible. The clock will start when the competitor crosses the start line.

When the course has been jumped once the competitor continues from fence one and keeps going until the time elapses.

Three points are scored for each obstacle jumped clear.

One point is scored if the obstacle is knocked down (The course builders will pick them up before the competitor comes back to that fence).

Should a competitor refuse they must proceed to the next obstacle scoring no points for the fence where the refusal occurred. Two refusals will incur elimination.

The bell will ring at 60 seconds. At this point the competitor must continue to the next numbered obstacle. At the point of take off at this obstacle, the clock will be stopped giving the competitor a score on points and a recorded time. (I.E. 24 points in 62.36 seconds).

The winner is the competitor scoring the most number of points. If equality of points occurs the fastest time will determine the winner.