

Equestrian Show Jumping Relay Competition

1. OBJECTIVE

The object of the activity is to be the fastest relay team to complete an obstacle course holding a soft plush toy or lightweight object, with the winner being the team of four team members (riders) to complete the course in the fastest time.

2. EQUIPMENT (Canberra Airport to supply)

- Toys that are safe and suitable for holding between the legs (e.g., soft plush toys or lightweight objects).
- Obstacle course equipment (jumps, poles, etc.).

3. TEAMS

There will be 4 team members per team.

Gameplay:

1. **COURSE SET UP** An obstacle course is set up with a series of jumps and obstacles of varying heights and configurations.
2. **TOY HOLDING REQUIREMENT**
 - Each rider must hold the toy securely between their legs.
 - The toy must remain in place and not be dropped or abandoned during the ride.
 - If the rider drops the toy drops while completing the course, the rider will need to go back to the start of the course. They will continue to be timed during this process.
3. **STARTING THE RELAY** The course will be completed in a relay format by one team at a time. At the Event Organiser's signal, the first rider for each team enters the course and then proceeds through the jumps and obstacles. The Event Organiser will commence timing at the signal. The Event Organiser is the sole keeper of time.
4. **RELAY HANDOVER** After completing the course, the first rider hands the toy to the second rider in their team. This continues sequentially until all four riders of each team have completed the course.
5. **SCORING** Each team's time is recorded as the cumulative time taken by all four riders to complete the course.
6. **PENALTIES** If an obstacle is knocked down or missed, the team member will need to go back to the start and complete the course again. If a team member drops the toy, that team member will need to go back to the start and complete the course again.

7. **WINNING TEAM** The team with the fastest overall time to complete the course wins. Points are awarded to the fastest, second fastest and third fastest teams. Judges or officials appointed by the Event Organiser will oversee penalties and timekeeping to ensure accuracy and fairness.
8. **SCORING** 15 points will be awarded to the fastest team, 10 points will be awarded to the second fastest team and 5 points will be awarded to the third fastest team. These points will count toward the team's overall points tally for the Event.
9. **SPORTSMANSHIP** All teams have read and agreed to the Terms and Conditions. Any team or team member who does not appear to be participating within the spirit or rules of the Event will be asked by the Event Organiser's representative to exit the Event.