



Top Score

Aim

The aim is to gain as many points as possible, in a set time, by successfully completing as many obstacles as possible. The competitor passes through the start gate and may then do the obstacles in any order. It is not necessary to attempt every obstacle. **There will be Prize Money offered for this event.**

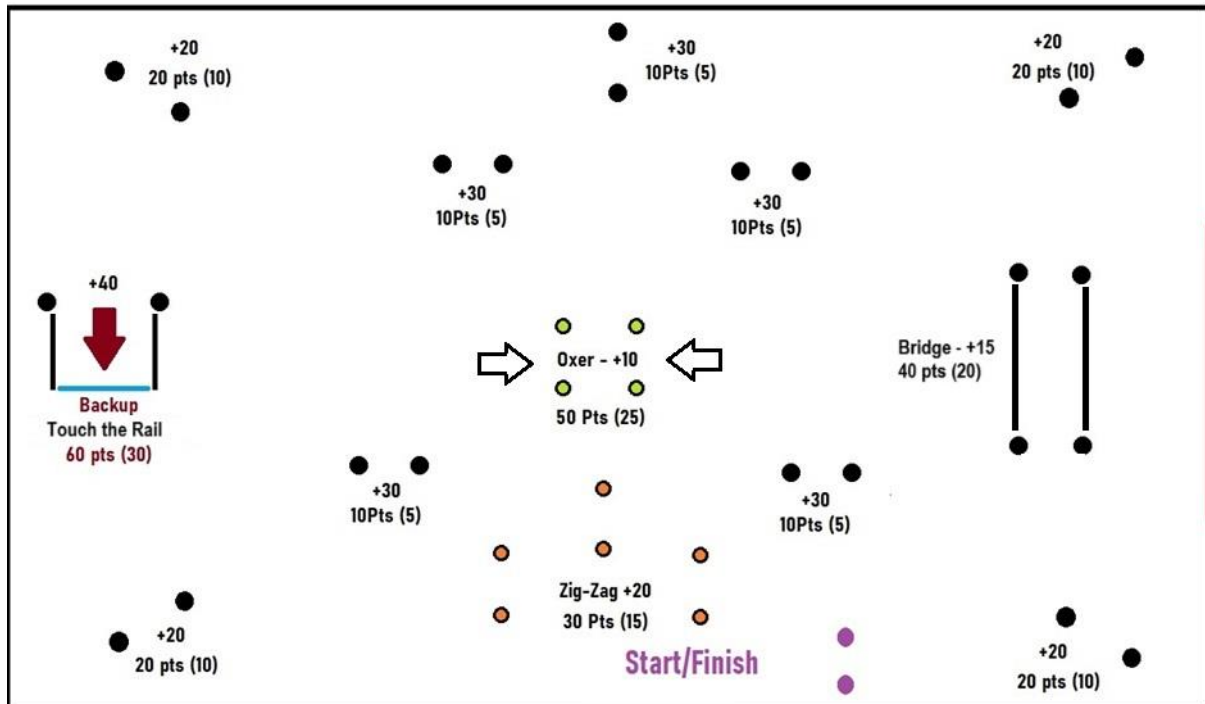


Figure 1 – The Course Map

Course

The course map is shown in Figure 1 above.

A number of obstacles are set up on the course and each has a value depending on its degree of difficulty. The obstacles and the number of points for this course are:

- 1 x Ozer – 60 pts
- 1 x Backup – 50 pts
- 1 x Bridge – 40 pts
- 1 x Zig Zag – 30 pts
- 4 x Cones – 20 pts (20 cm clearance)
- 5 x Cones 10 pts (30 cm clearance)



Each of the obstacles shown in Figure 1 have information on them, for example, the Oxer has +10 (the clearance between wheel width and the cones), 50 pts – the points earned for clearing the obstacle and a number in (brackets) indicates the number of penalties if the obstacle is not cleared. All obstacles indicate the differing clearance, points earned and penalties.

The Competition Rules

1. The objective is to gather as many points as possible over an allocated time.
2. A bell will be rung indicating the competitor can commence the course. Once the competitor goes through the Start/Finish line, the time will commence.
3. Amount of time on the course is 2:00 minutes.
4. All obstacles, including the Start/Finish line can be driven in either direction, except:
 - The Oxer can only be driven in two directions (not four), that is, from the judges view, left to right or right to left as shown on the course map in Figure 1.
 - The reversing obstacle can only be driven one way (in reverse as shown on the course map in Figure 1.).
5. If an obstacle is cleared, the points for that obstacle will be scored.
6. If an obstacle is not cleared, half the points allocated for that obstacle will be taken from your overall score. If the obstacle is not cleared – it will not be rebuilt and the driver is to continue.
7. Each obstacle may be driven twice only, but not in succession. You must drive another obstacle in between driving an obstacle the second time.
8. At the 1 min 30 sec mark, a second bell will be rung to indicate 30 secs remain of the time allocated. The horse's nose must be driven through the finish line before the 2 minutes is recorded. Failure to do so means elimination.

Prize Money

Prize money will be awarded for this event and is reliant on the entry fees received.

1. Each competitor may drive the Top Score Course twice, but only the highest score counts toward the overall result.
2. In the event of a tie, for all placings – the fastest time wins.
3. First to third placings (inclusive) are a percentage of the entry fees received and prize money is allocated at:
 - 1st Place: 40%
 - 2nd Place: 30%
 - 3rd Place: 20%

Note: If there are only one or two entrants in a class, these entrants are only entitled to collect the percentage of the prize money for their respective placing only.