

Cross-Country (XC) on Moira EQ

Owned by Melbee & Santa

The Goal of XC:

The goal of cross-country is to test the bravery and partnership between horse and rider. In cross-country, riders are given an Optimal Time in which they should try to get as close to the time as possible. The rider with the least penalties wins. Due to the nature of cross-country, having the fastest time is not necessarily the goal, rather riding the course at a safe but effective speed is the objective. **The aim is to be as close as possible to the optimal time with no other penalties / faults.** Any gait is allowed in XC so long as the horse does not come to a full stop.

Levels & Restrictions:

There are **no stat caps** on speed and affinity. There is a jump cap, however it is up to the host if they decide to restrict the jump or not. Optimal times will be tested on horses that match the level of the course, so riding horses in similar stats is *ideal*.

<u>Level</u>	<u>Maximum Fence Height</u>	<u>Stat Restrictions</u>	<u>Breeds Restrictions</u>
Entry	1.5b	Jump 1-2	Any breed
Training	2.5b	Jump 2-3	Any breed
Preliminary	3.5b	Jump 3-4	Any breed
Intermediate	4.5b	Jump 4-5	Any breed except ponies
Advanced	5.25b	Jump 5	Any breed except ponies

Tack & Attire:

The rider may use a crop but it is not required.

<u>Attire:</u>	<u>Colors:</u>
Helmet	Any
Safety Vest	Any

Ear bonnets, fly masks, nose covers, martingales, and rubber bit guards are all **allowed**.

<u>Tack:</u>	<u>Restrictions:</u>
English Bridle	Any english bridle is allowed including double bridles. Bridles should be black or brown leather.
English Saddle	Any black or brown leather saddle is allowed.
Saddlepad	N/A
Leg Protection	Some form of leg protection is required . Open-front tendon boots are recommended, but riders can also use different types of boots as well as leg wraps.

Penalties & Eliminations

<u>Penalties:</u>	
Refusals	Each refusal will result in 20 penalty points . A refusal is when the horse bucks or rears before a jump, or if the horse and rider don't make it completely over the

	fence after jumping the first time. Circling or stopping at any time also counts as a refusal.
Not jumping between the flags of a jump	If either of the horses shoulders are past the flags of a jump, 15 penalty points will be given.
Time penalties	For every full second over OR under the optimal time, the rider will be given .4 penalty points.

<u>Eliminations:</u>	
Starting the course before the signal is given	
Jumping an obstacle out of order (going off-course)	
Jumping an obstacle in the wrong direction	
Incorrect attire (no helmet/vest)	
Incorrect tack	

Hosting:

It is at the hosts' discretion for adding jump stat restrictions to their class. The host may allow redos for faults and eliminations at their own discretion; however, redoes are required if the rider or host disconnects or experiences extreme lag. If a redo is given to a rider who had faults or was eliminated, a redo must be given to **all** riders in the same circumstances.

Placings:

Placings are determined by the amount of penalties a rider collects during their round. The rider with the **least** amount of penalties is the rider who will win the class.

Course Requirements:

- ☐ There is a **minimum of 8 jumps** required. The tallest jump will decide the level of the course. In an area with multiple courses, paths and/or color-coded jumps are **required**. Fences must be numbered and must also have a red flag on the right and a white flag on the left of the fence to mark the correct direction.
- ☐ The terrain may have hills, flat terrain, forests, and water. The footing **must** be soft and can be made out of materials such as grass, moss, mud, sand, dirt, and other blocks.
- ☐ Courses may go through jumping arenas and include showjumping fences.
- ☐ Any and all water crossings are allowed to be a maximum of 1b deep. Jumps in water are allowed.
- ☐ All paths should be completely free of dangerous terrain, footing, or other potential hazards.
- ☐ All fences and jump distances should follow the regulations on our [showground requirements](#) page on our website.

Optimum Time:

All cross-country courses must have an optimal time calculated by a certified individual in order to be used for competitions. When measuring the optimal time, the rider must not cut the course (avoid this by following marked course paths, or if those are not provided, making sure all jumps are taken head on and all corners are filled). Optimal times are necessary **FOR ALL COURSES**. To ensure fair measuring, the courses must be measured on a horse that follows these criteria:

<u>Course Level</u>	<u>Jump Level</u>	<u>Speed Level</u>	<u>Affinity Level</u>
Entry	Level I	Level I	Level VI
Training	Level II	Level II	Level VII
Preliminary	Level III	Level III	Level VIII
Intermediate	Level IV	Level IV	Level IX
Advanced	Level V	Level V	Level X

Horses used for optimal time testing MUST follow these stat criterias in order to maximise the consistency between courses. You are allowed to have an online staff member temporarily adjust your horses stats for course testing.

- ☐ The testing rider should be certified and capable of doing the course prior to taking the times. A **minimum of three times** should be taken and **averaged** to yield the optimal time for that course. You may include refusals in the optimal times.
- ☐ The optimal times and the average number of refusals (from each of the times taken) for courses should be provided to all hosts and riders by the course builder after their course has been certified.

Measuring Time Tips:

1. A small circle at the canter should be taken when the horse refuses
2. Short lines, steep hills, difficult combinations, water jumps, and wherever appropriate should be taken at the canter. Open areas should be taken at the extended canter. **During optimal time testing, gallop should not be used.** Gallop may be used by competitors to make up time.
3. Refusals should be built into the optimal time. The average number of refusals that occurred when optimal time testing should also be mentioned.