

DERBY RULES 2018

Our Derby courses are designed to be wonderful fun, even for first time Derby riders! The rules are generous and easy options are always available. Great prep for eventing!

You must have ridden and completed at least 1 class in the ring before attempting a Derby course.

1. You will be timed, and time will be used to place rides with no or equal faults.
2. You will start in a start box.
3. Obstacles are numbered (on the right side as you approach) and must be jumped in numerical order.
4. Obstacles are flagged with red and white markers. You must negotiate each obstacle such that the red flag is on your right and the white flag is on your left.
5. You may take any route between obstacles you like.
6. Jump penalties accrue only for rails down (4 points) and refusals (1st refusal 4 pts, 2nd refusal 10 pts, 3rd refusal elimination).
7. If you are eliminated at an obstacle, you may bypass it and continue PROVIDED dangerous riding is not a factor.
8. No jump penalties if you circle between fences, cross your path, or come to a halt during your round. But the clock is ticking... (Note: if a circle appears to be a presentation to an obstacle with a run out, you will be penalized accordingly.)
9. Many fences offer options. Certain of these options, *if successfully negotiated*, result in seconds subtracted from your final time.
10. After your final obstacle, be sure to cross the finish line to stop the timer.