

Rules for final 4 Youth Equestrian Games Selection Process

1. Starting Order

Each competitor shall jump the course with each of the four horses qualified for the final four, starting with his own and following the order shown in the table below. A special draw will decide the starting order of the finalists and this draw will take place on Saturday, 23 April 2022 at 08.45 in front of the show office.

All finalists have to be present at the draw.

2. Rotation of Competitors

Horse	A	B	C	D
Rider	1	2	3	4
	2	3	4	1
	3	4	1	2
	4	1	2	3

The horse drawn first becomes horse A and its rider becomes Competitor no. 1, the second horse drawn becomes horse B and its rider becomes Competitor no. 2. The third horse drawn becomes horse C and its rider becomes Competitor no. 3, the fourth horse drawn becomes horse D and its rider becomes Competitor no. 4.

3. Schooling horses for the Championship

i. Each Competitor will use the special enclosure to school his own horse. The competitors may school the other horses to be ridden in subsequent rounds for three minutes in the special enclosure in which there will be a vertical, spread and a crossed pole practice obstacle. These obstacles may not exceed 1.30m in height nor 1.40m in spread. After the first round each finalist will remain in the enclosure with his horse.

ii. Except for officials, the only people allowed inside the enclosure are the competitors, one trainer per rider and the groom for each horse taking part. After each competitor has finished the course with his own horse, he may school the horse he is to ride in the next round. The three minute period will start when the horse is mounted by the rider and the signal is given to record the time. The end of this time will be announced to the competitor and he will then immediately enter the Competition Arena. The competitor may jump any of the practice obstacles, but the total number of efforts permitted is limited to a maximum of five during each three minute schooling period. The practice obstacles must be jumped in the correct direction. All activities in the enclosure will be under the sole control of the officials appointed for that purpose.

4. Saddlery

Competitors are permitted to change the saddle but the horse must always be ridden in the same bridle, bit and boots as in the first round.

5. Course

- i. The competition shall be run under FEI Art. 238.2.1
- ii. The course shall consist of 8 fences including one double (9 efforts) The heights may not exceed 1.30m and spreads 1.40m in width.

6. Accidents, Eliminations, Retirement

1. Accidents

i. Accidents before Final Four Competition

If one of the final four riders or one of the final four horses has an accident before the start of the Competition and is unable to compete, that horse and rider combination will be replaced by the reserve horse and rider combination.

2. Accidents to a rider during the Competition.

A rider who has an accident and is unable to continue competing during the Competition is not replaced. However his horse must compete in all the rounds with the other finalists.

3. Accidents to a horse during the Competition

In the event of an accident to horse during the first round and that horse is unable to continue competing, this round will be considered null and void. The scores will then be decided on three rounds instead of four.

If the horse has the accident during its second or third round, the rounds in which it has competed, except the first, are cancelled. The result is determined over three rounds, the rider of the injured horse will not ride the horse which he would have to ride for his fourth round. A rider thus retains the benefit of the round on his own horse. Each rider will therefore have ridden his own Horse and two others.

If a Horse has an accident during its fourth round , it will be penalised as for an elimination or retirement and the scores will be determined over four rounds.

The accident to rider or Horse referred to herein are also subject to the Veterinarian and medical practitioners declarations. ii. Elimination

If a competitor is eliminated or does not complete his round for any reason, he will be awarded the same number of penalties as that incurred by the competitor who has been the most severely penalised during that round, plus 20 penalties . If the competitor eliminated has himself received the highest number of penalties before retiring or being eliminated, 20 penalties will be added to his score for that round.