

How A Pick A Fence Works.

- 1. Competitors gain points for each jump jumped at first attempt.
Only ONE attempt at each height allowed and only THREE attempts allowed at each numbered obstacle, then competitors must move on to next numbered obstacle.**
- 2. After a stop at a jump the competitors must choose a lower height jump for less points or can choose to miss out an obstacle and gain no points.**
- 3. If competitors wish to represent at the same height of jump, they will get 0 points, still only three attempts allowed.**
- 4. Competitors may NOT jump higher than their class.**
- 5. Competitors must give way to following horses.**
- 6. The winner of each class is the competitor with the highest score and in the case of a tie the competitor nearest the optimum time will win.**
- 7. The XC will be timed, to assist with tied scores.**
- 8. Stop watches are permitted.**