



## 2017 Equestrian Victoria Master Games

### **Friday night rescue relay.**

Enter your team to become a part of the Friday night entertainment and have the chance to win a bottle of wine to celebrate.

#### **Rescue Relay (Class height 70cm)**

For this event there are a team of two riders on the course at the same time. The first rider starts their round and continues until they either have a fault (refusal or rail down), finish their round or the judge rings the bell. If a rider has a fault – rail down, the other rider takes over the round starting with the jump after the jump knocked down. If a rider has a refusal the other rider takes over the course at the jump refused (if it was knocked down during the refusal they must wait until it is put up again). If the first rider completes the round with no faults and the bell has not been rung the second rider takes over from jump No 1 and continues on. Swapping of riders when faults occur continues the same as above until the bell rings to finish the round. If the second rider is the one to finish the first round (i.e. the first rider had a fault) they continue on from the last jump to the first jump again. When the judge rings the bell your round is finished and you should jump the next jump in order. Then both riders must cross the finish line. The winning pair is the one which gets furthest along the course in the time allowed.

**\$15 per team**

**Team Name:** \_\_\_\_\_

Rider one: \_\_\_\_\_

Rider two: \_\_\_\_\_

Card Number: \_\_\_\_\_

Expiry: \_\_/ \_\_

Name on Card:

Signed:

The event is to be run under EA rules as they are applicable to this event and shall include any other rules formulated by the organising committee. We strongly recommend that all competitors obtain a copy of the relevant EA Rules through the EV website [www.vic.equestrian.org.au](http://www.vic.equestrian.org.au)

All helmets must satisfy the Australian Safety Standards. Please ensure helmets meet the following <http://www.equestrian.org.au/news/helmet-regulations-updated>