

Rules for MHC Challenge Events 2022

1. All team members must be bona fide members of an organisation affiliated to the Manx Horse Council and with affiliation fees paid for that year. Teams will be made up of 4 riders on 4 different horses /ponies unless stipulated otherwise. All 4 scores to count with appropriate penalties added to the score of those eliminated with no discard scores.
2. A competitor may ride a second horse in the same challenge if entries allow but only for a "B" team from the same organisation as their first ride.
3. Team entries must be declared before the entry deadline.
4. Riders must be suitably mounted. Horses and ponies must be up to the weight to be carried and be an appropriate size for the task in hand. The final decision will be made by the chairperson of the Manx Horse Council or by an individual appointed by the chairperson.
5. Challenge Competitions are to be run separately from non-challenge classes where possible and on a "stand-alone" date. In some disciplines this may not be feasible.
6. The first performance of the day of members to count for the team score. Performing at a lower level than the team declaration is not allowed. Riders may enter other classes (if time allows) but only after the counting team effort.
7. Lead rein riders are excluded.
8. Schedules for the challenges are to be made available 2 months in advance of the competition.
9. There will be a trophy for the club accumulating the most points over the entire series of Challenges. Clubs will be awarded 1 point for competing and the winning team will get an additional 6 points, second 5 points, third 4 points, fourth 3 points, fifth 2 points and sixth 1 point. Only "A" teams will receive points towards the overall competition.

Working Hunter Rules.

1. Heights of fences to be 55cm, 75cm and 95cm. No more than 2 members of a team may jump at the same height.

2. The 4 individual scores will give the team result. The winners will be the team with the highest aggregate total.
3. In the event of aggregate scores being equal then the team total aggregate jumping marks will be considered with the winner being the higher mark.
4. The rules of the challenge will incorporate all the rules of the show hosting the challenge.

Hunter Trials Rules.

1. Heights of the fences to be 40cm, 60cm,80cm and 1m. No more than 2 members of a team may jump at the same height.
2. Scores will be constituted by jumping and time faults. The 4 team scores will give the team result. The winners will be the team with the lowest aggregate total.
3. 200 penalties will be added to the team score of those eliminated. 3 refusals at the same fence will mean elimination.
4. Back protectors and BE approved skull caps are mandatory. Appropriate boots must be worn.
5. The rules of the challenge will incorporate all the rules of the hosting organisation.

Show Jumping Rules.

1. Heights of the fences to be 45 / 60cm, 60 / 75cm, 75 / 90cm and 90 / 105cm. Riders do two rounds and no more than 2 members of a team at the same height.
2. Scores will be constituted by jumping faults. The 4 team scores will give the team result. The winners will be the team with the lowest aggregate total.
3. In the event of the aggregate scores being equal then the team with a member with the fastest time in the jump-off will be the winner.
4. Competitors are expected to jump at a height that they have competed at during the season.
5. The worst score for that round plus 20 penalties will be added to the team score for those members eliminated.

6. The rules of the challenge will incorporate all the rules of the hosting organisation.

Dressage Rules.

1. The dressage tests will be P1, N30, E42 and M63 for short arenas and P15, N22, E40 and M61 for long arenas. No more than 2 members of a team may perform the same test.
2. The percentage marks of the 4 team members will be added together to give the team score. The winners will be the team with the highest aggregate total.
3. In the event of aggregate scores being equal then the team with a member with the highest individual percentage score will be the winner.
4. Competitors are expected to ride a test at the level that they have competed at during the season.
5. The rules of the challenge will incorporate all the rules of the hosting organisation.

Arena Eventing Rules.

1. Heights of the fences will be 45cm, 60cm, 70cm, 80cm, 90cm and 1.05m. No more than 2 team members may jump at the same height.
2. Scores will be constituted by jumping faults. The 4 individual scores will give the team result. The winners will be the team with the lowest aggregate total.
3. In the event of aggregate scores being equal then the team with the lowest combined times over the timed sections will give the result. The length of each height course will be the same.
4. The worst jumping score plus 60 penalties will be added to the team score of those members eliminated.
5. The rules of the challenge will incorporate the rules of the hosting organisation.

Mounted Games Rules.

1. The games will be set by the hosting organisation.

2. Heats progressing to a final in each game will be held if more than 4 teams enter. Otherwise straight finals will be held. If time permits then a second round of games will be held.
3. Points based on finishing position in each game will be added to give the team result. If 2 rounds are held then both rounds will count for the team score. The winners will be the team with the highest aggregate total.
4. In the event of aggregate scores being equal then a run-off game will be held. The game will be decided by the chief judge.
5. A "runner" may be nominated by a competitor in some games in event of injury at the discretion of the chief judge.
6. The rules of the challenge will incorporate all the rules of the hosting organisation.

TREC Rules.

1. Competition will be a full Level 1 One Day Competition with all 3 TREC Phases, MA / Control of paces, PTV / Obstacles POR / Orienteering.
2. Teams of 4 riders made up of 2 pairs. Maximum of 1 member per team to have competed at TREC GB Championships in UK.
3. Competitors under 14 years must pair with a partner 18 years or older.
4. Each team member completes the MA and PTV individually then the POR in your pair.
5. The team score will be a total of the 2 pairs' points. The winners will be the team with the highest aggregate score.
6. In the event of the aggregate scores being equal then the team with the highest POR and PTV phase points will be the winner. Should these points be equal then the POR score shall take precedence
7. The Challenge will be run under the TREC GB Rules (Rulebook may be found on www.trecgb.com website).

One Day Event Rules.

1. Heights of the fences will be 70cm, 80cm, 90cm and 1m. No more than 2 team members may jump at the same height.
2. Scores will be constituted by penalties awarded in each phase, dressage, cross-country and show jumping. The 4 team scores will be added to give the team result. The winners will be the team with the lowest aggregate score.
3. 200 penalties will be added to the team score for those team members eliminated.
4. The challenge will be run under Pony Club Eventing Rules;
<https://pcuk.org/media/hs3jrvkc/rulebook-eventing-web-v22-1-1.pdf>

Driving Rules.

1. Teams will consist of 2 Drivers with horses supplied by the host organisation.
2. All Drivers will be accompanied by a competent driver on the back of the carriage. Drivers must obey all instructions given.
3. Hard hats and body protectors must be worn while on the carriage.
4. The Challenge will consist of a Cones Phase where cones are driven in numerical order over a measured course. The start / finish line must be crossed by the whole turnout. 0.5 penalties will be added to the score for every second over the set optimum time. 3 penalties will be added to the score if a ball is dislodged but only 3 penalties added if balls from both sets of cones are dislodged.
5. Where possible other phases may be introduced namely a set dressage test to be driven with the marks converted to penalties and a hazard phase. The hazard phase will consist of a course of gates marked A-F driven in alphabetical order. 0.5 penalties will be added to the score for every second spent in the hazard.
6. Scores will be constituted by the penalties awarded. The 2 individual scores will be added to give the team result. The winners will be the team with the lowest aggregate total.
7. The rules of the challenge will incorporate all the rules of the hosting organisation.