

NPS ARENA EVENTING CHALLENGE MARK SHEET

Class number H175	Length of course (m) 356m	Speed (m/min) 340	Optimum time (m:s) 1:03
Every commenced second over , or in excess of 5 seconds under optimum time Fall of horse or rider	1 Penalty Disqualification	Knockdown 1st refusal on course 2nd refusal on course 3rd refusal on course	2 Penalties 4 Penalties 8 Penalties Elimination

Number		1151	1341	976	382	876	373	1275	798	1208	
SJ obstacles (max 8)	1	4									
	2										
	3										
	4			2							
	5										
	6										
	7										
	8	4		8							
XC obstacles (max 12)	9										
	10										
	11										
	12										
	13										
	14										
	15										
	16										
	17										
	18										
	19										
	20										
Time taken		1:38.6	1:12.1	2:00.1	1:12.4	1:18.9	1:12.9	1:11.0	1:35.5	1:19.7	
Time penalties		35	10	57	10	16	10	9	29	17	
SJ penalties											
XC penalties				10							
Total Penalties		43	10	67	10	16	10	9	29	17	
Placing			2		3	5	4	1		6	

IN THE EVENT OF A TIE, THE WINNER WILL BE THE CLOSEST TO, BUT UNDER THE OPTIMUM TIME

NPS ARENA EVENTING CHALLENGE MARK SHEET

Class number 90 H176	Length of course (m) 356m	Speed (m/min) 360	Optimum time (m:s) 59:52
Every commenced second over , or in excess of 5 seconds under optimum time Fall of horse or rider	1 Penalty Disqualification	Knockdown 1st refusal on course 2nd refusal on course 3rd refusal on course	2 Penalties 4 Penalties 8 Penalties Elimination

Number		918	790								
SJ obstacles (max 8)	1										
	2										
	3										
	4										
	5										
	6										
XC obstacles (max 12)	Indicate end of SJ and end of course with lines										
	1 7										
	2 8		4								
	3 9	2									
	4 10										
	5 11										
	6 12										
	7 13										
	8 14										
	9 15										
	10 16										
	11 17										
	12 18										
	19										
	20										
Time taken		1:18.5	1:21.9								
Time penalties											
SJ penalties											
XC penalties		2	4								
Total Penalties		22	27								
Placing		1	2								

IN THE EVENT OF A TIE, THE WINNER WILL BE THE CLOSEST TO, BUT UNDER THE OPTIMUM TIME