

# **THE GOSLING CUP**

**Founded in 1945**

## **INTER-BRANCH PONY CLUB COMPETITION**

### **RULES and CONDITIONS**

\*\*\*\*\*

**2024**

\*\*\*\*\*

**Including Rehatched Rules**

Pages 19 to 21

# The History of The Gosling Cup

This competition was the brainchild in 1945 of the late Mrs. M S Gosling, the then District Commissioner of the East Essex Hunt Pony Club, for her own branch and for teams from four adjacent branches.

Rachel Gosling and her contemporaries were concerned about varying standards within the Pony Club in the early years after the war, and the original competition included turnout to help raise those standards, individual ride - today's dressage, show jumping and handy hunter – our cross country. Gymkhana events rounded off the day but this was long ago dropped in favour of a team ride.

Truly a blue print for the present form of a one-day event. The success of The Gosling Cup over more than fifty years has led to a refinement of the rules, and an expansion in the number of competitors, as it now involves up to twenty-five teams of four members from invited Pony Club Branches in Essex, Suffolk, Hertfordshire and Cambridgeshire.

# THE GOSLING CUP COMPETITION

## Rules and Conditions

### 1. The Competition

The competition shall be known as “The Gosling Cup Inter Branch Pony Club Competition” and shall be held annually.

Pony Club Rules for Eventing shall hold where Gosling Cup Rules are not explicit.

### 2. President

The President shall be elected to serve for three years.

### 3. The Governing Committee

**Chairman:** The Chairman shall change annually.

The District Commissioner of the branch organising the competition will be the chairman.

**Competition Honorary Secretary:** The District Commissioner of the branch running the competition will be, or will appoint the Competition Secretary for that year.

**Quorum:** A quorum will be formed by representatives from 7 member branches.

### 4. Member Branches

Member branches are elected as vacancies occur.

Each member branch is entitled to enter up to three teams, A, B and C for the annual competition.

*However, “C” teams may be subject to a ballot depending upon the number of A and B teams entered.*

A and B teams will **always** have preference over “C” teams.

Distinguishing colours are allotted to each branch for A, B and C teams, and must be worn during the Cup Competition.

Member branches shall be responsible for the organisation of the competition in turn as agreed by the Governing Committee.

### Member Branches and Team Colours:

No	Member Branch	A Team	B Team	C Team
1	Cambridgeshire Hunt	Grey	Grey & White	Grey & Red
2	East Essex Hunt	Lt Blue	Lt Blue & White	Lt Blue & Navy
3	Enfield Chace Hunt	Burgundy	Burgundy & White	Burgundy & tba
4	Essex Farmers Hunt	Bottle Green	Bottle Green & White	Bottle Green & tba
5	Essex Hunt North	Navy	Navy & White	Navy & Yellow
6	Essex & Suffolk Hunt	Purple	Purple & White	Purple & pale blue
7	Essex Union Hunt	R.Blue & Jade	R.Blue, Jade & White	Royal Blue
8	Essex Union South	Gold	Gold & White	Gold & tba
9	Newmarket & Thurlow	Brown	Brown & White	Brown & Yellow
10	Puckeridge Hunt	Red	Red & White	Red & tba
11	Puckeridge Hunt Western	Pink	Pink & White	Pink & tba
12	Suffolk Hunt	Orange	Orange & White	Orange & tba

#### 5. Teams

Each team shall consist of four members, with four ponies, not exceeding 157 centimetres (15.2 hands).

Height Certificate may be required in the event of a dispute.

The ponies must be certified by the District Commissioner to have been regularly ridden at Pony Club Rallies, and to be within the required height.

**Age of Competitor:** Under 17 years of age on the day of the Competition. However, one team member only may be aged over 17 years/up to 25 years.

#### 6. Entrance Fees

The entrance fee for the competition shall be inclusive of all phases, and should be increased with inflation each year by agreement of the Governing Committee annually.

Refunds: will not be given to 'A' or 'B' teams, however 'C' teams may be given 100% refund withdrawing up to one month before the competition, 50% up to one week before, less than one week no refund. (2019 = £200.00/team £50/individual).

#### 7. Prizes

**The Gosling Challenge Cup** shall be presented to the winning team and cups to the Winners of A, B, C and D sections in the Individual Championship. The latter will be provided by the Organising Branch who will also arrange for small awards for each member of the Winning Team. A shield will be presented to the highest placed team in Tack and Turnout.

**Rosettes from 1<sup>st</sup> to 6<sup>th</sup> place for:**

- \* Teams in the Gosling Cup
- \* Individuals in each of the four sections/arenas (A, B, C and D) \*  
Team ride phases

and such rosettes for phases as may be considered desirable by the Organising Branch and will be listed in the Schedule, including double clears for Cross Country/Show Jumping.

**8. Alteration of Rules**

No alteration of the rules is allowed without the approval of a quorum of the Governing Committee. This Committee will normally meet once in the winter but may be convened by the Chairman and if possible, should be held before 31<sup>st</sup> October, and in any event before 25<sup>th</sup> December.

**9. Date of Competition**

The Competition shall be held during the summer vacation, **unless due to PC Championship dates deem this impossible**. The date to be determined annually. Date and venue for the competition shall be decided by the Organising Branch and notified to member branches before the Easter holidays, together with a copy of the current rules as agreed by the Gosling Cup Governing Committee at the Annual Meeting.

**10. The Competition**

The Competition shall consist of the following phases

- i. Individual Ride
- ii. Team Ride
- iii. Show Jumping
- iv. Handy Hunter Trial

There will be a mounted Grand Parade of all Competitors at the end of the Competition. Teams and Individuals must appear in the Parade dressed as they were for **Individual Ride**. for the Presentation of the Prizes.

**11. Dress**

General Rules of Dress, Whips and Saddlery in the current Pony Club Eventing Rule Book will apply except where amended by Gosling Cup Turnout Rules.

Hat silks in Branch Colours may only be worn for the Handy Hunter Trial Phase.

Cross country shirts worn in the Handy Hunter Trial Phase should, if possible, be of branch team colours.

Back Protectors are compulsory for the Handy Hunter Trial and optional in all other phases. They should comply with the standards as per the current Pony Club Eventing Rules.

Ponies' brow-bands and competitors' Sashes in Branch Team Colours are provided by each competing branch and **MUST** be worn throughout the Competition for identification; with the exception of the competitor's sashes in the Handy Hunter Trial Phase for safety reasons.

Branches are requested to provide team members with coloured flashes to be pinned on their jacket lapels for the Individual Ride, Show Jumping, Team Ride and Prize Giving as follows:

Team Member No.	Colour of Flash	Arena No.
1	Blue	A
2	Red	B
3	Green	C
4	Yellow	D

NO CHANGE OF DRESS OR TACK, (with the exception of whips), IS PERMITTED BETWEEN THE INDIVIDUAL AND TEAM RIDE . DRESS, SUITABILITY AND FIT OF TACK WILL BE CHECKED IN THE COLLECTING RING PRIOR TO THE HANDY HUNTER AND SHOW JUMPING PHASES.

## 12. Details of Competition Phases

**Turnout of Pony and Rider. This has now been removed.**

**All Competitors prior to The Individual Ride** will present in their Team and will be Tack checked and the Best turned out team will be presented with the Tack & Turnout Cup.

Individuals will have a Tack Check prior to the Individual Ride also.

### (i) Individual Ride

- Scored as per PC Eventing rules
- The current Pony Club Novice (90) Horse Trials Dressage Test will be used

Judges to be selected from the British Dressage Panel List.

Team Member No.:	Arena:
1	A
2	B
3	C
4	D

See *Appendix I* (Individual Ride)

### (ii) Team Ride

- Marked as PC Eventing for both dressage and dressing
- The arena will be of dressage size with markers (40 metres x 20 metres)
- **Team Ride is excluded from the individual scoring**

see *Appendix II* (Team Ride)

### (iii) Show Jumping

- Maximum height 0.85metres (2ft 9")
- Scored as PC Eventing Show Jumping. Elimination will incur 50 penalties **and you will not be allowed to continue onto the Handy Hunter phase**

See *Appendix III* (Show Jumping)

### (iv) Handy Hunter Trial

- Maximum height 0.85 metres (2ft9")
- Scored as PC Eventing, Elimination will incur 150 penalties
- As in Grassroots PC80 competition an Optimum Time based on a speed of 435mpm will be used. **Exceeding the Optimum Time incurs 0.4 penalty points for every commenced second over the Optimum Time up to the Time Limit, which is twice the Optimum Time.** Penalties will be awarded in each case for going to fast, completing the course in more than 15 seconds under the Optimum Time incurs 0.4 penalties for every second commenced.

See *Appendix iv* (Handy Hunter Trial)

## 13. Team Scoring

For the purposes of the competition the score of **all four** members of the team shall count. A Member of a team who is eliminated in Show Jumping shall score 50 and 150 in Handy Hunter. For any other discipline it will be the highest score available.

**14. Order of Starting**

The order of starting of teams shall be decided by the Organising Branch, based on the distances teams have to travel to the show ground. This order shall be adhered to for all phases.

**Punctuality:** Teams must report to the Collecting Ring Steward for all Phases 10 minutes before their starting time. A penalty of ½ mark will be deducted (per minute) for each team member arriving late for phases i and ii (Individual Ride and Team Ride).

Within teams the same order shall be maintained throughout. No variation in the order of competing permitted without the permission of the District Commissioner of the Organising Branch, or his/her representative. Should such permission be granted the Organising Secretary must be informed by the Team Shepherd concerned.

**15. Ties**

In the event of a tie, the team gaining the highest number of points in the Handy Hunter Phase to be declared the winners. If a further tie should exist the points should be taken in the following order:

- (i) Handy Hunter
- (ii) Individual Ride
- (iii) Show Jumping
- (iv) Team Ride (in the event of equality the dressing score takes precedence)

These placings shall also apply to the Individual Champion.

**16. Judges**

The Organising Branch has absolute discretion as to the appointment of the Judges.

**AS FAR AS POSSIBLE JUDGES SHOULD BE APPOINTED FROM OUTSIDE THE AREAS COVERED BY THE COMPETING BRANCHES.**

Judges should be asked to send in a report and suggestions after the Competition. Such reports and suggestions should be placed before the Governing Committee at its next meeting.

**17. Pony and Rider**

The PC 80 Area Eventing Rules will apply where Gosling Cup Rules are not explicit except for:

Any **Rider/Pony Combinations** who have represented the Pony Club at PC 100 Intermediate Area Eventing or any other Pony Club Team Event at PC 100 or BE 100 and above will not be eligible to take part

**Any Rider** who has been placed 1st – 6th individually in their arena at the PC 90 Novice Eventing Championships - except in the current year, will not be able to take part.

**Members new to the The Pony Club** must have joined prior to 30<sup>th</sup> April in the current year to be eligible to take part in the Gosling Cup.

**18. Team Shepherds**

A Senior Member(s) of a Competing Branch, or adult(s) not having a child involved, should be appointed to 'Shepherd' each team to the different phases at the appropriate time.

The Team Shepherd(s) is responsible for collecting their team numbers from the Organisers at the start of the competition and returning them at the end of the competition.

The Team Shepherd(s) is also responsible for collecting the score sheets of their respective teams from the Organisers at the conclusion of each phase.

Should any query or objection have to be made to the Organising Branch, this should be done by the **District Commissioner concerned, WITHIN 30 MINUTES OF THE FINAL SCORE BEING POSTED ON THE BOARD**, or the Team Shepherd after consultation with the District Commissioner, **NOT** by Individual Competitors or parents.

**19. Health and Safety**

The host branch will comply with current Pony Club Health and Safety Directives at all times. Strictly no plastic bags allowed on boots.

***The Gosling Cup Inter-Branch Pony Club Competition***

***Governing Committee***



## **GENERAL TURN OUT RULES**

Prior to the Individual Ride All competitors will be tack checked and teams must present together and the overall turnout of the teams will be judged.

**Ponies must be presented clean and tidy and ready to ride for the Individual Ride.**

Manes should be clean & neatly plaited to the off side, any uneven number is permitted plus the forelock. Neatly hogged manes are permissible but only with a pulled tail.

Tails should be clean & pulled or plaited & trimmed to between hock & fetlock. Registered native ponies may be presented with a tapered tail.

Hooves should be trimmed or shod, feet should be picked out washed & oiled.

Registered Native Breed shall be exempt where applicable.

**NO WHISKERS SHOULD BE TRIMMED**

**Riders: To present clean and tidy:**

Jackets – Hacking, Black or Blue, cream or beige jodhpurs/breeches, jodhpur boots with gaiters or long boots either black or brown can be worn. Correctly fitted spurs may be worn.

Long hair should be neatly tied and a hairnet worn, ribbons should be black/brown/navy or in a fabric matching the branch tie.

Only the Pony Club badge may be worn and this should be clean and polished and worn on the left jacket lapel with the appropriate test colour felt, together with appropriate Arena Flash.

Pony Club tie or stock should be worn.

Gloves may be of leather, string or other suitable material and should be either black/brown/white.

Competitors sashes in Branch Team Colours must be worn, and should be pinned at the right shoulder and left hip for safety reasons.

Numbers should be worn

Hats should be well fitting and Pony Club tagged, as currently specified in the current Pony Club Eventing Rules

**Tack – Well Fitting, Clean and Tidy**

**Bridles:** Bridles must be black or brown leather, and worn with the brow band in the Branch Team Colours. All parts must be correctly fitted. Bits must comply with the current dressage phase rules for Pony Club Eventing.

**Saddles:** should be of the correct fit for Pony and Rider, they may be brown or black, either leather or synthetic, any recognized girth may be used, but if other than leather they must be brown/black/white, girth straps may be done up on first and second or first and third girth straps, equal to within one hole each side and buckle guards worn.

**Stirrup bars should be down.** Stirrup leathers should be the correct length and width for stirrup and rider, if stirrup treads are used they must fit the stirrup, likewise the stirrup should fit the rider's boot.

A plain white, black or brown numnah/saddle cloth, prolite or gel pad may be worn to assist with the fit of the saddle. A branch logo (max 20sq cms) may be carried on a white saddlecloth.

## ***APPENDIX I: INDIVIDUAL RIDE***

The Dressage Test MAY NOT be commanded, and must be ridden from memory.

The current Pony Club Horse Trials Dressage Test (PC 90 Eventing Test) will be used as published in the current Pony Club Eventing Rule Book or the current Pony Club Dressage Test Folder.

Both are available through your Branch Secretary or direct from Pony Club Headquarters, National Agricultural Centre, Stoneleigh Park, Kenilworth, Warwickshire CV8 2RW ([www.pcuk.org](http://www.pcuk.org)).

## *Appendix II:*            **TEAM RIDE** (*Guidelines*)

### **Team Scoring only, excluded from Individual's Score.**

“Dressage with Dressing”

The Team Ride - a dressage type test ridden by a team of four riders and ponies together in a 40metre x 20 metre arena – is a unique part of The Gosling Cup Competition. **TEAM RIDE MAY BE RIDDEN IN ANY ORDER; THE TEAM DOES NOT HAVE TO BE IN NUMERICAL ORDER.**

Because it is so unique, judging it may seem a rather daunting task. These notes are designed to point judges, organisers and trainers along the right lines.

### **Guidance for judging:**

1.    There is a lot to look for, so it is a good idea to have two judges – one to judge the ‘dressage’, the other the ‘dressing’.  
Ideally, therefore, one judge is from the British Dressage Judges Panel List, the other, perhaps with a military background, with a good eye for formation riding. They should be positioned as for normal dressage, one on each side of the centre line beyond ‘C’.
2.    The ‘Dressage’ Judge should as far as possible judge as if it is a normal dressage test i.e. looking for good paces, impulsion, rhythm with suppleness and looseness, acceptance of the bridle, etc., etc., but taking an overall impression of the whole team of four.
3.    The ‘Dressing’ Judge will be looking for ‘togetherness’, compatibility of ponies, accuracy of movements, correct spacing, and timing of transitions, etc., as a team as opposed to individual riding. The entry, halt, and salute for instance, should be a coordinated whole, with precision timing, so that riders halt knee to knee in a straight line, and make their salute simultaneously.
4.    Both Judges should bear in mind the normal scale of marks generally accepted as follows  
          10: Excellent  
          9: Very Good  
          8: Good  
          7: Fairly Good  
          6: Satisfactory  
          5: Sufficient  
          4: Insufficient  
          3: Fairly Bad  
          2: Bad  
          1: Very Bad  
          0: Not Executed

They should make sure that they DO USE the full scale of marks, not being afraid to award a ‘10’ or ‘0’ if it is appropriate.

5.    **THE CENTRE LINE SHOULD BE MOWN TO ASSIST THE JUDGES**

## THE TEAM RIDE TEST

			Max Possible Marks
1.	A X	Enter abreast working Trot (sitting or rising) Halt. Salute. Proceed at Walk	10
2.	C B	Wheel right in fours  Working Trot	10
3.	Between F&K  KXM	Break into single file  Change rein	10
4.	Between C&H  A	Canter left  Circle left 20 metres	10
5.	M  A	Working trot  Turn down centre line	10
6.	C	1 & 3 track right 2 & 4 track left	10
7.	A  C	Turn down centre line in pairs  1 <sup>st</sup> pair track left 2 <sup>nd</sup> pair track right	10
8.	A  X	Turn down centre line in fours  Walk	10
9.	G	Halt. Salute Proceed at Walk Wheel right, leave arena in fours at A	10
10.		General smoothness, dressing and riders' position	10

- The course shall consist of nine fences, including a double and three spreads.
- **The first five fences will be at 80cm and the last four fences will be at 85cm.**
- The Time shall be 300 metres per minute.

**Table of Faults:**

<b>Detail</b>	<b>Penalty</b>
Knockdown	4 faults
First disobedience	4 faults
Second disobedience	8 faults
Third disobedience	Elimination
Fall of rider	Elimination
Fall of horse	Elimination

**If you are eliminated you will NOT be allowed to carry on to the Handy Hunter Trial phase.**

**Time Faults**

1 time fault incurred for each second or part of second in excess of time allowed  
Failure to complete the course within the Time Limit

*(Time Limit = twice time allowed)*

**Time Penalties**

When an obstacle is displaced as a result of a disobedience.

The bell is rung and the clock is stopped immediately. The rider may not continue until the bell is rung a second time. The clock is restarted at the moment when the horse takes off or attempts to take off at the obstacle where the refusal occurred. If a disobedience occurs at the second or subsequent part of a combination the clock is restarted when the horse takes off or attempts to take off at the first element of the combination.

Time penalties are added to the time taken to complete the round before the calculation of any time faults.

**Appendix IV: HANDY HUNTER TRIAL**

Rules shall be as for the current Pony Club Eventing except where stated differently below:

<b>Detail</b>	<b>Penalty Points</b>
<b>Obstacles:</b>	
First refusal (run out, circle etc.)	20
Second refusal at the same obstacle (run out, circle etc.)	40
Third refusal at the same obstacle (run out, circle etc.)	Elimination
Four cumulative refusals over the whole course (run out, circle etc.)	Elimination
Taking the 'L' Fence obstacle	10
<b>Gate: (note: a suitable mounting block will be provided to aid mounting if needed without penalty)</b>	
Failure to open and pass through gate (error of course)	Elimination
DISMOUNTING TOO OPEN OR TOO CLOSE GATE (same as L Fence)	10
<i>(A 10 second warning may be given to allow competitor to Dismount and close the gate and incur the penalties)</i>	
Failure to close gate within 60 seconds (same as 1 <sup>st</sup> refusal)	20
Failure to close gate (same as 2 <sup>nd</sup> refusal)	40
<b>Slip Rail: IF included in Handy Hunter trial course. (note: a suitable mounting block will be provided to aid mounting if needed without penalty)</b>	
Failure to dismount open and pass through slip rail (error of course)	Elimination
<i>(A 10 second warning may be given to allow competitor to Dismount and open and close the slip rail and incur the penalties)</i>	
Failure to close slip rail (same as 2 <sup>nd</sup> refusal)	40
Failure to complete the slip rail within 60 seconds (same as 1st refusal)	20
<b>Other Penalties incurred:</b>	
<b>FALL OF RIDER or FALL OF HORSE AND RIDER</b>	<b>ELIMINATION</b>
Error of Course	Elimination
Omitting boundary flag/retaking obstacle already jumped	Elimination
Horse resisting rider for more than 2 consecutive minutes anywhere on the course.	Elimination
Continuing with no hat	Elimination
Continuing with hat improperly secured	Elimination
Forbidden Assistance.	Elimination

A competitor eliminated must not continue, but should leave the course at a walk.

### **Cross Country Course**

- Course length to be 1,500 metres to 2,500 metres. Not more than 18 numbered obstacles, with a maximum of 24 jumping efforts, and with at least three ‘L’ alternatives at the more difficult fences.
- **Speed:** As in Grassroots PC80 competitions an Optimum Time based on a speed of 435mpm will be used. **Exceeding the Optimum Time incurs 0.4 penalty point for every commenced second over the Optimum Time up to the Time Limit, which is twice the Optimum Time.** Penalties will be awarded in each case for going too fast, completing the course in more than 15 seconds under the Optimum Time incurs 0.4 penalties for every second commenced

- Maximum Dimensions of Obstacles – measured from take-off

Height: 0.85 metres / 2ft 9”

Spread Only: 1.2 metres / 4ft 0”

[Height: 0.85 metres / 2ft 9”]

[Spread – highest point 0.95 metres / 3ft 2”]

[(e.g. Oxer) 1.4 metres at base / 4ft 7” at base]

Banks: 0.85 metres / 2ft 9”

Maximum Drop: 1.05 metres / 4 ft 11”

## **Scoring**

The Competition will now be scored on a penalty basis similar to PC Eventing, with the exception that all FOUR scores count so therefore Elimination will carry a penalty mark. Therefore, the winning individual and team will be the lowest score.

**Tack Check prior to Dressage Individual ride Best presented team will win the Tack & Turnout Cup**

### **Dressage**

This is scored in the usual dressage scoring, where the percentage mark gained is deducted from 100 to give penalty points.

### **Team Ride**

This is also scored as a dressage test and a dressing test so therefore two scores are achieved and each deducted from 100 to give penalty points. (This mark is only used with the Team result)

### **Show Jumping**

This is scored as in an Eventing Competition. Elimination will incur 50 penalty points.

### **Handy Hunter**

This is scored as in an Eventing Competition. Elimination will incur 150 penalty points.

## Alternative Gosling 2022

**Late Timing penalties will be as previously advised in the rules, however there will be no late timing penalties for the Show Jumping, Cross Country phase.**

### **Tack Check**

**Individual Ride – Dressage** - There will be 3 dressage arenas

Arena 1 – All A and B riders as per timetable.

Arena 2 – All C and D riders as per timetable.

Arena 3 – All E Individuals as per timetable.

**Team Ride – ridden in the Indoor School, warm up in undercover arena**

The only change is entry at **A** to be in **WALK**, then continue as written.

**There will be a one and a half hour lunch break to transform the Arena:-**

**Show Jumping/ Cross Country will run in a similar manner as Arena Eventing. The Show Jumping and Cross-Country phases will be timed individually. All A's followed by All B's , All C's and lastly All D's the individuals will be interspersed and each competitor will have a time.**

For Health and Safety reasons if you are eliminated due to a fall you will not be allowed to continue to the Cross-Country phase. If you are eliminated due to errors on course and the Show Jumping judges feel you are NOT SAFE, they will ring the bell and you must leave the arena. Otherwise, you go from where you are eliminated to the Gosling Gate to continue into the Cross-Country phase.

**The Course:** Will consist of a course of Show Jumps, immediately followed by the Gosling Cup Gate on to Cross Country fences.

Minimum Show Jumps **6**,

Maximum Show Jumps **9**

Including one double and three spreads. The first half of show jumps will be 80cm the rest will be at 85cm.

The time allowed will be based on a speed of 300mpm. Every commenced period of 1 second in excess of time allowed will be penalized by 1 time penalty.



Safety cups are mandatory for all Pony Club Show Jumping Competitions including any practice fences. To be used on the back rails of spread fences and middle and back rails of triple bars. They should also be used for all knock down fences in XC phase.

Cross Country phase will start by opening and going through the Gosling Gate and shutting it within 60 seconds – 6 time penalties will be added on failure to close gate in 60 seconds. **YOU MUST NOT DISMOUNT TO CLOSE GATE AS THIS WILL ALSO EARN YOU 6 TIME PENALTIES.** Failure to close gate in 60 seconds the gate will be shut by steward and timing will commence for the cross-country phase

Minimum Cross-Country fences **6**

Maximum Cross Country fences **9**

- . all XC fences will be minimum 80cm & maximum 85cm
- . May be rustic fences with knock down poles
- . will be strongly built with a good ground line and should look imposing and dressed
- . will have all fences flagged and numbered

**Time: The optimum time shall be based on a speed of 325 mpm.**

For every commenced second in excess of optimum time - 0.4-time penalty.  
Every commenced second in excess of 5 seconds under the optimum time – 0.4 penalty.

Time limit is twice the Optimum time.

	<b>Show Jump</b>	<b>Cross Country</b>
First disobedience	4 penalties	20 penalties
Second disobedience on whole course	8 penalties	N/A
Second disobedience at same fence	N/A	40 penalties
Third disobedience on whole course SJ. Third disobedience at same fence XC.	Elimination = 50 penalties	Elimination = 150 penalties
Knock down of obstacle	4 penalties	10 penalties (top pole is used)
Gate – failure to close Failure to go through Gate	N/A	6-time penalties Elimination = 150 penalties
Fourth disobedience on whole course XC	N/A	Elimination = 150 penalties
Fall of Rider	Elimination = 50 penalties	Elimination = 150 penalties
Fall of Horse	Elimination = 50 penalties	Elimination = 150 penalties
Every commenced period of 1 second in excess of time allowed (SJ)	1 penalty	N/A
Every commenced period of 1 second in excess of the optimum time (XC)	N/A	0.4 penalties
Every Commenced period of 1 second in excess of 5 seconds under the optimum time (XC)	N/A	0.4 penalties
Exceeding twice the time limit	N/A	Elimination = 150 penalties
Error of Course	Elimination = 50 penalties	Elimination = 150 penalties
Retaking obstacle already jumped	Elimination = 50 penalties	Elimination = 150 penalties
Starting before the Bell	Elimination = 50 penalties	Elimination = 150 penalties
Continuing the course without a hat, or with chinstrap undone	Elimination = 50 penalties	Elimination = 150 penalties
Failure to cross the finish line mounted.	N/A	Elimination = 150 penalties

**DRESSAGE TEST**

(Attach your own copy of the current Pony Club Horse Trials Dressage Test/PC 90 Eventing Test)

**USEFUL NOTES:**

Date of Gosling Cup:

.....

Venue of Gosling Cup:

.....

Your Name:

.....

Branch:

.....

District Commissioner:

.....

Team Members:

(Names & tel. no.)

A)

.....

B)

.....

C)

.....

D)

.....

Reserve:

.....

Team Shepherd

(Name & tel no's)

.....

Team Trainer

(Name & Tel no's)

.....

Training Dates:

(date, time & venue)

.....

.....

.....