

NOTES on POINTS, PLACEMENT AND TIES

Determining Points

- The total number of points available in a given class is based on the number of competitors entered and initially competing in that class. The point basis remains the same even if fewer riders compete in subsequent trials within that class as a result of scratches or DQs.
- Competitors earn points depending on their placement in each trial, e.g;
 - 1st place = N +1
 - 2nd place = N -1
 - 3rd place = N -2
 - 4th place = N -3 etc

Where N = the number of competitors entered in the class.

Place	Number of Entries									
	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2		1	2	3	4	5	6	7	8	9
3			1	2	3	4	5	6	7	8
4				1	2	3	4	5	6	7
5					1	2	3	4	5	6
6						1	2	3	4	5
7							1	2	3	4
8								1	2	3
9									1	2
10										1

Determining Placement – Individual Competitors

- Competitors must enter all trials to be considered for final placement
- A rider who withdrew or DQ'd in any of the trials cannot place above a rider who successfully completed all trials.
- A rider with a DQ will place ahead of a rider who withdrew/scratched.

Handling Ties

- Tie in Dressage: Collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in EOH: Rider who incurred a 0 is place lower than a rider who did not. If tie remains, collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Speed: Decided by lowest accrued penalty/bonus points. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Cattle: Ties are decided by the lowest total net time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied.
- Tie of overall placement at a given class:
 - Competitor with highest average combined Dressage and EOH score will be placed higher.
 - If still a tie, competitor with highest EOH score will be placed higher.
 - If still a tie, fastest time in Speed trial will be placed higher.

Determining Placement – Teams

- Total points available are based on the total number of riders on all competing teams (eg 4 teams with 4 riders = 16 sets of points)
- Team's total point score is computed by adding points for top 3 riders in each of the trials.
- Teams are ranked according to total team points.

Handling Ties – Teams

- Team with highest average Dressage and EOH score will place higher
- If still a tie, team with fastest combined time in Speed will place higher.