Cross Country Equestrian Competition
Preliminary Guide to CCE

Introduction

This document is intended as an introductory guide to the new sport of Cross Country Equestrian (CCE). It includes information to provide context and explain the basic concepts and parameters of CCE. The launch of CCE is planned in sequential phases and this guide will be updated and expanded when appropriate to introduce additional concepts and refine or adjust the rules of CCE. This guide is not the Official Rulebook for CCE.

The Cross Country Equestrian Association (CCEA) oversees Cross Country Equestrian (CCE) competitions. The mission of the CCEA is to promote a highly accessible, fun, exciting and constantly improving equestrian sport that fosters great respect for the horse and develops skilled and ethical horse people.

The main goals for the sport of CCE include:
• Maximizing accessibility and participation.
• Developing skilled and knowledgeable horse people.
• A contest that builds, tests and rewards horsemanship and partnership.
• Growing a supportive and connected community of members.
• An entertaining sport with wide appeal.
• Leveraging public popularity to maintain access, create opportunities and ensure a future.
• Ensuring the horse is and remains the central focus of the sport.

Accessibility and Participation
All breeds of horse can participate. The contest requires an all-round athlete that is well trained and conditioned. A singular attribute such as impressive movement or fashionable appearance is of no advantage in CCE. Jumping scope is advantageous but not critical in CCE. The thoroughbred is an ideal horse for CCE and the affordability of thoroughbreds and especially the OTTB, aids accessibility to the sport.

Ten Levels cover beginner to expert and limited ability to highly talented horses and riders.

Optionality integral to CCE allows every competitor to make choices according to their specific circumstances. Competitors exercise judgement and have choice throughout a CCE competition but most significantly, they choose to attempt each obstacle on any CCE course.

Flexibility within the rules allows organizers of all types and sizes to participate in CCE utilizing their existing facilities, and tailored to their specific circumstances. In most cases, minimal investment is needed to begin and the organizer can scale up or down incrementally.

A broad range of competitions offered by numerous organizers creates options and opportunities for competitors to participate according to their goals.

Horsemanship and Partnership

CCE requires a well trained horse and riding that optimizes the horse's abilities. This requires horsemanship and partnership. A CCE competition provides the contest and the means to develop the skills, knowledge and relationship between horse and rider that is needed to improve and compete successfully.

CCE Community

Aside from the central focus being the horse and providing a superior balance of competition and participation, there are other mechanisms and practices involved in CCE that when applied will assist developing a supportive connected community.

A Valuable Entertainment Product

CCE is designed to be easily understood by spectators, exciting and fun to watch, and more relatable than most equestrian sports with it's accessibility apparent. It is designed to be an inclusive equestrian sport that appeals to a larger and more diverse audience. Consequently, CCE becomes a valuable entertainment product which attracts outside investment and interest that is leveraged to fund the sport, maintaining access and creating viable opportunities for skilled and knowledgable horse people.

CCE Competition

Fundamentally, a CCE competition involves competitors completing a course of obstacles, scoring points for successfully jumping or negotiating obstacles and incurring penalties for errors and exceeding the time allowed.

A competition may have one or more Stages that are separate courses and have different requirements and scoring. Stages are also considered separate competitions run concurrently with the multiple Stage competition.

Obstacles on a CCE course are numbered sequentially and the competitor follows the course from the start to the finish accordingly. Each course has an allowed time based on the pace and penalties are incurred for exceeding this.

Every obstacle on a CCE course is optional. The competitor chooses to attempt an obstacle or to "pass". No penalties are incurred for passing an obstacle correctly. Hence, obstacles must be attempted sequentially, but not necessarily consecutively.

Scoring is completely objective - there are no subjective opinions involved in CCE scoring. The simple competitive goal is to finish with the highest score.

Approximately 20% of obstacles on the course are of greater difficulty than is standard for the Level. These are called Challenge (CH) obstacles and score more points than the Regular (RG) obstacles on the course. The rules generally use a percentage of total obstacles to determine the number of CH obstacles on the course.

Errors at obstacles incur penalties and include refusals and run-outs, activating safety devices and knocking down flags. There is no penalty for circling or crossing tracks between obstacles on a CCE course. This encourages safer riding and the additional time needed is commensurate to any detour taken.

A portion obstacles on the course will have a dislodgeable upper element which incurs penalties when displaced. When this occurs, the competitor will receive points for jumping the obstacle, and incur penalties for dislodging the element. These are Knock Down (KD) obstacles. Percentage of total obstacles is used to determine the number of KD obstacles on the course.

In most cases, it is impossible to avoid time penalties on CCE courses, unless few or no obstacles are attempted. Competitors off-set these inevitable time penalties by jumping well to score points. In higher Classes of competition, tactical choices are made to pass obstacles in order to reduce time penalties and conserve energy for other scoring opportunities.

In certain Classes, veterinary or welfare inspections are conducted during the competition. Inspections during active competition must be passed within the time allowed or time penalties are incurred. Some inspections require clearing general welfare and lameness checks, while others involve additional thresholds for respiration, temperature and heart rate in order to be cleared.

Structure of CCE Competitions

Currently there are three Stages (components) of CCE and a competition may include any or all of these. When a competition includes more than one Stage, each comprises a separate competition, alongside the combined competition. A competitor can compete in any or all of the Stages.

Endurance Cross Ride (EXR)
In the simplest form the EXR resembles an endurance ride where competitors ride a course which involves no jumping at prescribed speeds in order to avoid time penalties. The complex version of EXR involves a similar endurance ride with the addition of simpler jumped obstacles, non-jumped obstacles (such as bridges or water-crossings) and/or athletic sections which require faster speeds.

Cross Country Ride (CCR)
The CCR is a course of moderate length in an open setting, with numerous obstacles that accrue points when jumped successfully. The CCR requires a moderate to fast pace depending on the Level of competition and time penalties are to be expected. Most obstacles on the CCR course are of the fixed type similar to an Eventing XC course. A portion of obstacles are of the Knock Down (KD) type with a dislodgeable upper element that is "captive" to ensure there is no risk of entrapment or further interference. A portion of obstacles are Challenge (CH).

Jump Off Ride (JOR)
The JOR course begins in a demarcated area called the "arena setting" which may include typical show-jumping obstacles with "free" dislodgeable elements. The course leaves the arena setting and continues into the "open setting" similar to the CCR course and includes the same types of CCR obstacles. A Gallop section may be included which involves no jumping. This is typically located between the arena setting and the first open setting obstacles. Show-Jumping type obstacles in the arena setting score less than Cross-Country type obstacles.

Scoring

The values assigned to various obstacles and infractions are not permanently established at this time. Additionally, as CCE evolves over longer periods it is likely that scoring values will be adjusted to ensure the sport remains true to the goals of CCE.
A Bonus Points system awards points for the use or non-use of certain tack and attendance at briefings. Bonus Points are a mechanism to encourage better horsemanship.

Currently the basic scoring schedule for CCR and JOR Stages is as follows:

CCR Points
Regular (RG)   20
Challenge (CH)   25

CCR Penalties
Refusal / Run-out   -50
Knock Down (KD)   -10
Activating Safety Device -30
Flag   -5

JOR Points
Regular (RG)   10   (SJ-type)   20   (CC-type)
Challenge (CH)   15   (SJ-type)   25   (CC-type)

JOR Penalties
Refusal / Run-out   -25   (SJ-type)   -50   (CC-type)
Knock Down (KD)   -5   (SJ-type)   -10   (CC-type)
Activating Safety Device -30
Flag   -5

Time - CCR and JOR
1 penalty per second started

Bonus Points are used as incentives for behavior and other actions such as the use of equipment and tack.

The values assigned to the various obstacles and infractions will be adjusted periodically to remain aligned with the goals of the sport.

Example CCR Course

Obstacle	Type	Points	Penalties		Obstacle	Type	Points	Penalties
1	RG	20			14	CH / KD	25	10
2	RG	20			15	RG	20	
3	RG	20	50		16	RG	20	
4	RG / KD	0			17	RG / KD	20	
5	RG	20			18	RG	20	
6	RG	20			19	CH	0	
7	CH	25			20	RG	20	
8	RG	20			21	RG	20	
9	RG	20			22	RG / KD	20	10
10	RG	20			23	CH	25	
11	RG	0			24	RG	20	
12	RG	20			25	RG	20	
13	RG	20			26	RG	20	

Maximum Course Points   540 points

| 22 | Regular (RG) Obstacles | @ 20 points | = 440 |
| 4 | Challenge (CH) Obstacles | @ 25 points | = 100 |

Score Card

400 RG points + 75 CH points - 70 penalties = 405 points
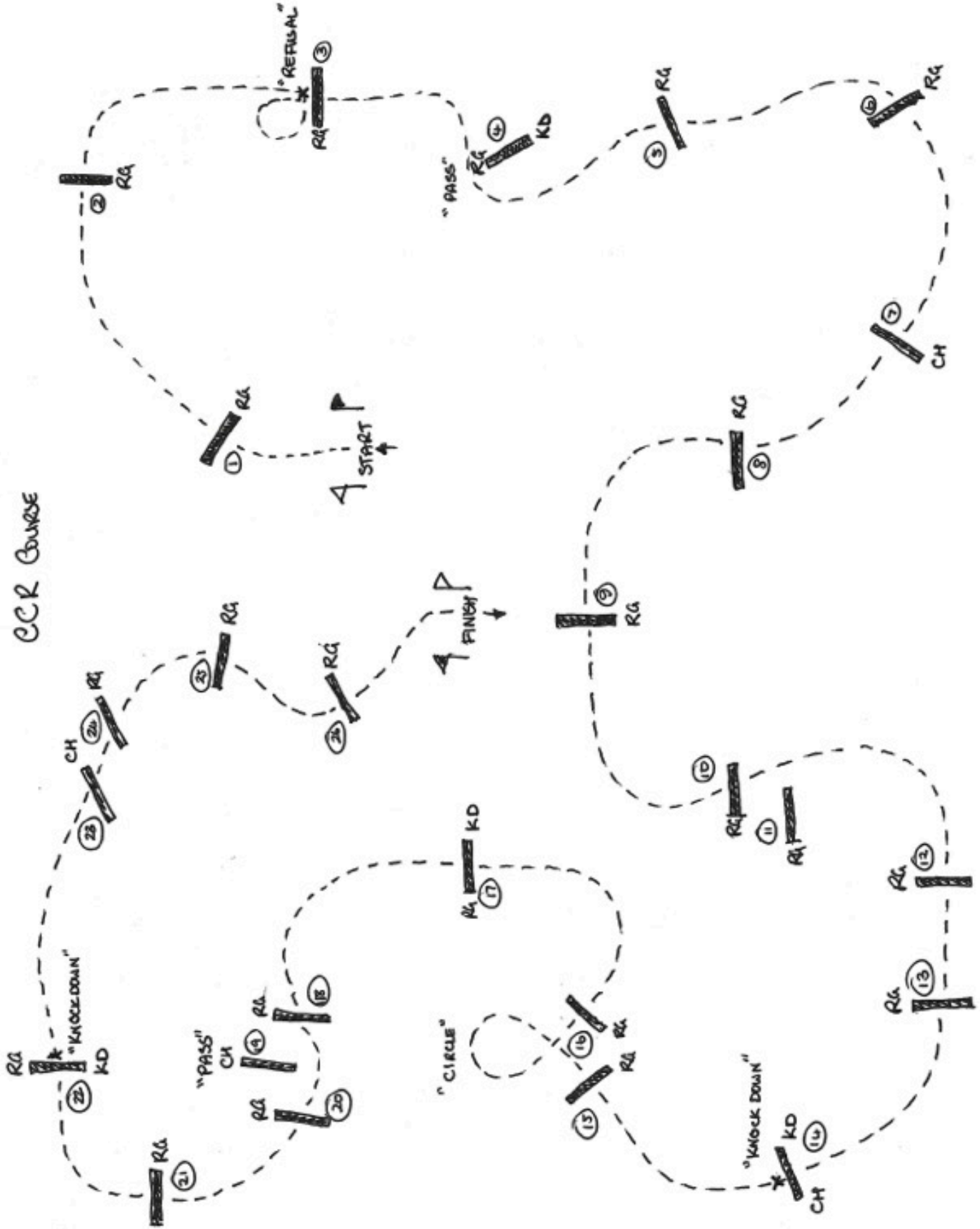Time penalties deducted from score

Qualifying Score Threshold*

100% of RG Points = 440 points
(For qualifying, the first 30 penalties due to exceeding the course time are not applied.)

In this example with a Finish Score of 405 points the Q.Score is NOT attained.

      * Q.Scores are used to determine eligibility to Level-Up and Class-Up

CCR Course

"OPEN SETTING"

"THE GALLOP!"

"ARENA SETTING"

JOR COURSE
1. Arena Setting
2. The Gallop *
3. Open Setting *
4. Arena Setting

* Optional