

# BUCS EQUESTRIAN FINALS – DRAWS INFORMATION



## Championship Draw and Running Orders

### Championship dressage first round draw

Start total (Running order)	Horse	Ride order	Boot No	Notes
1	ABC	1		Team qualifier horses only
2	DEF	1		Team qualifier horses only
3	GHI	1		
4	JKL	1		
5	MNO	1		
6	ABC	2		Team qualifier horses only
7	DEF	2		Team qualifier horses only
8	GHI	2		
9	JKL	2		
10	MNO	2		
11	ABC	3		Team qualifier horses only
12	DEF	3		Team qualifier horses only
13	GHI	3		
14	JKL	3		
15	MNO	3		

### How this draw works...

- Each team captain will draw a slip showing a 'start total' – this tells them what horses (3 x Letters) and when (Start total) they will ride.
- Captains draw in alphabetical university order.
- The individual team members will then each draw a letter representing their horse.
- Individual qualifiers will nominate one rider from each region to draw a slip to give them a start total.
- The individual team members will then each draw a letter (according to the draw slip) representing their horse.

### Championship dressage second round draw

Start total (Running order)	Horse	Ride order	Boot No
1	P	1	
2	Q	1	
3	R	1	
4	S	1	
5	T	1	
6	P	2	
7	Q	2	
8	R	2	
9	S	2	
10	T	2	
11	P	3	
12	Q	3	
13	R	3	
14	S	3	
15	T	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.

#### Championship Dressage third round draw

Start total (Running order)	Horse	Ride order	Boot No
1	U	1	
2	V	1	
3	U	2	
4	V	2	
5	U	3	
6	V	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.

#### Championship Dressage final draw

Start total (Running order)	Horse	Ride order	Boot No	Notes
1	W	1		Set test (Rider 1)
2	X	1		Freestyle (Rider 2)
3	W	2		Set test (Rider 2)
4	X	2		Freestyle (Rider 1)

How this draw works...

- Each individual rider will draw a slip showing a 1 or 2 – this tells them what horse (Letter) and when (Start total) they will ride.
- The rider who picks 1 will ride the set test and will then have a break before doing their freestyle. The rider who picks 2 will ride their freestyle and immediately switch horses and do their set test (after 5 min warm up)

#### Championship jumping first round draw

Start total (Running order)	Horse	Team	Ride order	Notes	Start total (Running order)	Horse	Team	Ride order	Notes
1	A	1	1	Team horses only	24	I		2	
2	B	2	1	Team horses only	25	J		2	
3	C	3	1	Team horses only	26	K		2	
4	D	4	1	Team horses only	27	L		2	
5	E	5	1	Team horses only	28	M		2	
6	F	6	1	Team horses only	29	N		2	
7	G		1		30	O		2	
8	H		1		31	A	2	3	Team horses only
9	I		1		32	B	3	3	Team horses only
10	J		1		33	C	1	3	Team horses only
11	K		1		34	D	5	3	Team horses only
12	L		1		35	E	6	3	Team horses only
13	M		1		36	F	4	3	Team horses only
14	N		1		37	G		3	

15	O		1		38	H		3	
16	A	3	2	Team horses only	39	I		3	
17	B	1	2	Team horses only	40	J		3	
18	C	2	2	Team horses only	41	K		3	
19	D	6	2	Team horses only	42	L		3	
20	E	4	2	Team horses only	43	M		3	
21	F	5	2	Team horses only	44	N		3	
22	G		2		45	O		3	
23	H		2						

How this draw works...

- Each team captain will draw a slip showing three 'start total' – this tells them what horses (3 x Letters) and when (3 x Start total) they will ride them (one rider will ride a horse first, one will ride a horse second and one will ride a horse third).
- The individual team members will then each draw a letter representing their horse.
- Individual qualifiers will nominate one rider from each region to draw a slip to give them their start totals.
- The individual team members will then each draw a letter (according to the draw slip) representing their horse.

#### Championship jumping second round draw

Start total (Running order)	Horse	Ride order	Boot No
1	P	1	
2	Q	1	
3	R	1	
4	S	1	
5	T	1	
6	P	2	
7	Q	2	
8	R	2	
9	S	2	
10	T	2	
11	P	3	
12	Q	3	

13	R	3	
14	S	3	
15	T	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.

#### Championship jumping third round draw

Start total (Running order)	Horse	Ride order	Boot no
1	U	1	
2	V	1	
3	U	2	
4	V	2	
5	U	3	
6	V	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.

#### Championship jumping final draw

Start total (Running order)	Horse	Ride order	Boot number	Notes
1	W	1		(Rider 1)
2	X	1		(Rider 2)
3	W	2		(Rider 2)
4	X	2		(Rider 1)

How this draw works...

- Each individual rider will draw a slip showing a 1 or 2 – this tells them what horse (Letter) and when (Start total) they will ride.
- The rider who picks 1 will ride the first round and will then have a short break before doing their second round. The rider who picks 2 will be second into the ring to ride their first round and then immediately switches horses to do their second round (after warm up)

### Trophy Draw and running orders

#### Trophy Dressage - First round draw

Start total (Running order)	Horse	Draw number	Boot No
1	A B C	1	
2	D E F	2	
3	G	1	
4	H	2	
5	A B C	3	
6	D E F	4	
7	G	3	
8	H	4	
9	A B C	5	
10	D E F	6	
11	G	5	
12	H	6	

How this draw works...

- Team captains will draw between 1 and 6 dictating when their team will ride, according to the drawn number.
- Individuals then draw a letter representing their horse for the first round.
- Riders can calculate when they will ride by matching up their Team drawn number and their horse letter e.g. a Team captain draws Team 1, the team will ride ABC first, and the fourth rider will be 3<sup>rd</sup> into the ring on horse G.

#### Trophy Dressage Final round

Start total (Running order)	Horse	Ride order	Boot No
1	I	1	
2	J	1	
3	K	1	
4	I	2	
5	J	2	
6	K	2	

7	I	3	
8	J	3	
9	K	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.

### Trophy Jumping First round draw

Start total (Running order)	Horse	Drawn order	Boot No
1	A	1	
2	B	2	
3	C	3	
4	D	4	
5	E	5	
6	F	6	
7	G	2	
8	H	1	
9	A	2	
10	B	3	
11	C	4	
12	D	5	
13	E	6	
14	F	1	
15	G	4	
16	H	3	
17	A	4	
18	B	5	
19	C	6	
20	D	1	
21	E	2	
22	F	3	

23	G	5	
24	H	6	

How this draw works...

- Team captains will draw between 1 and 6 dictating when their team will ride, according to the drawn number.
- The individual team members will then each draw a letter which represents their horse.
- Riders can calculate when they will ride by matching up their Team drawn number and their horse letter e.g. a Team captain draws Team 1 and one of their riders picks H, they can tell they will be 8<sup>th</sup> into the ring.

### Trophy Jumping Final round

Start total (Running order)	Horse	Ride order	Boot No
1	I	1	
2	J	1	
3	K	1	
4	I	2	
5	J	2	
6	K	2	
7	I	3	
8	J	3	
9	K	3	

How this draw works...

- Each individual rider will draw a slip showing a 'start total' – this tells them what horse (Letter) and when (Start total) they will ride.