



## Performance Incentive

### Competition Rules:

1. Horses must be currently NZMHA registered, and owned or leased by a current financial member of NZMHA.
2. Handlers must meet the age criteria for NZMHA shows.
3. \$20 per horse paid entry.
4. Horses must be three years old or over to be eligible for the competition.
5. Points are accumulated from 1<sup>st</sup> October to 30<sup>th</sup> April each year.
6. Points are accumulated in each discipline within both Category A or Category B Performance.
7. Points for Regional shows can be accumulated from all eligible classes at all approved shows attended in the horses' home region.
8. Horses will be tagged to their home Region. If a horse is sold during the year it will be tagged to the region where it collected the most points.
9. Horses can be entered in as many classes as they qualify for e.g., Novice or Open.
10. Points from **top 12** eligible shows will be included in the calculation of total points for each horse.
11. The overall winner of the Performance Incentive is the horse that achieves the most points across all disciplines throughout the year.
12. Points will be scaled as per hi- point rules  
Classes to be counted:  
Jumping – one jumping class either hunter or Fault N Out  
Trail  
Harness – one harness class either Country or Single Pleasure, or Roadster  
Scoring: 1st = 4pts 2nd = 3 pts 3rd = 2 pts 4th = 1 pt
13. Only AA, Showcase and Premier Shows, and shows run by NZMHA affiliated clubs that offer the NZMHA recommended show program, are eligible for the Performance Incentive Competition. The National Show does not count.
14. In all cases, the shows must be approved by NZMHA Council.
15. Approved shows that qualify for Performance Incentive points will be advertised on the NZMHA website and in Show Programs, indicated by the letters "PI".
16. Height certificates must be valid at the time of showing, in line with NZMHA show rules.

17. Supreme, Champion and Reserve Champion results are not included, except where horses have equal points at the end of the competition. If there is tie after all points are calculated, the horse with the most champions will win.
18. If there remains a tie where two or more horses have equal points, after champions are counted, the prize money will be shared and any trophies or cups held for an equal number of months of the year.
19. Perpetual trophies and cups are to be returned each year to be reallocated to the winners the following year. They must be returned one month prior to prizegiving.
20. Any prizes will be awarded at the NZMHA AGM awards ceremony and dinner.
21. Any dispute between an NZMHA member and the Sponsor organiser will be settled by the NZMHA Council whose decision will be considered final.
22. These rules have been approved by the NZMHA Council and all the amendments are subject to Council approval.
23. Any prizes to be determined by/on the funding pool available
24. Points from ONE jumping class, ONE harness class and ONE trail class will count per show.

## **Prizes:**

### **Regional Competition**

- Each region has 3 placings,
- The results are collated from all High Point shows carried out in their own region. (maximum 12)
  - Regional Performance Champion -
  - Regional Performance Runner Up
  - Third Place

### **National Competition**

- The points from every show the horse participates in are collated. (Maximum 12)
- Top three scorers placed in each of the three categories, ie Harness, Jumping and Trail.
- The overall National winner receives prizes/trophies.
  - Harness, Jumping and Trail:
    - 1st Place -
    - 2nd Place -
    - 3rd Place -
  - Grand Champion Award - The overall winner accumulating the most points in all categories in approved Performance Horse classes.

## **Eligible Classes**

### **Harness**

- Single Pleasure
- Country Pleasure
- Roadster

Note. Horses may only compete in Single Pleasure or Country Pleasure, not both.

### **Jumping**

- Hunter
- Fault and Out

### **Trail**

- Trail

### **Allocation of Points:**

Points will be scaled as per hi-points.

Scoring: 1st = 4pts 2nd = 3 pts 3rd = 2 pts 4th = 1 pt