



'Promoting Fun with Standards'

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RULES FOR PAIRS BATON RELAY

1. The starting order is drawn.
2. The pair enter the arena together. The first competitor jumps the course and having jumped the last jump passes the baton to the next person, within the holding area. The second competitor then jumps the course. Failure to pass the baton incurs elimination.
3. If the baton is dropped the competitor must dismount, recover the baton and remount before continuing with their round or passing the baton to the next person. This includes the holding area. Failure to do so incurs elimination.
4. If a competitor makes an error for which the normal penalty is elimination, e.g. 3 refusals, the bell is rung and the other person takes over the baton and completes the course before starting their own round. If the 2nd competitor is eliminated then the pair is eliminated.
5. If a knockdown occurs as a result of a refusal the clock will stop then start again as soon as it has been rebuilt. **10 seconds will be added to the total time.**
6. For all other knockdowns **10 seconds will be added to the total time for each one.**
7. The total time is the time the first competitor crosses the starting line to the last competitor crossing the finishing line plus any penalties.