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## RULES FOR SHOWJUMPING COMPETITION

### FORMAT FOR PONY CLUB SHOWJUMPING GRADING

#### OBJECTIVE

Graded jumping was introduced into pony club in N.S.W. during 1980. Grading the combination of horse and rider for showjumping has enabled children of all ages to compete at a standard which suits their ability. Before graded jumping, many children were unable to participate because the size of courses was well beyond their capability. There are **6** grades for juniors (i.e. Under 17yrs) — Championship, A, B, C, D, E and Introductory grade and **5** grades for associates — Championship, A, B, C, **D and E grade**. Riders may be graded on more than 1 horse and a separate grading card is issued for each combination. Points are accumulated separately for each combination. With the exception of Introductory Grade, once the combination has been graded, they progress through the grades by accumulating points in competition. When they reach the required number of points they go up to the next grade. Introductory Grade to be Graded to E grade following How to Grade section below.

**E Grade riders** - (Maximum starting height 45cms and width 50cm for 1st round of competition). The most important thing for E grade in addition to the above is that the riders can control his/her pony at the canter (even though they will often trot around the course) as ponies will often canter after a jump.

ALL CLUB AND ZONE JUMPING COMPETITIONS MUST BE CONDUCTED IN GRADES.

### FORMAT FOR PCA NSW SHOWJUMPING GRADING

**HOW THE COURSE IS SET UP:** A course can be built, starting at 45cm (E Grade) or 5cm lower. All riders wishing to be graded at this standard must complete the course, riding with control and without difficulty. The course could then be raised 5cm (2") for the second round. Combinations completing the 45cm round satisfactorily can be graded E. The same procedure is followed for all other grades. Courses set for grading should contain at least one double combination and a variety of straight and spread fences, with an equal proportion of straight and spread fences and at least two changes of direction.

**HOW THE COMBINATION IS ASSESSED:** A combination is assessed by the Zone Chief Instructor or a person appointed by the ZCI, after consultation with the senior instructor and/or other jumping instructors from the candidate's home club. If the Zone Chief Instructor feels the need for extra assistance, this may be enlisted from some other instructor so appointed. No parent should assess their own child or be present with the panel when decisions are being made and the *final determination on all grading will be the responsibility of the Zone Chief Instructor or someone appointed by the Zone Chief Instructor*. Any combination which, in the opinion of the Zone Chief Instructor, appears to be capable of progressing to the next grade, will be permitted to make the attempt.

*Upgrading:* Is done according to the *cumulative point score system* as set out on association showjumping grading cards, *or as directed by the Zone Chief Instructor*.

*Re-Grading:* Graders must be warned of the dangers involved with up-grading especially from B to A, before the combination is ready.

*All gradings must be continually under review by the zone chief instructor. A horse/rider combination which continually fails, or experiences difficulty in a grade, should immediately have their grading reviewed and be downgraded. Combinations may only: -*

*ADVANCE OR BE DOWN-GRADED BY ONE GRADE AT A TIME*, however, if this grade is not satisfactory, the process may be repeated.

It must be remembered that horses and riders may lose form due to a variety of reasons. If a senior instructor considers a combination is having difficulty with the present grading, application should be made to the zone chief instructor, without delay, for the combination to be reviewed for consideration to re-grade to a lower grade. *The horse and rider must be regular pony club attendees in order for fair assessment to be made.*

**All combinations must be graded in writing on a state grading card issued and signed by the Zone Chief Instructor.**

**PREAMBLE:** The purpose of grading is to allow all riders whatever their age and/or experience the opportunity to enjoy the sport of Showjumping at a level where the horse and rider combination feels competent and comfortable.

**GRADING:** All horse/rider combinations must hold a grading card before competing. Proof of grading (up to date grading cards must be presented to officials before jumping). When riders are being graded, they must jump confidently a minimum of 10cm higher and wider than the maximum starting height and width of the grade.

Riders may be graded on more than one horse. Horses may be graded with more than one rider.

Riders may only be graded on horses belonging to members of the same Pony Club (i.e the rider and the owner of the horse must be financial members of the same club) unless a lease agreement is in place and forwarded to the State Office.

**HOW TO GRADE:** it is appropriate for riders to be graded by the Senior Instructor of the Club to which the rider belongs as the rider can be seen jumping during training sessions and their competency can be assessed under non-stressful conditions. If for some reason the SI does not feel comfortable grading a rider then the ZCI of the Zone appoints a competent person to grade the rider or riders.

**ALL GRADES:** To be given a grading the combination of horse and rider must show control of pace, change of direction, the ability to jump the height and width of the maximum starting height and width of the grade for which they are being assessed and to exhibit a sound lower leg position throughout the round. The course should be inviting and fair with at least two changes of rein (direction) and one combination. The equipment used should not be unfairly bright or scary.

No rider may be led over a jump at Pony Club (a single pole on the ground is not a jump).

**Introductory Grade** riders (under 17 years of age)- for independent riders, (Maximum starting height of 30cm and width of 40cm for 1<sup>st</sup> round of competition), at the discretion of the Zone Chief Instructor or Club Senior Instructor at a Zone or Club competition. No grading points are to be allocated for these competitions.

**E Grade** - (Maximum starting height 45cms and width 50cm for 1st round of competition). The most important thing for E grade in addition to the above is that that the riders can control his/her pony at the canter (even though they will often trot around the course) as ponies will often canter after a jump.

**D Grade** – (Maximum starting height 60cms and width 75cms for 1st round of competition). At D grade level the combination is progressing and while all the above is expected the rider is beginning to understand better the use of pace and control and is more confident over the slightly bigger and wider obstacles. The upper body position of the rider becomes more important as the horse is required to make a bigger effort.

**C Grade** – (Maximum starting height 75cms and width 90cms for 1st round of competition). At C grade the combination is required to jump bigger and wider obstacles and the rider should have a better understanding of pace and rhythm as well as a basic understanding of distance and the relationship of one fence to another not only in combinations but during the whole of the course. The C grade combination will have an understanding of jumping obstacles at an angle (when appropriate) and will be able to ride 'against the clock'.

**B Grade** – (Maximum starting height of 90cms and width 105cms for 1st round of competition). At B grade the combination will have a well-established jumping position and lower leg position and a very good understanding of pace and rhythm. The rider will have the ability to walk distances accurately and to recognise the challenges of the course.

**A Grade** – (Maximum starting height 105cms and width 120cms for 1st round of competition). At A grade the combination is competent in all aspects of understanding the course, the pace required, the questions asked by the track and the placement of jumps both in combinations and in related distances. The rider's position will be able to assist the horse to jump the course with confidence and safety.

**GRADING/PERFORMANCE CARDS:** Showjumping grading cards and protective covers are available from the association office. These are required to be taken to ALL COMPETITIONS and be endorsed by judges (or if unavailable, the chief steward), when placings are gained. These cards are to be kept up-to-date and will be required by the zone chief instructor and association office for verification of performance for selection of *interstate teams*. They must also be available to the zone chief instructor with nominations for *state championships*. Grading cards or photocopies thereof must be submitted with championship nominations to club secretary for checking by zone chief instructor. Whenever grading cards are required for verification of performance, photocopies of both sides thereof should be submitted unless originals are specifically called for.

Upgrading is by means of a cumulative point score or by authority of the zone chief instructor. Open performances may be noted for reference only, but do not count for upgrading.

**RECORDING:** Zone secretaries (or a person appointed for the duty) are required to keep a master record for all showjumping gradings in the zone. *The results of showjumping events within a zone should be forwarded to the zone secretary or the zone grading official by the club secretaries, as soon as possible following the events.*

## MAXIMUM STARTING HEIGHT OF 1ST ROUND FOR GRADING AND GRADED SHOWJUMPING COMPETITION:

Junior /A	1.05 M HEIGHT	1.15M SPREAD
Junior/B	0.90 m height	1.05m
Junior/C	0.75 m height	0.90 m
Junior/D	0.60 m height	0.70 m
Junior/E	0.45 m height	0.50 m
Associate/A	1.05 m height	1.15m
Associate/B	0.90 m height	1.05m
Association/C	0.75 m height	0.90 m
Associate/D	0.60 m height	0.70 m
Associate/E	0.45 m height	0.50 m

Jumps can only be raised by 10cm for the second round of a competition.

Recommended Points for upgrading for showjumping as follows:

1st place	5 points	
2nd place	4 points	
3rd place	3 points	
4th place	2 points	
5th place	1 point	
E Grade to D Grade		12 points
D Grade to C Grade		12 points
C Grade to B Grade		18 points
B Grade to A Grade		18 points

Points are **not** to be accumulative from one grade to the next.

### COMPETITION RULES

In the event of conflict between association rules and the rules of other equestrian bodies hereafter referred to precedence will be in the order set out.

- a. The Pony Club Association of N.S.W.
- b. E.A. rules (current edition)
- c. F.E.I. rules (current edition)

If a discrepancy between the rules of Pony Club NSW and E.A of a technical nature only is discovered, upon recommendation from the relative discipline Advisory Committee the Executive may approve a change to that rule. That change may be updated in the relevant Blue Book Section immediately. This is not to apply to any rules regarding gear or safety. Examples may include a change in scoring systems, refusals, errors of course, update of tests etc. If the Executive is not satisfied the change is of a technical nature the decision is to be held over to next meeting of the State Council.

**All E and D Grade classes at Club, Zone and Area level will be conducted on optimum time (i.e., not against the clock).**

### OPTIMUM TIME.

Optimum time is a method used to determine the winner of a Showjumping event without expecting the riders to ride too fast to win the class. The purpose is safety for less experienced riders and horses, which allows novice horses the time needed to be able to jump in a balanced form and to develop its technique before having to do it all at a faster pace. This theory applies to the development of riders as well.

Optimum time is a time calculated to give the time allowed window, to achieve the outcomes written above.

It is mandatory that optimum time be used for all E and D grade jumping events in NSW Pony Club competitions.

The optimum time is set for each round where time is a factor by measuring the course with a measuring wheel on the track expected to be taken by the rider. The track measured should be shown on the course plan with a dotted line.

The optimum time is calculated for E and D grade competitions using the length of the course at 300m or 325m per minute.

Under optimum time, riders are penalised for going too fast (ten seconds under the Optimum time) or too slow (ten seconds over the optimum time).

When judging events with optimum times, ten seconds are added and subtracted to the optimum time and this becomes the TIME ALLOWED.

If a rider exceeds the time allowed, time penalties are incurred at the rate of 1 penalty for every commenced 4 seconds over the time allowed (in all rounds except the final jump off). In the final round of the competition (i.e., the FINAL jump off) time penalties are calculated at the rate of one every commenced second.

The final round needs to be measured and calculated separately to round one. The track measured needs to be marked with a dotted line on the course plan.

Below is an example of how OPTIMUM TIME is calculated in the First Round of a 2 round (Jump Off) competition.

LENGTH OF COURSE	400 metres
SPEED	325m/minute
OPTIMUM TIME	74 seconds
TIME ALLOWED (above)	84 seconds
TIME ALLOWED (below)	64 seconds.

If a rider took 85 seconds for the round 1 penalty would be incurred.

If a rider took 62 for the round 1 penalty would be incurred.

If a rider who had a time of anything from 63 – 83 seconds would not incur a time penalty.

To place the riders in the FINAL Jump Off placings and penalties would be as follows

LENGTH OF COURSE	300 metres
SPEED	325m/minute
OPTIMUM TIME	56 seconds
TIME ALLOWED (above)	66 seconds
TIME ALLOWED (below)	46 seconds.

E.g. One Rider A: 57.01 seconds and Rider B: 55.01. Rider B is the winner. The winner is the closest to the Optimum Time and under the time.

E.g. Two Rider A: 57.01 seconds and Rider B: 52.44. Rider A is the winner. The winner being

the closest to the Optimum Time.

E.g. Three

Rider A took 72.80 seconds, 6.80 seconds over the time allowed so 7-time penalties

Rider B took 44.30 seconds, 1.7 seconds under the time allowed so 2-time penalties

Where penalties and time are equal above and below the optimum time, the rider below the optimum time is placed higher.

The formula for calculating the optimum time is:

Length of the course, divided by the speed, multiplied by 60

400m divided by 325m multiplied by 60 = 73 secs, so the Optimum time would be 73 seconds.

At Zone/Club Level Showjumping competitions, riders (graded C or above) may be permitted to participate on two horses, (one horse competitively, the other non-competitively). The 2<sup>nd</sup> horse can be either lower, higher or the same grade. If the second non-competitive horse was in the same grade, then the second non-competitive horse would be ridden last.

The decision to allow two entries per rider will be at the discretion of the host Zone/Club.

## **STATE CHAMPIONSHIPS**

### **1. STANDARD OF ENTRY**

At all state championships the standard of competition will be high. It is the responsibility of the competitors to ensure that mounts are fit and meet the required standard and that riders are capable of state championship competition. The zone chief instructor is the final arbiter of entries being submitted for zone representation at state championships.

### **2. ELIGIBILITY**

*Rider:* Membership qualifications and rally attendance refer section 4.

*Horse:* Ownership qualifications refer section 4.

Minimum grading required for acceptance for state showjumping *championships*:

Under 13 years	B grade
13 and under 15 years	A grade
15 and under 17 years	A grade
17 and under 25 years	A grade

Eligible riders may enter for lower grades however they are not eligible for state Showjumping champions and ribbons will only be provided for each class.

Under 13 years	C and D grade
13 and under 15 years	B & C grade
15 and under 17 years	B & C grade
17 and under 25 years	B & C grade

Numbers may also be balloted depending on entries received.

There is no height or EA grading restrictions for any horse entered in pony club competitions or state championships.

### **3. The association championships are conducted in age groups:**

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- a. Under 13 years
- b. 13 and under 15 years
- c. 15 and under 17 years
- d. 17 and under 25 years

4. At championships, the starting height for the first event will be within a given range, as under:

Under 13 years	0.75 m-0.90 m
13 and under 15 years	0.90 m-1.05 m
15 and under 17 years	1.05 m-1.20 m
17 and under 25 years	1.05 m-1.20 m

Starting heights same for all classes

D Grade under 13 years	0.60m
C Grade under 13 years	0.75m
C Grade 13 and under 15	0.75m
B Grade 13 and under 15	0.90m
C Grade 15 and under 17	0.75m
B Grade 15 and under 17	0.90m
C Grade 17 and under 25	0.75m
B Grade 17 and under 25	0.90m

The Course designer is to be advised of these requirements.

## 5. AGE OF HORSES

For competition in showjumping state championships, horses must be at least FIVE years old to be eligible to compete i.e. Horses to show all permanent teeth and the corners to be in wear. This is the only criteria that will be used.

## 6. FITNESS INSPECTION

A fitness inspection under saddle is conducted on the day prior to the showjumping championships. It is the responsibility of the competitor and team manager to ensure that all horses receive a fitness inspection at the appointed time. For horses that arrive after the appointed fitness check time the team manager must notify the Technical Delegate of the late arrival and the horse will be checked on the morning of the first competition at a time decided by the TD. Riders not complying with this requirement risk being excluded from the competition.

Owners of Suspect or doubtful horses may request a further inspection by a veterinarian at their own cost.

A horse verified to be lame by the officiating veterinary surgeon at State Championships shall be scratched from the event by the Advisory Committee.

Horses which fail to pass the veterinary inspection shall not be permitted to re-present at a fitness or veterinary inspection at the same Championships.

No horse may leave the ground after the fitness inspection at State Championships until the conclusion of the final parade without the permission of the advisory committee.

Competitors must wear full Pony Club uniform or a casual uniform of fawn jodhpurs, polo shirt (with collar and sleeves) in Club, Zone or State colours, together with regulation cap and boots at all Fitness Checks at State Championships. Back numbers must be worn. At State Championships, fitness checks are to be conducted in zone groups.

Team managers to attend fitness check with team members (refer section 4).  
Horses may be swabbed for illegal substances.

## **SAFETY OFFICER**

A Safety Officer must be appointed for all Championships. For full details on the position please refer to Section 5.

## **7. AWARDS**

State Championships:

Age Championships — Champion & Reserve ribbons only

Individual Classes — Awards to 10th place

Zone Teams — One team championship only

Interstate Teams — One Championship Team only.

There will be *no equality* or division of any award.

Fitness Check Presentation Award — Perpetual Zone Trophy.

C Grade (riders under 13)

B Grade (riders 13 and under 25) Awards 1-10 individual classes only.

Should there be less than ten (10) riders compete in any group at a State Championship points will be allocated on a pro-rata basis and if there are less than five (5) riders in the age group there will not be a Reserve Champion.

## **8. INTER-ZONE COMPETITION**

This competition is for N.S.W. competitors only. ZONE TEAMS will be selected on performances at the championship. Teams are to comprise a maximum of 4 riders and a minimum of 3 riders. All scores to count. All zone riders are eligible to be considered as members of a team for their zone.

## **9. INTERSTATE COMPETITION**

To be selected on performances at the championship. Teams are to comprise a maximum of 4 riders and a minimum of 3. All scores to count.

## **10. SCORING**

A point scoring system is used based on ten points for first place down to one point for tenth place for each event in each age group. In the event of equal places these points will be awarded in a similar way to the division of money under normal competition conditions.

**POSTING OF SCORES** — the final championship scores will be displayed for a minimum of 15 minutes prior to the award being made for the championship. The time of final posting of each score sheet will appear on the bottom of the score sheet.

**EQUALITY OF SCORES INDIVIDUAL CHAMPIONSHIPS** — In the event of a tie in points for individual champions a count back will take place to the highest number of first places then the highest number of second places and so on. If this does not decide the placing the count back will then go to the highest place in the Grand Prix, or if there is no Grand Prix the highest ranking class.

**ZONE AND INTERSTATE TEAMS — COMPETITOR PLACES:** — In the event of a tie in points for competitor places in a team, a count-back will be effected on the number of major placings awarded to the competitor i.e. 2 first placings coupled with 2 third placings (36 points) awarded to a competitor will take precedence over for example 4 second placings (36 points) gained by a second competitor. If a tie still exists a count-back of placings in the Grand Prix and then to the

next highest ranked class and so on until a division is reached.

**ZONE AND INTERSTATE TEAM PLACINGS:** — If equality in points scored exists this will be subject to the same count-back on major placings for each team i.e. 2 first placings coupled with 2 third placings takes precedence over 4 second placings. If a tie still exists a count-back of the Grand Prix and then to the next highest ranked class and so on until a division is reached.

## 11. COURSE DESIGNER AND BUILDERS

One or more course designers may be commissioned to design the courses. The required number of course builders will be appointed.

## 12. GEAR AND UNIFORM CHECK

To be carried out prior to each event. All saddlery, gear and uniform are to conform with the association's regulations. All competitors must wear full pony club uniform, i.e. long sleeved shirt (worn with sleeves down and buttoned up), tie, fawn, beige or oatmeal jodhpurs (the wearing of a coat is NOT permitted). The use of approved Body Protectors for all disciplines is permitted. They may be worn over or under Pony Club uniform with preference to wearing under the shirt or jumper. Back numbers must be worn on the outside. If a jumper is worn at State Championships it must be of knitted wool or wool blend, it shall have long sleeves or be a sleeveless pullover, with a V-neck and be of one plain colour.

Only helmets that have been specifically designed for equestrian use may be used please see Section 7 of the Associations Handbook - Uniform for further helmet details.

Riders under 17 years wear Jodhpur boots (elastic sided, reasonably smooth fully soled, solid upper riding boots) with or without gaiters. Solid leather gaiters of the same colour as the Jodhpur boot may be worn wherever long boots are permitted.

Associates have the option of wearing short or long boots. Solid leather gaiters of the same colour as the Jodhpur boot may be worn wherever long boots are permitted.

The foot must not be attached to the stirrup in any way nor stirrup leather tied to the saddle or girth. Bits of nylon or other synthetic materials are permitted. Refer to the 'Bit dictionary' for diagrams of approved bits. Team managers to be in attendance with team members at the gear check. Refer full details — section 7.

The use of Micklem Competition bridle without the use of the bit clips is permitted for use at all levels of Showjumping competitions.

## SADDLERY (FEI Article 257)

### 1. *In the competition arena:*

1.1 Blinkers are forbidden.

1.2 Only unrestricted running martingales are allowed.

1.3 Reins must be attached to the bit, gags are permitted.

### 2. *Anywhere within the grounds of the event under the control of the Organising Committee*

2.1 In the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and on the outside of the flap. There must be no other restrictions or attachments of any kind. The competitor must not directly or indirectly tie any part of his body to the saddlery.

## 13. SALUTE

Each competitor must salute the judge as a matter of courtesy. The judge may refuse to start a competitor who has not saluted.

Competitors are not permitted to remove their helmet in salute or for award giving. When saluting the judge, the rider brings the mount to a halt. Retention harness must be firmly in place whenever rider is mounted.

#### **14. DISQUALIFICATION**

a. Loss of helmet incurs disqualification.

b. A competitor who refuses to obey the direction of any officiating steward or official is to be reported to the senior authority on the day and after consideration by the disputes committee, may be disqualified from all or some of the events.

c. The advisory committee reserves the right to disqualify a competitor for any breach of rule, or if the horse appears lame, exhausted, or unfit for competition or for unacceptable behaviour by the rider. Also see section 4.

d. A competition commences when the rider enters the arena and that any fall of the horse or rider from the time the rider enters the arena until they pass through the finish will incur elimination from that class.

#### **15. TEAM MANAGERS' DUTIES**

Team Managers are responsible for collection back numbers. Team Managers are not permitted to accompany team members any further than the gear check point and are not permitted entry to the competition arena during championships.

Team Managers shall be in possession of a Horse ID for all horses in their team, including colour, markings and brands, signed by their Zone Chief Instructor or other authorized zone officer in the event that the Zone Chief Instructor is not available. Team Managers shall be aware of the rules relating to Hendra Vaccination and of any substitution of a horse and hold copies of Hendra Vaccination certificates for these horses.

This information is to be made available to the Gear Check Steward and Technical Delegate only in the event of query or dispute. Refer section 7.

#### **ASSOCIATION EXECUTIVE AND ADVISORY COMMITTEE**

The Technical Delegate, State Executive present and Advisory Committee present are required to ensure the proper conduct of the competition for which they are responsible. To achieve this, they are entitled to take action against any person infringing these rules. Also to amend or alter any rules as found necessary in the interests of fair play and sportsmanship.

#### **16. ACCESS TO COURSE AND PRACTICE AREA**

*Competitors and team managers only* may walk the course, prior to the starting of an event. Team managers must be suitably attired, preferably in zone uniform. Competitors may only walk the course in the uniform that they intend to ride in. Competitors must wear Zone uniform.

When walking the course, competitors and/or team managers are not permitted to step over jumps.

17. Team managers are permitted access to the practice area with their team members. Practice fences will be marked by the steward/course designer indicating maximum height and spread for the current event. A steward must be in attendance at all practice to control the area.

## 18. PRESENTATION PARADE

For details of requirements for presentation of awards, refer section 4.

All competitors to parade unless special dispensation is granted by the advisory committee — refer section 4 for details.

## 19. PROTESTS

Refer section 4.

20. At championships, consideration should be given to fencing the judge's area off with bunting. This area should be out of bounds to spectators and competitors.

21. These rules are established so that competitors and teams of competitors may compete against each other under fair and equal conditions.

22. Every eventuality cannot be provided for in these rules. In any unforeseen or exceptional circumstances, it is the duty of the technical delegate, executive and advisory committee to make a decision in a sporting spirit approaching as nearly as possible the intention of these rules and the general regulations of the association and the F.E.I.

23. The association advisory committee, together with the executive, technical delegate and the organizing committee, reserve the right to alter or delete any part of any programme or make any alterations or changes required, if circumstances present. (Also refer General Championship Regulations — section 4.)

24. At the discretion of the Technical Delegate at State Showjumping Championships, the Judge and Penciller, together with the Technical Delegate or his/her representative, will decide the riders to go into the next round.

## 25. BASIC SHOWJUMPING EQUIPMENT RECOMMENDATIONS

### Recommended Safety Standards.

For further information refer to FEI Memorandum for International Jumping Events.

#### Rails:

- Approximately 14 kgs in weight.
- Ideal length 3.6 m or 4 m long.
- Ideally 100 mm in diameter.
- Paint rails (same colours and patterns) in sets of 4 or 5.
- Paint one set of 8 rails all the same colour and pattern for use in a double or treble.

**Notes:** If you are purchasing unpainted rails weigh them before you paint them. You may need to leave them to dry for a few months. Keep weighing them until they come as close to 14 kgs then paint the rails. Leave them to dry on a flat surface so as not to create bows in the rails. Trim all rails to the same length.

#### Cups:

- Should not be deeper than 22 mm and come 1/4 of the way up the side of the rail when it is sitting in the cup.
- Cups carrying hanging gates, planks etc. should be flat or maximum 10 mm deep.
- If using steel use 5 mm steel for cups.

- The bearing surface of the cup (which the rail sits on) should be 80 mm from the back to the front of the cup.

FEI approved breakaway cups must be used on the back of rail of any spread fence 90cm and over from 1 January 2010

Notes: Rails must be able to roll in the cup, not be jammed in and are able to fall easily. Cups should not have sharp edges. Cups should never be left protruding on a wing when there is no rail in them. Ideally wings should have cups able to be taken off when not in use.

#### **Wings:**

- From 1.7 m to 1.8 m in height, 0.7 m wide, feet 0.8 m.
- Holes or attachments for cups to go down as close to the ground as possible. and space between holes at 50 mm.

Notes: Ideally the wings should be light enough for one person to carry with no sharp objects protruding or sharp edges and preferably with removable cups.

#### **Filling:**

- No bolts or screws protruding.
- Not pipe feet on fillers.
- Gates and fill not to be tall (150 mm to 400 mm) or heavy (one person should be able to carry).

**Notes:** Preferably hanging gates that sit on cups and can fall easily. Smaller gates are more useful for training and more versatile for competitions as they can be used in all grades.

## **EXTRACTS TAKEN FROM F.E.I. SHOWJUMPING RULES AS APPROPRIATE TO PONY CLUB COMPETITION**

### **CHAPTER I INTRODUCTION (FEI Article 200)**

1. A jumping competition is one in which the combination of horse and competitor is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill, its speed and its obedience in jumping and the competitor's horsemanship.
2. If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he/she incurs penalties. The winner of the competition is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the types of competition.
3. It is not intended to standardise jumping competition, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs.
4. Other competitions or variations to the special competitions may be authorised provided their conditions comply with the requirements laid down in the General Regulations and the Rules for Jumping Events. Detailed conditions of each competition must be set out clearly in the schedule and in the programme of the event.

### **CHAPTER II ARENA (FEI Article 201)**

The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be physically closed or an arrangement as illustrated in EA Art 201 is set up for the entry and exit point.

It is recommended that an obstacle is to be placed a few metres inside the arena in front of the entry/exit gate so that the gate may be left open.

The obstacle is placed so that the horse must make two turns (a serpentine) in order to enter/exit the arena.

### **ACCESS TO THE ARENA AND PRACTICE OBSTACLE (FEI Article 202)**

1. Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Entry into the arena will be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Judge ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system. However, in competitions over two rounds with different courses, competitors may inspect the course before the second round.

1. Competitors may not jump or attempt to jump any obstacle in the arena during a parade before the competition. Failure to comply with this paragraph may incur disqualification.
2. A ribbon winner may only jump an obstacle for the benefit of the press with the permission of the advisory committee, provided it does not form part of a subsequent round. This practice should not be encouraged.

### **BELL (FEI Article 203)**

#### **ARTICLE 203 BELL**

1. The bell is used to communicate with the Athletes. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:

- . 1.1. to give permission to the Athletes to enter the arena when the course is ready for their inspection (see JRs Art. 202.1) and to signal that the inspection time is over;
- . 1.2. to give the signal to start and to activate a 45-seconds countdown shown in the timing equipment in the scoreboard or in another display beside the arena. <sup>[SEP]</sup>The 45-seconds countdown sets the time that the Athlete can spare before commencing his round. The Ground Jury has the right to interrupt the 45-seconds countdown if unforeseen circumstances occur. Incidents such as, but not limited to, disobediences and falls, occurring between the signal to start and up to the moment the Athlete crosses the starting line in the correct direction, are not penalized (see JRs Art. 235.3). After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a Disobedience. <sup>[SEP]</sup>However, the Ground Jury, in its discretion if the situation so warrants, has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown.
- . 1.3. to stop an Athlete for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption (see JRs Art. 217.4 and 233);
- . 1.4. to indicate to the Athlete that an obstacle knocked down following a Disobedience has been replaced (see JRs Art. 233);
- . 1.5. to indicate by prolonged and repeated ringing that the Athlete has been eliminated.

### **COURSE AND MEASURING (FEI Article 204)**

1. The Judge must walk the course to inspect the obstacles before the start of the competition. The course is the track, which the mounted competitor must follow when competing from

passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.

2. In championship classes and Grand Prix the Judge or technical delegate must ensure that the Course Designer has properly measured the course.
3. Once the competition has started only the technical delegate and Judge may decide that a gross error has been committed in the measurement of the course. This may be done after the third competitor, having completed the course without a fall or disobedience or any other interruption and before the next competitor has started. In this case, the Judge has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.
4. If the condition of the footing becomes bad, the Judge may alter the speed provided for in the schedule, before the start of the first competitor of the competition.
5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.
6. The starting and finishing lines may not be more than 15m or less than 6m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (=start) and F (=finish).

### **COURSE PLAN (FEI Article 205)**

1. A plan showing accurately all the details of the course must be posted as close as possible to the entrance of the arena, at least half an hour before the beginning of each competition. An identical copy must be given to the Judge.
2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions.
3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Judge and competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc.). Only plastic/polythene or similar material (not metal) is to be used for letters and/or numbers.
4. The plan must indicate the following:
  - 4.1 The position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty;
  - 4.2 The relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles;
  - 4.3 any compulsory turning points marked by a white flag on the left side and a red flag on the right;
  - 4.4 the track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
  - 4.5 The table of penalties to be used;
  - 4.6 The time allowed and time limit, if any; or the fixed time in certain special competitions;
  - 4.7 The obstacles, the length, the time allowed and the time limit for the jump offs;
  - 4.8 The combinations considered as completely closed or as partially closed;
  - 4.9 All decisions and/or modifications made by the Judge in regard to the course.

### **ALTERATIONS TO THE COURSE (FEI Article 206)**

1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted up, this may only be done after advising team managers and all individual

- competitors.
2. Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted.
  3. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Judge a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous competitors penalised during this round at that obstacle must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.
  4. If necessary, a new time allowed, and time limit shall be fixed for the course as altered under paragraph 3.

### **FLAGS (FEI Article 207)**

1. Completely red flags and completely white flags must be used to mark the following details of the course.
  - 1.1 The starting line; it is obligatory to place also a marker S;
  - 1.2 The limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) area it is also allowed to use wings/uprights with a red or white tip, instead of flags;
  - 1.3 Compulsory turning points;
  - 1.4 The finishing line; it is obligatory to place also a marker F.
2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the competitor must pass between the flags (red on his right and white on his left).
3. If a competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated.
4. Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a disobedience/resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the competitor must continue his round and the obstacle/compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next competitor will be given the signal to start.
5. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Judge will interrupt the round of the competitor. The clock must be stopped while the flag is replaced and a time correction of 4 (four) seconds will be applied.
6. In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.

## **CHAPTER III OBSTACLES**

### **GENERAL (FEI Article 208)**

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.
2. The obstacles must not be unsporting, and they must not cause an unpleasant surprise to competitors.
3. Under no circumstance, except in Puissance, in Power and Skill Competitions or in a High Jump Record may any obstacle exceed 1.70m in height. Spread obstacles must not exceed 2m in spread with the exception of triple bars which may have a maximum spread of 2.20m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50m in spread including the take-off element with the exception of the water jump for the Long Jump Record.
4. Poles or other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; the diameter of the supports must be slightly greater than that of the pole and between a third and a half of the circumference, without gripping it. For planks, balustrades, barriers, gates etc. the diameter of the supports must be more open or even flat.
5. The limits on the height and spread of obstacles laid down by these Rules and in the definite schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5cm maximum in height and 10cm in width.
6. The approximate dimension of obstacles in competitions other than those, which are specially laid down in the Rules, must be stipulated in the schedule.

### **VERTICAL OBSTACLE (FEI Article 209)**

An obstacle whatever its construction can only be called vertical when all the parts of which it is composed are positioned in the same vertical plane on the take-off side without any rail, hedge, back or ditch in front of it.

### **SPREAD OBSTACLE (FEI Article 210)**

A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and height.

### **WATER JUMP (FEI Article 211)**

1. For an obstacle to be called a water jump it must have no obstacle in front, in the middle or behind the water.
2. Only a pole on the ground or a take-off element fixed to the ground (brush, small wall) with a maximum height of 50cms may be erected on the take-off side. If a single pole is used, it must be a standard obstacle pole laid on and fixed to the ground. The width of the front of the water jump, which may include (floral) decorations, must be at least 30% more than the length
3. In competition the landing side of the water jump must be defined by a lath, at least 6cms in width, and not exceeding 8cms, covered with a bed of white plasticine, or coloured plasticine painted white, about 1cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with extra plasticine so that a lath, which has been marked by a horse, may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground.
4. If the bottom of the water jump is made of concrete or hard material, it should be covered

with a softer material such as a coconut fibre or rubber mat.

5. It is a fault at the water jump:
  - 5.1. When a horse puts one or several feet on the lath defining the limit of the water jump. It is a fault when the foot or the shoe or the fetlock joint or boot touches the lath and leaves an impression.
  - 5.2. When a horse touches the water with one or several feet.
6. Striking, knocking down, or displacing the brush or take-off element is not a fault.
7. If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If a decision is a run-out the bell will be rung, and the clock stopped while the flag, which has been knocked down or displaced is put back and 4 seconds will be added.
8. The decision of the water jump Judge is final. For this reason, he/she must be a member of the Advisory Committee.
9. The water jump Judge must register the identification number of horses penalised at the water jump and the reason for the penalties.
10. Only a single pole may be used over a water jump, it must not be placed further than 2.00m from the front of the obstacle the pole must not be more than 1.10m in height. This obstacle is judged as a spread obstacle and not a water jump. For this reason, a lath or other arrangement may not be used to define the limits of an obstacle when water is used at the base of an obstacle built over it.
11. If water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (incl. the water) may not exceed 2.00m.

#### **COMBINATION OBSTACLES (FEI Article 212)**

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7m minimum and 12m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7m) which requires two or more successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.
2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalised separately.
3. When there is a refusal or run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination or a six bar or obstacles-in-line competition.
4. Penalties for faults made at each element and during different attempts, are counted separately and added together.
5. The knockdown or displacement of the subsequent elements of a combination obstacle, following a fall of the competitor after having jumped the preceding element, is not penalised; only the fall is penalised. The same applies, if the refusal or run-out of the horse at the second and subsequent elements of a combination obstacle is the consequence of the fall of the competitor after having jumped the preceding element.
6. In a combination obstacle a triple bar may only be used as the first element.

#### **BANKS, MOUNDS AND RAMPS (FEI Article 213)**

1. With exception of article 213.2, banks, mounds, ramps and sunken roads irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (212).
2. A bank or mound without an obstacle or only with one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.
3. No banks, mounds, sunken roads, talus, slopes or ramps, except banks not exceeding one metre in height, may be used at indoor events.

## **CLOSED COMBINATIONS, PARTIALLY CLOSED AND PARTIALLY OPEN COMBINATIONS (FEI Article 214)**

1. A combination is considered to be completely closed, if the sides, which surround it can only be surrounded by jumping.
2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Judge. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal, run-out, fall, the following procedure applies (224.3):
  - If the disobedience occurred in the closed part, the competitor must jump out in the direction of the course;
  - If the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination (240.3.15).

In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 4 seconds must apply. If, once inside the enclosure, he refuses or there is a fall, the competitor must jump out in the direction of the course.

3. The advisory committee and technical delegate must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

## **ALTERNATIVE OBSTACLES AND JOKER (FEI Article 215)**

1. When in a competition two obstacles of the course carry the same number; the competitor has the choice of jumping either one of the obstacles:

1.1 If there is a refusal or run-out without a knock-down or displacing of the obstacle, at his next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice;

1.2 If there is a refusal or run-out with a knockdown or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Judge gives him the signal to start. He may then jump the obstacle of his choice.

2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. The Joker is a difficult obstacle but must not be unsporting. It may only be used in an Accumulator competition or in a Top Score competition.

## **CHAPTER XI PENALTIES DURING A ROUND (FEI Article 216)**

During a round, penalties are incurred for:

1. Knocking down an obstacle (217) and a foot in the water or any imprint on the lath defining the limits of the water jump on the landing side;
2. A disobedience (219);
3. A deviation from the course (220);
4. A fall of a horse and/or competitor (224);
5. Unauthorised assistance (225);
6. Exceeding the time allowed or the time limit (227; 228).

## **KNOCKDOWN (FEI Article 217)**

1. An obstacle is considered to have been knocked down when, through a mistake of the horse or competitor:
  - 1.1 The whole or any upper part of the same vertical place of it falls, even if the part which falls

is arrested in its fall by any other part of the obstacle (218.1);

1.2 At least one of its ends no longer rests on any part of its support.

2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knockdown. If in doubt the Judge should decide in favour of the competitor. The knockdown or displacement of an obstacle and/or flag as a result of a disobedience is penalised as a refusal only.

In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung, and the clock stopped while the displacement is re-adjusted. This does not count as a knockdown and is only penalised as a disobedience and corrected by time in accordance with article 232.

3. Penalties for knocking down an obstacle are those provided for under Tables A and C (236 and 239).
4. If any part of an obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung, and the clock stopped while this part is picked up and the way is cleared.
5. If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalised in accordance with the table in use for the competition.
6. If any part of an obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
7. If a competitor jumps an obstacle correctly which has been improperly rebuilt, he/she incurs no penalty: but if he/she knocks down this obstacle he/she will be penalised in accordance with the table in use for the competition.

### **VERTICAL AND SPREAD OBSTACLES (FEI Article 218)**

1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalised.
2. When a spread obstacle which requires only one effort comprised parts which are not positioned in the same vertical plane, the fall of one or several top parts only counts as one fault whatever the number and position of the parts which have fallen. Trees, hedges etc used as filling are not liable for penalties.

### **DISOBEDIENCES ARTICLE 219**

1. The following are considered as Disobediences and are penalised as such (see JRs Art. 236 and 239):

- . 1.1. a Refusal;
- . 1.2. a Run-out;
- . 1.3. a Resistance;
- . 1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a Disobedience to circle around the last obstacle jumped unless the track of the course so requires.

2. Notwithstanding the above, the following is not considered to be a Disobedience:

2.1 circling for up to 45 seconds after a Run-out or a Refusal (no matter if the obstacle has to be rebuilt or not) to get into position to jump an obstacle.

### **DEVIATION FROM THE COURSE ARTICLE 220**

1. It is a deviation from the course when the Athlete:
  - 1.1. does not follow the course as set out on the published plan;

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- 1.2. does not cross the starting line or the finishing line between the flags in the correct direction (see JRs Art. 241.3.6 and 241.3.17);
  - 1.3. omits a compulsory turning point (see JRs Art. 241.3.7);
  - 1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special Competitions (see JRs Art. 241.3.10 and 241.3.11);
  - 1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the Elimination of an Athlete for jumping an obstacle not forming part of the course.
2. An uncorrected deviation from the course will result in Elimination of the Horse and Athlete combination (see JRs Art. 241.3.6, 241.3.7 and 241.3.17).

## **REFUSAL ARTICLE 221**

1. It is a Refusal when a Horse halts in front of an obstacle, which it must jump whether or not the Horse knocks it down or displaces it.
2. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.
3. If the halt is prolonged, if the Horse steps back, either voluntarily or not, even a single pace, it counts as a Refusal.
4. If a Horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a Refusal or as an obstacle knocked down. If he decides that it is a Refusal the bell is rung at once and the Athlete must be ready to attempt the obstacle again as soon as it has been rebuilt (see JRs Art. 232 and 233).
  - 4.1. If the Judge decides that it is not a Refusal, the bell is not rung and the Athlete must continue his round. He is then penalised as for an obstacle knocked down.
  - 4.2. If the bell has been rung and the Athlete jumps other elements of the combination in his stride, he will not be eliminated or incur further penalties even if he knocks down this element of the combination.

## **RUN-OUT ARTICLE 222**

1. It is a Run-out when the Horse escapes the control of its Athlete and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.
2. When a Horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly, the Athlete is penalised as for a Run-out and he must jump the obstacle again correctly.
3. It is considered to be a run out and is penalised as such for a Horse or any part of a Horse to go past the extended line of an obstacle to be jumped, or of an element of a combination, or of the finishing line or of a compulsory turning point.

## **RESISTANCE ARTICLE 223**

1. It is a Resistance when the Horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for

whatever reason.

2. It is equally a Resistance when the Athlete stops his Horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (see JRs Art. 233.3.2). A Resistance is penalised as for a Refusal except in the circumstances set out in JRs Art. 241.3.4.

#### **FALLS ARTICLE 224**

1. An Athlete is considered to have fallen when, either voluntarily or involuntarily, he is separated from his Horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. <sup>[SEP]</sup>If it is not clear that the Athlete has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the Athlete.
2. A Horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

#### **UNAUTHORISED ASSISTANCE (PCA NSW & EA ARTICLE 225)**

1. Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the Athlete or his Horse is considered to be unauthorised assistance.
2. In certain exceptional cases, the Ground Jury may authorise the Athlete to enter the arena on foot or with the help of another person, without this being considered as unauthorised assistance.
3. Any help given to a mounted athlete to adjust his saddlery or bridle or to hand him/her a whip while mounted during the round will incur elimination. To hand a mounted athlete his/her headgear and/or spectacle during his round is not considered to be unauthorised assistance (Art 241.3.20).

### **CHAPTER V**

### **TIME AND SPEED**

#### **TIME OF ROUND (FEI Article 226)**

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by a competitor to complete the round, plus the time correction (232) if any.
2. It starts at the precise moment when the mounted competitor passes the starting line in the correct direction providing the starting signal has been given, or at the moment the 45 second countdown expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle.

#### **TIME ALLOWED (FEI Article 227)**

The time allowed for a round in each competition is determined in relation to the length of the course and the speed laid down under article 234 and Annex III.

#### **TIME LIMIT (FEI Article 228)**

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down.

#### **RECORDING THE TIME (FEI Article 229)**

1. Each competition at an event must be timed by the same system or by means of the same type

of timing equipment. The timekeeper is required to record the number of the horse and the time taken to complete his round.

2. Three stopwatches, which can be stopped and restarted without the hand returning to zero, must be provided. Two watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance. It is advisable for the Judge and technical delegate to have a stopwatch.
1. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a backup.
2. In case of a breakdown of the automatic timing equipment, the time of any competitor affected by the breakdown shall be determined by a stopwatch in hundredths of a second.
3. If the crossing of the starting and/or finishing line by the competitor cannot be clearly judged from the Judges box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Judges box.

### **INTERRUPTED TIME (FEI Article 230)**

1. While the clock is stopped, the competitor remains free to move around until the ringing of the bell gives him permission to start again. At this moment the clock is restarted immediately.
2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.
3. The automatic timekeeping should not only register the time ridden by the competitors but also the time, including time correction, if any.

### **FALLS AND DISOBEDIENCES DURING INTERRUPTED TIME (FEI Article 231)**

1. The time of a round is interrupted only under the provisions of articles 232 and 233. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.
2. Falls of horse or competitor during interrupted time are always penalised (224).
3. Disobediences are not penalised during interrupted time.
4. The provisions concerning elimination remain in force during interrupted time.

### **TIME CORRECTIONS (FEI Article 232)**

1. If, as a result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt; he will be penalised for a refusal and 4 seconds of time corrections will be added to the time taken by the competitor to complete his round. The clock will restart when the horse's front feet leave the ground; he will be penalised for a refusal and 6 seconds will be added to the time taken by the competitor to complete his round.

### **STOPPING DURING THE ROUND (FEI Article 233)**

1. In the event of a competitor not being able to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped.
2. If the competitor does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Judge must decide whether the competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue his round, the scores obtained at the obstacles preceding and following the

order to stop will count whether they are good or bad.

3. If the competitor stops voluntarily to signal to the Judge that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the competitor, he is prevented from continuing his round under normal circumstances; the clock must be stopped immediately.

3.1 If the dimensions are correct and the obstacle is question has been properly built or it the so-called unforeseen circumstances are not accepted as such by the Judge, the competitor will be penalised as for stopping during the round (223.1) and the time of his round will be increased by 6 seconds.

3.2 If the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Judge, the competitor is not penalised. The time of the interruption must be deducted, and the clock stopped until the moment when the competitor takes up his track at the point where he stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

### **SPEED (FEI Article 234)**

1. The speeds for competitions are as follows:

1.1 350m per minute minimum and 400m per minute maximum. In indoor arenas the speed may be reduced to 325m per minute.

1.2 Puissance/Power and Skill competitions: no minimum speed required.

1.3 Grand Prix: 375m per minute minimum and 400m per minute maximum outdoors and 350m per minute indoors.

1.4 The maximum speed for Pony Club E Grade competitions is 325m/min.

1.5 For all showjumping competitions under 1.15 metres the speed is to be set at no more than 350 metres per minute.

## **CHAPTER VI**

## **TABLES OF PENALITES**

### **FAULTS (FEI Article 235)**

1. Faults made between the starting line and the finishing line must be taken into consideration.
2. Disobediences committed during the time when the round is interrupted (231.3) are not penalised.
3. Disobediences, etc, occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.

### **TABLE A (FEI Article 236)**

1. Faults are penalised in penalty point or by elimination according to the tables set out in this Chapter.

First Disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the water or on the path defining its limits on the landing side	4 penalties
Fall of horse or competitor in all competitions	Elimination
Second Disobedience	8 penalties
Third Disobedience	Elimination
Exceeding the time allowed	1 penalty
	for every 4 seconds commenced over the time allowed in all rounds except the final jump off.

2. Penalties for the disobediences accumulate not just at the same obstacle, but throughout the entire round.

### **SCORES UNDER TABLE A (FEI Article 237)**

Adding the penalties for faults at the obstacles and the time penalties, gives the score obtained by the competitor for his round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the competition.

### **COMPETITIONS**

#### **GENERAL COMPETITIONS (EA Article 260)**

1. There are many difference jumping competitions for both individuals and teams. The following rules cover the types of competitions, which are mostly used.
2. Organising Committees may provide for new types of competitions, but any competitions covered by this chapter must be run strictly according to these Rules.

#### **METHODS OF DETERMINING THE SCORES UNDER TABLE A (FEI Article 238)**

##### **1. Competitions not against the clock**

###### Article 238 1.1

The competitors with equality of penalties share the prizes. Depending on the conditions of the schedule, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.

###### Article 238 1.2

A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other competitors are placed according to their penalties in the first round.

###### Article 238 1.3

A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties in the first jump-off and if necessary, in the first round.

##### **2. Competitions against the clock**

Article 238 2.1 One Round against the clock. Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, there may be jump-offs over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the schedule.

Article 238 2.2 A Jump-Off competition against the clock. In the event of equality of penalties for first place, there will be one jump-off against the clock. Other competitors are placed according to the penalties and time in the first round. For minor competitions, the jump-off may be run according to table C, if thus provided in the schedule.

Article 238.2.3 A Competition against the clock as for Article 238.2.2, but if, in the first jump-off against the clock there are competitors with equal penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to the penalties and time in the first jump-off and if necessary, according to their penalties and time in the first round.

3. In all competitions when placings are determined against the clock, in the event of equality of penalties for time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread depending on the provisions of the schedule. If no provisions for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off (245.6).
4. If in a jump-off against the clock two or more competitors obtain exactly the same score, a second jump-off may not take place. The competitors are then placed equal.
5. In no circumstances may the number of jump-offs in the same competition under paragraph 1.1 and 2.1 above exceed two.

### **TABLE C (FEI Article 239)**

1. Faults under Table C are penalised in seconds which are added to the time taken by the competitor to complete his round or Second Disobedience or other

#### *2. Penalties under Table C*

Obstacles knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side	4 seconds (3 seconds for two phase competitions and for any jump-off under Table C)
First Disobedience	None
First disobedience with a knock down and /or displacing an obstacle	Time correction of 6 seconds
Second Disobedience or other infringement laid down under article 241 or both	None
Third Disobedience or other infringement laid down under article 241 or both	Elimination
Fall of horse or competitor or both in all competitions	Elimination

3. There is no time allowed under table C. Only a time limit of:

- 3min. if the length of the course is 600m or more.
- 2min, if the length of the course is less than 600m.
- Exceeding the time limit - Elimination

#### *4. Scores under Table C*

Adding the time of the round (incl. the seconds for time correction, if any), plus four seconds for each obstacle knocked down (three seconds during a jump-off or the second phase of a two-phase competition), gives the score obtained, in seconds, by the competitor for his round.

## **CHAPTER VII ELIMINATIONS, DISQUALIFICATIONS**

### **ELIMINATIONS (FEI Article 241)**

1. Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor and the horse in question may not continue in the current competition.
2. The competitor has the right to jump one single obstacle, after retiring or after being eliminated, providing that the obstacle is part of the course of the current competition. This however does not apply to elimination resulting from a fall.
3. The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions; the Judge in the following cases must apply elimination:

3.1 Jumping or attempting to jump an obstacle in the arena before the start of the round except

- for the practice obstacle(s) authorised by the advisory committee;
- 3.2 Starting before the signal is given and jumping the first obstacle of the course;
  - 3.3 Taking more than 45 seconds to jump the first obstacle after the time of the round has started, except in all cases relating to circumstances beyond the influence of the competitor;
  - 3.4 A horse resisting for 45 consecutive seconds during a round;
  - 3.5 Taking more than 45 seconds to jump the next obstacle;
  - 3.6 Jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction;
  - 3.7 Omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan, precisely;
  - 3.8 Attempting to or jumping an obstacle which does not form part of the course during the round;
  - 3.9 Omitting to jump an obstacle of the course or after a run-out or a refusal, failing to attempt to jump again the obstacle where the fault was committed;
  - 3.10 Jumping an obstacle in the wrong order;
  - 3.11 Jumping an obstacle in the wrong direction;
  - 3.12 Exceeding the time limit;
  - 3.13 Following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it had been rebuilt;
  - 3.14 Jumping or attempting to jump an obstacle after an interruption without waiting for the bell;
  - 3.15 Not jumping all the elements of a combination again after a refusal or run-out except in the case of the closed part of a combination;
  - 3.16 Not taking each element of a combination separately and consecutively;
  - 3.17 Not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena;
  - 3.18 Competitor and/or horse leaving the arena without permission of the Judge, prior to starting;
  - 3.19 A loose horse leaving the arena before the end of the round, including prior to starting;
  - 3.20 Accepting while mounted any object whatever during a round except headgear and/or spectacles;
  - 3.21 Using a whip of more than 75cm in length or weighted at the end, in the arena, the exercise and schooling areas or elsewhere on or in the immediate proximity of the showground. No substitute for a whip may be carried;
  - 3.22 An accident to a competitor or to a horse which prevents him from completing the competition;
  - 3.23 Not leaving a closed combination in the right direction or displacing a closed combination;
  - 3.24 A loose horse leaving a closed combination;
  - 3.25 Fall of horse and/or rider during the round;
  - 3.26 If the Judge or technical delegate feels that for any reason horse or competitor is unfit to continue in competition.
4. Elimination is left to the discretion of the Judge or advisory committee in the following cases:
- 4.1 Not entering the arena when the competitor's name and/or number is called;
  - 4.2 Not entering the arena mounted or not leaving the arena mounted;
  - 4.3 All physical unauthorised assistance, except for paragraph 3.20 above;
  - 4.4 Not stopping when the bell is rung during the round.

#### **DISQUALIFICATIONS (FEI Article 242)**

1. Disqualification means that a competitor and his horse or horse may take no further part in a competition or in any other competition of the event.
2. The Judge and/or advisory committee may disqualify a competitor in the following cases:
  - 2.1 Entering the arena on foot once the competition has started;

- 2.2 Exercising horse in the arena or jumping or attempting to jump an obstacle without the permission of the technical delegate or advisory committee;
- 2.3 Jumping or attempting to jump the practice obstacle in the arena more times than authorised;
- 2.4 Jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition;
- 2.5 Retiring, before a jump-off, without permission of the advisory committee or without valid reason;
- 2.6 Rapping horses;
- 2.7 Exercising horse during the course of an event over obstacles different from those provided by the Organising Committee;
- 2.8 Jumping in the wrong direction the obstacles in the exercise and schooling areas and the practice obstacle, if any, in the arena;
- 2.9 All cases of abuse and/or ill treatment reported by a member of the advisory committee or official;
- 2.10 All cases laid down in the Veterinary Regulations.

### **ABUSE IN TRAINING OF HORSES (FEI Article 243)**

1. All forms of cruel, inhumane or abusive treatment of horses, including, but not limited to the various forms of rapping, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event (241.2.6, 241.2.9 and 241.2.10).
2. The term “rapping” is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the competitor — and/or dismounted assistants, for whose behaviour the competitor is responsible — either hitting the horse’s legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.
3. It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds of the event or to leave the grounds of the event for any purpose during the period of the event.
4. In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Judge or advisory committee, the competitor and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition, the advisory committee can take any further action it deems appropriate to the particular circumstance.

### **EXERCISE AND SCHOOLING AREA AND PRACTISE OBSTABLES (FEI Article 244)**

#### *1. The Exercise and Schooling Areas*

The Organising Committee must provide at least one exercise or schooling area sufficiently large for good training conditions. There must be a minimum of one vertical and one spread obstacle. The ground has to be in good shape. When there are many competitors and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags may be replaced by tape or paint in order to provide a white and a red top to the wings or uprights. Where space permits and the number of competitors is large, a separate schooling area may be designated.

#### *2. Practice Obstacles*

The use of obstacle material not provided by the Organising Committee is forbidden under penalty of disqualification. Practice obstacles may only be jumped in the direction for which they are

flagged. No part of the practice obstacles may be held by anyone.

2.1 Ground lines may be placed directly underneath the first part of an obstacle or up to 1m away on the take-off side. If there is a ground-line in front of the obstacle, a ground-line may be used behind the obstacle at an equal distance up to max 1m.

2.2 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles which must be at least 20cm higher than the height of the place where the poles cross each other.

2.3 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and near on the near edge.

2.4 Obstacles in the practice arena may not exceed in height and width 10cm more than the maximum height and width of the obstacles of the competition in progress that is if the maximum height of obstacles during that competition is 1.40m or less. If the obstacle height of the competition in progress is greater than 1.40m, the obstacle in the practice arena may not exceed 1.80m in width and 1.60m in height.

2.5 Walking poles may only be used if at least two other obstacles are available for schooling.

2.6 The Organising Committee may provide material to simulate a water ditch.

### 3. *Gymnastic Training*

3.1 Competitors may train their horses in gymnastic exercises using trotting poles on the ground and spacing poles, but obstacles used for this purpose may not exceed 1.30m in height and 1.60m in spread. Competitors using such obstacles must not offend the rules against rapping.

3.2 Gymnastic Poles: if there is enough space only single trotting poles may be used and placed not closer than 2.50m to a vertical obstacle not exceeding 1.30m in height. A trotting pole not closer than 2.50m on the landing side may be used.

4. *Combinations* are permitted as long as there is enough space and if they are built with correct distances. The Organising Committee must provide the material.

When training areas are crowded competitors may only use single obstacles.

### 5. *Stewards*

The schooling area(s) (warming-up ring) must always be supervised when in use.

One steward at least must always be present whenever they are in use, to ensure that the rules are observed.

## **CHAPTER VIII JUMP-OFFS**

### **GENERAL (FEI Article 245)**

1. Only Athletes who are in equal first place after one or several preliminary rounds of the same Competition may take part in a jump-off. Athletes must start the same Horse in the jump-off as in the initial round.

2. In principle a jump-off must take place under the same rules and table as the original Competition and the rules for jump-offs in that type of Competition. However, the jump off from a minor Table A Competition may be judged under Table C, providing it is specified in the Schedule. In any case all jump offs must be held immediately after the original round(s) of the Competition.

3. (AM7) If specified in the Schedule the OC may decide that Athletes, who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course during which the 45 second rule set forth in JRs Art. 203.1.2. applies. Athletes, qualified

for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for Competitions under Table A, according to Art. 238.1.2 and 238.2.2 and is not authorised for a Grand Prix Competition or for the Competition with the highest prize money. If there are no clear rounds in the preliminary round, the classification is established according to Art. 238.1.1 or 238.2.1 as applicable.

4. Unless otherwise set forth in these JRs (Power and Skill competitions) no Competition may involve more than two jump-offs.

5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump off, except where otherwise specified in the Schedule or the JRs.

5.1 If there was not a fixed draw for the first round, then a draw for the jump-off must be made for those Horses qualified.

5.2 Horses which lose a shoe prior to starting in the initial round of a one round Competition with a jump-off will be given a later starting position. In a jump-off a Horse that loses a shoe prior to starting will be given a new starting place three positions later. If the Horse in question has not had its shoe replaced by this time it will be left to the discretion of the Ground Jury to decide whether the Horse in question should receive a later starting place or be eliminated.

6. In the event of equality of Score for the first place, a jump-off may take place according to the provisions of the Schedule. If no provision for a jump-off is laid down in the Schedule, it will be considered that the Competition is run with no jump-off.

#### **OBSTACLES, DISTANCE (FEI Article 246)**

1. The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), without exceeding the limits laid down in article 208.3, if the competitors sharing first place have completed the previous round without jumping penalties.

2. If the original course includes combination(s) the jump-off(s) must also include at least one combination.

3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).

4. The shape, the type and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the centre element(s) only may not be omitted.

5. The order of the obstacles for a jump-off may be altered, compared to the original course.

6. In a jump-off, the distance between the elements of a combination obstacle may never be altered.

7. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection. These obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated

#### **ELIMINATION OR WITHDRAWAL FROM A JUMP-OFF (FEI Article 247)**

1. A competitor who is eliminated in a jump-off will be placed last of the competitors who have completed the jump-off.

2. A competitor, who with the permission of the advisory committee withdraws from a jump-off, must always be placed after a competitor eliminated or who retires for a valid reason on the course. Competitors, who retire for no valid reason or who have themselves eliminated on purpose are placed equal with competitors, who have withdrawn from the same jump-off.

3. If before a deciding jump-off, two or more competitors decline to take part in the jump-off, the judge and technical delegate will decide whether this refusal can be accepted or must be rejected. If the advisory committee accepts the refusal, the Organising Committee will award the trophy. If the advisory committee's instruction to continue is not followed by competitors, no trophy will be awarded, and the competitors will each only receive the lowest placing for which

they would have jumped-off.

## **CHAPTER IX PLACING**

### **INDIVIDUAL PLACING AND PRIZE GIVING (FEI Article 248)**

1. The placing of an individual competitor is decided according to the table in use and the instructions of the general program for the competition or amendments noted on the course plan.
2. Any competitor who has no chance of being placed may, at the discretion of the Judge, be stopped at any time during his round.
3. Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions.
4. Prize winners of qualifying competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified.
5. Prize winners must take part in the prize giving ceremony and should do so with the placed horse. If a prize winner fails, without plausible excuse, to take part at the prize giving ceremony, the advisory committee, at its discretion, may decide to withhold his prize.
6. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies.

The advisory committee, under special circumstances, may however decide to relax this rule.

### **TEAM PLACING**

The particular conditions which determine the scores in team competitions must be published in the schedule and the program of the event. The scores are normally arrived at by adding together the penalties and/or times of the members of each team.

### **ACCIDENTS (FEI Article 258)**

In the event of an accident preventing either the competitor or a horse from finishing, both are eliminated. If, despite the accident, the competitor completes the round but does not leave the arena mounted, he does not incur elimination.

## **CHAPTER XII**

## **COMPETITIONS**

### **GENERAL (FEI Article 260)**

1. There are many different jumping competitions for both individuals and teams. The following rules cover the types of competitions, which are mostly used.
2. Organising Committees may provide for new types of competitions, but any competition covered by this chapter must be run strictly according to these Rules.

### **NORMAL COMPETITIONS AND GRAND PRIX COMPETITIONS (FEI Article 261)**

1. Normal and Grand Prix competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principal factor although speed may be introduced to separate equality for first place by a first jump-off or by a maximum of two jump-offs.
2. These competitions are judged under Table A against or not against the clock, but always with a time allowed.
3. The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of Organising Committees.
4. Grand Prix competitions must be conducted in accordance with one of the following formulas:
  - 4.1 Over one round with one or two jump-offs, the first or the second jump-off against the clock,

or both against the clock;

4.2 Over two rounds (identical or different) with one eventual jump-off against the clock;

4.3 Over two rounds, with the second round against the clock.

## **POWER AND SKILL COMPETITIONS (FEI Article 262)**

### **1. GENERAL**

1.1 The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles.

1.2 In the event of equality for first place, there must be successive jump-offs.

1.3 The obstacles of the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

1.4 If, at the end of the third jump-off, there is no single winner, the Judge may stop the competition. After the fourth jump-off, the Judge must stop the competition. The competitors left in the competition are placed equal.

1.5 If, after the third jump-off, the competitors do not wish to continue, the advisory committee must stop the competition.

1.6 There cannot be a fourth jump-off if competitors have not had a faultless round in the third jump-off.

1.7 Time is never a deciding factor in the event of equality of penalties. There is no time allowed and no time limit.

1.8 These competitions are judged under Table A not against the clock.

1.9 Only when it is not possible for competitors to school in the practice arena, a practice obstacle must be placed in the arena. A facultative obstacle is not allowed.

### **2. SIX BAR COMPETITION**

2.1 In this competition, six vertical obstacles are placed in a straight line about 11m apart from each other. They must be identically constructed and composed only of poles of the same type.

2.2 All the obstacles may be kept at the same height, for example 1.20m, or at progressive heights, for example 1.10m, 1.20m, 1.30m, 1.40m, 1.50m, 1.60m, or the first two at 1.20m, the next two at 1.30m and so on.

2.3 In the event of a refusal or a run-out, the competitor must restart the course at the obstacle where the fault was made.

2.4 The first jump-off must take place over the six obstacles which must be raised unless the competitors who are equal for first place have been penalised in the first round. From the second jump-off onwards, the number of obstacles may be reduced to three but the distance between them must be kept at 11m as required initially (the lower obstacles should be withdrawn).

### **3. OBSTACLES IN-LINE COMPETITION**

This competition is conducted throughout in the same manner as the Six Bar competition with the only difference that the obstacles, six in number, may be built differently from one another (vertical and spread obstacles). They must be placed at a distance of two strides (about 11m): either like the Six Bar Competition in a single straight line or in groups of three in two straight lines.

## **HUNTING COMPETITION OR SPEED AND HANDINESS COMPETITION (FEI Article 263)**

1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.

2. These competitions are judged under Table C (239).

3. Course must be twisting, with obstacles very varied (alternative obstacles allowed, giving the competitor the opportunity to shorten his track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc are called Hunting competitions and must be so named in the schedule. All other competitions (of this

type) are called Speed and Handiness competitions.

4. No fixed track to be followed is laid down on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.
5. Compulsory turning points are included only if absolutely necessary.

### **FAULT AND OUT COMPETITION (FEI Article 266)**

1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are not allowed. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc). When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is tipped at the moment when the horse's forefeet touch the ground, but no points are given for the obstacle jumped after the bell has rung.
2. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.
3. When the fault, which ends the round, is other than a knockdown, such as disobedience or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.
4. The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitor's times are taken into consideration and the competitor with the fastest time will be declared the winner.
5. A Fault- and-Out competition may be organised in two ways:

#### **5.1 Over a set number of obstacles:**

When the competition takes place over a maximum number of obstacles and the competitor has jumped the last obstacle, the clock is stopped at the moment when the competitor crosses the finishing line.

In the event of equality of points and time for first place only, there must be a Fault - and - Out jump-off over a limited number of obstacles.

#### **5.2 With a fixed time of 60 to 90 seconds (45 in indoor arenas):**

The competitor takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached.

If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing. If there is an equality of penalties and time, competitors are placed equal.

### **HIT-AND-HURRY COMPETITION (FEI Article 267)**

1. In this competition, instead of being eliminated at the first fault, the competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combination obstacles are not allowed.
2. This competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoor). Disobediences are penalised by the time lost by the competitor, but two disobediences (A, B and C Grade only, three disobediences for D & E Grade only) and the first fall stop the competitor. In this case, the competitor will be placed last of the competitors who have obtained the same number of points.
3. The winner of the competition will be the competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.
4. When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell is rung.
5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The competitor's time is taken at the next obstacle

as in paragraph 4. If a competitor has a disobedience and displaces or knocks down an obstacle, the fixed time must be decreased by four seconds and the bell must be rung accordingly.

6. When the competitor does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The competitor is then placed last of those who have obtained the same number of points.

## **RELAY COMPETITIONS (FEI Article 268)**

### **1. GENERAL**

1.1 These competitions are for teams of two or three competitors. The team members enter the arena together.

1.2 The course shown on the plan must be completed consecutively according to the number of team members.

1.3 The competitor going through the starting line must jump the first obstacle and the competitor jumping the last obstacle must also cross the finishing line in order to stop the clock. If a competitor crosses the finishing line after another competitor has jumped the penultimate obstacle, the team is eliminated.

1.4 The time of the round is taken from the moment when the first competitor crosses the starting line until the last member of the team passes the finishing line.

1.5 The time allowed is based on the speed for the competition and the length of the course multiplied by the number of team members.

1.6 If, during the round, disobediences with knockdown are committed, the time corrections must be added to the time taken to complete the round (232).

1.7 The elimination of a team member incurs the elimination of the whole team.

1.8 The fourth disobedience by the team or the first fall by a competitor eliminates the whole team.

1.9 The team is eliminated if, in changing over, the competitor takes off to jump an obstacle before the forefeet of the horse of his team member have reached the ground.

## **RELAY COMPETITIONS ARE RUN AS FOLLOWS:**

### **2. NORMAL RELAYS**

2.1 In these competitions the first competitor jumps his round and having taken the last obstacle the next competitor starts his round and so on.

2.2 As soon as the horse's forefeet of his team member jumping the last obstacle have reached the ground, the next competitor may jump his first obstacle.

2.3 These competitions are run under Table C.

### **3. FAULT AND OUT RELAYS**

Fault-and-Out Relays take place according to the provisions laid down for the Fault-and-Out Competition under article 266 either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

3.1 Over a maximum number of obstacles

3.1.1 The changeover, indicated by a sound of the bell, is compulsory when each competitor has completed his round or when a competitor commits a fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where disobedience has been committed.

3.1.2 If the last team member has completed his round with no penalty or if he knocks down the last obstacle of the course, his round ends at the finishing line and the clock must be stopped at this moment.

3.1.3 When the last competitor knocks down an obstacle of the course, other than the last one, the bell is rung, and the competitor must then jump the next obstacle to allow his time to be

recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.

3.1.4 In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the following disobedience committed by each of the second or the third team member depending on the number of competitors in the team. One point is deducted for each commenced second exceeding the time allowed.

3.1.5 The classification is reached according to the highest number of points obtained by the team and the fastest time.

**Or**

3.2 with a fixed total time

3.2.1 In this case, the above provisions under paragraphs 1.1, 1.3, 1.4 and 1.5 must be applied.

3.2.2 Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.

3.2.3 The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.

3.2.4 If the last competitor knocks down the last obstacle of his round, he must jump the first obstacle of the course to allow the time to be recorded.

3.2.5 If, during the round a disobedience with a knockdown is committed, the 4 seconds time correction is deducted from the fixed time.

**OR**

### 3.3 FAULT - AND - OUT SUCCESSIVE RELAYS

These competitions take place according to the same rules as for the Fault-and-Out Relays over a maximum number of obstacles.

However, the competitors take over from each other after each fault until the course has been completed by as many times as the number of members in each team.

**OR**

### 3.4 FAULT - AND - OUT OPTIONAL RELAYS

3.4.1 In these competitions the competitors may take over as they like in the competition, but a changeover is compulsory, indicated by a sound of the bell, when each competitor has completed his course or at the point where a fault is committed.

3.4.2 Optional relays are run under Table C.

### **ACCUMULATOR COMPETITION (FEI Article 269)**

1. This competition takes place over 6, 8 or 10 obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knockdowns are penalised as for Table A.
3. This Competition may take place either with the first round against the clock without a jump-off, or against the clock or not against the clock with a jump-off in case of equality of points for first place following the initial round. In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped

in the same order as in the first round and retain their respective points allotted in the first round.

4. Competitors not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time.
5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carries double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the competitor.

### **TOP SCORE COMPETITION (FEI Article 270)**

1. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.
2. The obstacles must be built so that they can be jumped in both directions.
3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
4. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.
5. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.
6. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. The finishing line must be provided with four flags; a red and a white flag at each end of the line.
7. If the fixed time is reached at the moment when the horse is already taking of, this obstacle counts if it is correctly jumped.
8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knockdown, the competitor may jump that obstacle or continue to the next obstacle.
9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.
10. All disobediences are penalised by the time lost by the competitor. The competitor must stop after a fall. Nevertheless, he is placed according to the points obtained up to the moment of his fall disregarding the time.
11. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.
12. An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the competitor.
13. If by ringing the bell, a Joker is required to be jumped within 20 seconds after the fixed time has expired and after the competitor has crossed the finishing line, only one attempt is allowed.

### **TAKE YOUR OWN LINE COMPETITION (FEI Article 271)**

1. In this competition the obstacles may be jumped only once in the order chosen by the competitor. Any competitor who does not jump all the obstacles is eliminated. Combination

obstacles are not allowed.

2. Competitors may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This competition takes place without a laid down speed, under Table C.
4. If the competitor has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.
5. All disobediences are penalised by the time lost by the competitor.
6. If there is a refusal or run-out with a knockdown or displacement of the obstacle, the competitor may only restart his round when the obstacle knocked down or displaced has been replaced and when the Judge gives him the signal to start. He may then jump the obstacle of his choice. In this case 4 seconds for time correction (232) will be added to the time of the round.

### **KNOCK OUT COMPETITION (FEI Article 272)**

1. This competition takes place by pairs of competitors against each other. The competitors must have qualified as a result of a separate competition in the program or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.
2. The two competitors will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed. If one competitor enters the other competitor's course and as a result interferes with that competitor, the competitor responsible for the interference will be eliminated.
3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.
4. In this competition, each competitor may only ride one horse in the elimination rounds which has qualified in the preliminary qualifying rounds or the qualifying competition. If a competitor finds that his opponent has withdrawn from any round, the competitor remaining in the competition must complete the round in question alone.
5. If there are competitors placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The elimination rounds, in which two competitors take part, are run without time. Each fault made of whatever nature (knockdown, refusal, run-out) is penalised by one point. In the case of a refusal with a knockdown the competitor will continue his round without jumping that obstacle or waiting until it has been rebuilt. If the competition is run under Table C, 3 seconds will be added to his time in this case.
7. If the competition is run under Table C, each fault is penalised by three seconds.
8. The competitor who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner. Competitors defeated in the corresponding rounds are placed equal.
9. A member of the advisory committee must be stationed at the starting line to give the starting signal and another at the finishing line to decide which competitor crossed the line first.
10. If, at the end of the elimination round, there is dead heat between two competitors, the round must be started again.
11. If the competition is run under Table C, there must be an independent time keeping installation for each competitor.
12. The starting order in the eliminating rounds will be decided according to the table printed in Annex IV (16 or 8 according to the conditions of the schedule).

### **COMPETITION OVER TWO ROUNDS (FEI Article 273)**

1. This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each competitor must

participate with the same horse. Competitors who do not take part in the second round cannot be placed. Competitors, who have been eliminated or who have retired during the first round, may not take part in the second round.

2. All the competitors have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:
  - 2.1 either all competitors;
  - 2.2 or a limited number of competitors (at least 25% and in any case, even it is not mentioned in the schedule, all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule).
3. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

First round	Second round		Jump-off
Table A	Table A	Starting order	Starting Order
3.1 Against the clock	Not against the clock	Reverse order of penalties and time in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties and time	Same as 2 <sup>nd</sup> Round
3.2 Not against the clock	Not against the clock	Reverse order of penalties in the 1st round; athletes retain their drawn order in case of equality of penalties	Same as 2 <sup>nd</sup> round
3.3.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1st round: Athletes retain their drawn order in case of equality of penalties and time.	No jump-off
3.3.2 Not against the clock	Against the clock	Reverse order of penalties in the 1 <sup>st</sup> Round: Athletes retain their drawn order in case of equality of penalties and time.	No jump-off
3.4.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1st round: Athletes retain their drawn order in case of equality of penalties and time.	Same as 2 <sup>nd</sup> round
3.4.2 Not against the clock	Against the clock	Reverse order of penalties in the 1st round: Athletes retain their drawn order in case of equality of penalties and time.	Same as 2 <sup>nd</sup> round

#### 4. PLACING

4.1 Competitors will be placed according to the penalties and time in the jump-off. The remaining competitors will be placed according to aggregate penalties over both rounds and the time incurred in the first round.

4.2 Competitors will be placed according to the penalties and time in the jump-off. The remaining competitors will be placed according to aggregate penalties over both rounds.

4.3 Competitors will be placed according to aggregate penalties over both rounds and the time incurred in the second round.

#### COMPETITION IN TWO PHASES (FEI Article 274)

1. This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
2. The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
3. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.
4. Competitors not penalised in the first phase continue the course, which finishes, after crossing the second finishing line.

5. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

First phase	Second phase	Placing
5.1. Table A Not against the clock	Table A Not against the clock	According to the penalties in the second phase and, if necessary, to the penalties in the first phase.
5.2. Table A Not against the clock	Table A Against the clock	According to the penalties and time in the second phase and, if necessary, to the penalties in the first phase.
5.3. Table A Against the clock	Table A Against the clock	According to the penalties and time in the second phase and, if necessary, to the penalties and time in the first phase.
5.4. Table A Not against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties in the first phase.
5.5. Table A Against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties and time in the first phase.
5.6. Table A not against the clock Minimum 5 obstacles Maximum 7 obstacles in first phase	Table A Against the clock Remaining obstacles (Total of minimum 11 and maximum 13 obstacles in both phases)	According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2nd phase.

6. Competitors stopped after the first phase may only be placed after competitors who have taken part in both phases,  
7. In the event of equality for first place, the tied competitors will be placed equal first.

#### **DERBY (FEI Article 277)**

1. A Derby competition takes place over a distance of at least 1000m and not more than 1300m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so stipulated in the schedule.
2. It may be judged under Table A or Table C.

#### **COMPETITION OVER COMBINATIONS (FEI Article 278)**

1. The course must consist of six obstacles; a single obstacle as first obstacle and five combinations. At least one obstacle must be a treble combination.
2. The competition may be judged under Table A or Table C.
3. If there is a jump-off, according to the conditions of the schedule, the jump-off course must comprise six obstacles. It must include a double, a treble and four single obstacles, or three doubles and three singles. To achieve this, some elements of the combination obstacles for the first round must be removed.
4. The provisions of article 204.5 do not apply to this competition. However, the length of the course may not exceed 600 metres.

# Annex I

# Time Allowed Calculator

Time Allowed in Seconds at Various Speeds

<b>Distance Metres</b>	<b>300 m per minute</b>	<b>325 m per minute</b>	<b>350 m per minute</b>	<b>375 m per minute</b>	<b>400 m per minute</b>
250	50	47	43	40	38
260	52	48	45	42	39
270	54	50	47	44	41
280	56	52	48	45	42
290	58	54	50	47	44
300	60	56	52	48	45
310	62	58	54	50	47
320	64	60	55	52	48
330	66	61	57	53	50
340	68	63	59	55	51
350	70	65	60	56	53
360	72	67	62	58	54
370	74	69	64	60	56
380	76	71	66	61	57
390	78	72	67	63	59
400	80	74	69	64	60
410	82	76	71	66	62
420	84	78	72	68	63
430	86	80	74	69	65
440	88	82	76	71	66
450	90	84	78	72	68
460	92	85	79	74	69
470	94	87	81	76	71
480	96	89	83	77	72
490	98	91	84	79	74
500	100	93	86	80	75
510	102	95	88	82	77
520	104	96	90	84	80
530	106	98	91	85	78
540	108	100	93	87	81
550	110	102	95	88	83
560	112	104	96	90	84
570	114	106	98	92	86
580	116	108	100	93	87
590	118	109	102	95	89
600	120	111	103	96	90
610	122	113	105	98	92
620	124	115	107	100	93
630	126	117	108	102	95
640	128	119	110	103	96