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PONY CLUB ASSOCIATION OF NEW SOUTH WALES
RULES FOR JUMPING EQUITATION COMPETITIONS NOTES FOR COMPETITORS

OVERVIEW

Equitation is simply a system of correct riding. It is a system which caters for all riders regardless of natural ability. Emphasis is placed on co-ordinating and training both horse and rider in the safest, most effective manner.

(Excerpt from Australian Jumping Equitation Manual, Equestrian Federation of Australia, revised May 1999)

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)

STATE CHAMPIONSHIPS

1. STANDARD OF ENTRY

At all state Championships the standard of competition will be high. It is the responsibility of the Zone Chief Instructor 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 the standard entries being submitted for zone representation at State Championships.

2. AGE GROUPS AND ELIGIBILITY FOR STATE CHAMPIONSHIP

Rider: Membership qualifications and rally attendance refer section 4.

Horse: Ownership qualifications refer section 4.

There are no height restrictions for any horse entered in pony club competitions or State Championships.

3. AGE GROUPS - The Association Championships are conducted in age groups:

- a. Under 11
- b. 11 and under 13 years
- c. 13 and under 15 years
- d. 15 and under 17 years
- e. 17 and up to the end of the calendar year in which they turn 25 years of age.

Ages are taken as at the first day of competition.

4. ELIGIBILITY

To be eligible to attend the State Championships riders must be approved by their Zone Chief Instructor as being of an appropriate standard.

5. PROGRAM AND STARTING HEIGHTS

Classes will be held starting with a simple jumping round and increasing in difficulty (but not height) with each subsequent class. At Championships, the maximum height will be as follows:

Under 11 years	0.65m
11 and under 13 years	0.75 m
13 and under 15 years	0.80 m
15 and under 17 years	0.85 m
17 and up to the end of the calendar year in which they turn 25 years of age	0.90 m

Course designer are to be advised of this requirement.

6. CONDITIONS OF ENTRY

Nominations in each age group of a State Championship are limited. Zones with the highest number of entrants in each age group will be the first to be considered for limit of entrants.

Zone chief instructors are required to *list entrants in order of priority on nomination form*.

7. AGE OF HORSES

For competition in jumping equitation 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.

8. FITNESS INSPECTION

A fitness inspection is compulsory. It is the responsibility of the competitor and team manager to ensure that all horses receive a fitness inspection at the appointed time. A rider not complying with this requirement will be excluded from competition at the discretion of the advisory committee.

Suspect or doubtful horses may be asked to present for a further inspection and a veterinarian shall be present to make the final decision as to participation or further participation in the event.

Horses are inspected under saddle. Saddles are to be removed on request. 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 a 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, beige or oatmeal jodhpurs, polo shirt (with collar and sleeves) in Club, Zone or State colours, together with an approved equestrian helmet 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).

SAFETY OFFICER

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

9. AWARDS — State Championships

Age Championships — Champion ribbon only

Individual Events — Awards to 10th place

Zone Teams — One Championship Team only

Interstate Teams — One Championship Team only.

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

Fitness Check Presentation Award — Perpetual Zone Trophy.

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 equality for individual classes a count back is made starting from the top of the score sheet and continuing downwards until a division is reached. If after a count back there are still equal places, the points will be awarded in a similar way to the division of money under normal competition conditions.

EQUALITY OF SCORES INDIVIDUAL CHAMPIONSHIPS — In the event of a tie in points for individual champion a *count back of major awards will be effected*, i.e. 1 first placing coupled with 1 second place (19 points) will take precedence over 1 second coupled with 2 sixth placing's (19 points). If a result cannot be achieved the rider who places highest in the major class (usually the last class) will be declared the champion.

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 placing's awarded to the competitor i.e. 2 first placing's coupled with 2 third placing's (36 points) awarded to a competitor will take precedence over for example 4 second placing's (36 points) gained by a second competitor. If a tie still exists a count back of major placing's in the last point scoring event will operate. If a result is still not forthcoming the count back of major placing's will continue to the second last scoring event and if no result to the third last point scoring event and so on using the same formula.

ZONE AND INTERSTATE TEAM PLACINGS — If equality in points scored exists this will be subject to the same count back on major placing's for each team i.e. 2 first placing's coupled with 2 third placing's takes precedence over 4 second placing's. If a tie still exists a count back of major placing's from the last point scoring event will operate. If there is still no result the count back will go to the second last point scoring event and so on using the same formula.

11. 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 of 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.

12. INTERSTATE COMPETITION

Teams are to comprise a maximum of 4 riders and a minimum of 3. All scores to count.

13. COURSE DESIGNER AND BUILDERS

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

14. GEAR AND UNIFORM CHECK

To be carried out prior to each event. All saddlery, gear and uniform are to conform to the Associations 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.

For details on acceptable equestrian helmets please see Section 7 Uniform.

Boots – See Section 7 for full details.

Whips are to be carried in the hand ONLY. Dummy spurs may be worn.

For Jumping Equitation competitions, horses must be ridden in Snaffle bits only (with or without nosebands). Martingales are not permitted during Jumping Equitation competitions. Boots and bandages are permitted.

The foot must not be attached to the stirrup in any way nor stirrup leather tied to the saddle or girth.

Team managers to be in attendance with team members at the gear check.

15. SALUTE

Competitors are not permitted to remove their helmet in salute or for award giving. Retention harness must be firmly in place whenever the rider is mounted.

16. DISQUALIFICATION

- a. Should a competitor who has lost his/her helmet continue and jump another obstacle without having replaced his/her helmet, that competitor will be eliminated from the competition. A lost helmet may be handed to a competitor during a round and will incur 8 penalties.
- 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.

17. 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.

18. 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 must all be wearing Zone uniform.

At all Jumping Equitation competitions (Zone and State) all jump wings in the practice arena, must be marked with visible tape at the maximum height for that class/grade/age group and the jump rail(s) must not be raised above this height.

19. TEAM MANAGERS

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 times to control the area.

20. 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.

21. PROTESTS

Refer to section 4

1. These rules are established so that competitors and teams of competitors may compete against each other under fair and equal conditions.
2. 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.
3. The association advisory committee, together with the executive, technical delegate and the organising 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.)

RULES FOR JUMPING EQUITATION COMPETITIONS

1. Penalties –

The following **penalties** apply and are deducted from the score:

- 1st disobedience 4 penalties
- 2nd disobedience 8 penalties
- 3rd disobedience Elimination

- Knock down of rail 4 penalties
- Fall of horse/rider elimination

2. Practice Ring:

The organisers must provide at least one vertical and one oxer in the exercise area. The obstacles must be flagged and only jumped in one way. The Steward must be observant of the exercise area.

3. Dress and Presentation:

Approved equestrian helmet under Pony Club rules must be worn (see Section 7). The presentation mark for riders will be judged on the general appearance as they enter the ring and await the bell. Neatness is the first requisite. The mark is for the overall impression of a well groomed rider on a well groomed horse with correctly fitted and clean gear.

Whips and spurs are optional. No whip may exceed 75 cm.

4. The Arena and Course:

The course plan and/or the tasks required will be displayed before each class.

The Arena must be a minimum of 40 m x 70 m with the ideal size being 50 m x 80 m and the course must be marked by start and finish flags. The obstacles must be numbered. The course may be walked by competitors. All competitors must salute the judge.

5. Falls:

A fall of horse or rider will incur elimination.

6. Control of Horse:

At the discretion of the judge, any rider not having their mount under control shall be dismissed from the ring and be eliminated from the class.

7. Attendants:

No attendant shall be allowed in the ring, except at the request of the judges.

8. Rapping:

It is forbidden to rap horses. If any rapping is confirmed between the day before the first competition and the end of the Championship, the horse and rider will be banned from all competitions still to be held and any prizes won must be handed back.

NOTES FOR COMPETITORS

1. GEAR & DRESS — clean, neat and appropriate tack
2. WALK course
3. ENTER in working trot or a 2 point or 3 point canter
4. PROCEED to judge — halt and salute
5. PREPARE with a 2 point or 3 point light seat — canter circle and await the bell
6. FINISH with a circle at the end of the round and a smooth downward transition from a 2 point or 3 point position and walk/trot out.

Correct Technique

Basic position is divided into four principal parts.

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1. The leg from the knee down which is your SECURITY
2. The BASE OF SUPPORT which includes thigh and seat
3. The UPPER BODY which is everything above the base including the eyes.
4. Arms and hands

The rider must maintain supple hip, knee and ankle joints to allow the angles to open and close as the horse moves.

The perfect Equitation round should be one of rhythm, fluency and precision. If these components of the “invisible ride” are not achieved then look for what is causing the jarring role.

LEGS

- The ball of the foot is positioned on the stirrup □
- The heel is down and in just behind the girth
- The toe is out a shade to establish contact with the calf and the inner knee bone
- The leg is held just behind the back edge of the girth
- Thighs lie flat. Contact with the horse should be evenly, distributed between calf, inner knee bone and thigh
- The ankle must be flexible

The leg position does not alter in flat work or jumping work or in fast work; in fact, the only time when it is appropriate for the leg to be out of this position is when it is being used behind the girth canter aid, lateral work and control of the quarters. Your leg aid therefore is not a constant movement but rather an altering of degrees of pressure.

EYES

The rider's head should be up and eyes looking to line, vision parallel to the ground. Good eyes are vital for directional control. The eyes only may be dropped when checking diagonals or leads in beginner classes, but it is preferable to know these by feel.

SEAT POSITIONS

An Equitation round is ridden with the motion. The seat must be versatile, alternating between 2 point and 3 point.

2 Point Seat Position

In the 2 point seat the two main points of contact are the rider's two legs with the weight well in the heels, the seat bones are a little out of the saddle but the seat **MUST** be positioned over the centre of the saddle at all times. The 2 point seat is directly related to the rider's upper body angle and an independent balanced seat cannot be achieved unless the rider's upper body angle is forward, with the shoulder no further forward than the knee.

The 2 point seat should be used on straight lines and shallow curves as the horse should be properly educated to be responsive to light leg aids.

Correct Use - if the horse is travelling in a controlled, smooth and balanced fashion.
Incorrect Use - if you cannot maintain your horse travelling smoothly and in balance with the 2 point you should sink into 3 point.

Light 3 Point Seat Position (Forward Seat)

The light 3 point seat is similar in appearance to the 2 point position, but the rider sinks his crotch into the saddle for the third point of contact. The upper body angle remains in the forward position, but may come back a little. Light 3 point seat is used on turns to adjust the horse's pace in a smooth manner.

Correct Use - when 2 point does not maintain control, smoothness and balance.

Incorrect Use - where it would have been sufficient to use more discrete aids in 2 point to maintain balance and smoothness.

3 Point Seat Bone Position (More towards Upright Position)

A 3 Point Seat has a third point of contact, the seat as well as the rider's two lower legs. This position is a little more toward the vertical, but is in no way as vertical as the upright seat as this would put the rider out of balance. It is used for turns and approaches to fences where a little more stability and contact are required. This seat can provide the extra drive or restraint that may be needed beyond that available through hands and legs, e.g. when riding a spooky or difficult to control horse.

Correct Use - where it is necessary to maintain control, balance and smoothness.

Incorrect Use - where either 2 point or 3 point light seat would have been sufficient to maintain the horse's smoothness, balance and control.

Buttock 3 Point Seat Position

The buttock 3 point seat is the contact of the two legs and buttocks. The rider is now behind the horse's centre of gravity as the upper body is behind the vertical. The seat can be advantageous in extra emergencies, e.g., bucking, baulking, shying or bolting. Buttock robs the round fluidity and suppleness. Buttock 3 point will be penalised as it shows that there is a schooling problem.

Correct Use - where 2 point or 3 point light seat and 3 point seat bone is insufficient to maintain control, smoothness and balance.

Incorrect Use - when use of any of the preceding positions would have been sufficient to control balance and maintain horse's smoothness.

Obviously, given comparable rounds, the round demonstrating the use of the most discrete aids will place higher.

HANDS

Hands should be placed above and slightly in front of the wither, two or three inches apart. The hand, positioned half way between horizontal and vertical encourages a combination of strength and softness. The contact should be elastic, with a straight line from the elbow to the bit.

RELEASES

There are several choices determined by the level of skill of the rider and level of education of the horse:

- a. Long crest release with mane — the elbow angles open until the hands reach approximately one-half of the way up the crest. The aim of this release is to stabilise the rider's upper body, prevent abuse of the horse's mouth and to develop the horse's correct jumping technique (for beginner riders).
- b. Long crest release — reaches the same place but without mane, with hands either on top or on either side of the crest. This release is used when extra support is no longer needed (for intermediate riders).
- c. Short crest release — the elbow angle opens a little with the hands moving 5 cm to 7 cm up the crest enough to allow the horse to use its head and neck. (for intermediate riders).
- d. Automatic release — hands follow a direct line towards the horse's mouth maintaining a steady contact with the bit, and independent of the crest and neck. An advanced rider technique.

UPPER BODY

The upper body is held with the shoulder no further forward than the knee. The angle of the rider's

body is closed by the horse as it jumps. The back is flat, the shoulders square and relaxed and the head held up. The upper body must be held over the leg. The hip should not be either in front or behind the lower leg, if it is balance is not achieved and the rider cannot be in motion with the horse.

At Zone/ Club Level Jumping Equitation competitions, riders (graded C or above) may be permitted to participate on two horses. (One horse competitively, the other non-competitively). The 2nd 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 2 entries per rider will be at the discretion of the host Zone/ club