Please Note: All rule changes for 2020 in this rule book appear in red

INDEX

<u>Subject</u>	<u>Rule</u>	<u>Page</u>
Correct Jumping Technique of the Horse	· •	31
Correct Technique of Riders	· •	24
Discipline		3
Disclaimer	.29	9
General Rules	1	2/11
Good Jumping Style		24
How to Judge	.8	16
Incorrect Technique – Definitions		37/43
Introduction		12
Jumping Equitation in Brief	2	12
Leg Position		26
Note to Competitors		21
Note to Instructors		32/34
Note to Judges		34/36
Objectives	4	13
Official Course Plan		23
Programme	5	13
Qualifying for State Event	31	10
Reservation of Right		9
Rules		12
Rules for Showjumping Events		43/52
Safety		13
Score Sheet		22
Scoring	.9	17
Skill Tasks		18/21
Stable Position		29
Unstable Position		30
Annex 1 – Disobedience Diagrams		53/55
Annex 2 – Course Deviation Diagrams		56

REFERENCES

Morris, G.H. "Hunter Seat Equitation"

White-Mullin, Anna Jane "Judging Hunters & Hunter Seat Equitation E.F.A. (Victorian Branch) Jumping Equitation Video

William Steinkraus - Quote

GENERAL RULES – effective 1st January, 2020 To be read in conjunction with rules for the specific competition.

1. RULES:

All competitors ride under Pony Club Queensland Rules. The making of an entry in any event run by PCQ, or a club or Organisation affiliated with PCQ constitutes acceptance of these rules.

2. MEMBERSHIP

All riders must be current financial members of an affiliated Pony Club and carry their current Membership Card as proof. An official from each club must guarantee all their riders are current financial members and are entered and competing in their correct age group.

Please adhere to the Summary of the Pony Club Association of Queensland Codes of Behaviour. The complete Pony Club Association of Queensland Codes of Behaviour document can be found on our website www.ponyclubgld.com.au

3. WELFARE OF THE HORSE

Pony Club Australia expects all those involved in national equestrian sport to adhere to the PCA's Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and must never be subordinated to competitive or commercial influences.

- 3.1 At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes good horse management, training methods, farriery and tack, and transportation.
- 3.2 Horses and Riders must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.
- 3.3 Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.
- 3.4 Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.
- 3.5 PCA urges all involved with the sport to attain the highest levels of education in their areas of expertise. (See also blood rule and 19A abuse of horse)

4. DISCIPLINE

- 4.1 Abusive and profane language or bad behaviour by the rider may result in disqualification for the rest of the event during which the offence occurs.
- 4.2 A competitor who refuses to obey the direction of any officiating steward may be refused the right of competing in any further events.
- 4.3 A repetition by the same competitor will mean disqualification for the remainder of the day's programme, together with loss of all points gained up to the time of the repeated offence. An event judge should refer any breach of discipline rules to the judge in chief or event organisers.
- 4.4 Competitors and mounts are disqualified together.

5. AGE

Rider

Competitors must stay in their own age groups throughout the day in all individual or teams events, and cannot transfer to another age group.

An official of the club must guarantee the age of the competitors.

Age is at first day of competition.

At a State Event minimum age for participation is seven (7) years.

Horse

The age of the horse is at the 1st January

The horse must be at least:

- two (2) years of age to participate in any ridden pony club activity,
- four (4) years to jump in competitions
- three (3) years to compete in dressage competitions (both official and unofficial).

6. DIVISION OF CLASSES

The PCAQ Steward (Technical Delegate) or Judge-in-Chief at State Championships and Official events has right to divide classes as necessary for the running of the event. (Oct.90)

For Jumping Equitation, Dressage, Combined Training, & Horse Trials – groups of over 30 riders but less than 40 riders **may be divided** into two groups, but **must be divided** when numbers exceed 40. This will be done by virtue of the draw e.g. first 40 into group 1, next 40 into group 2 etc. There is no option to divide a group with less than 30 riders.

State Formal Gymkhana age groups to be split into year levels i.e. 9 years & under; 10 years; 11 years; 12 years; 13 years; 14 years; 15 years; 16 years; 17 & under 26 years.

Showjumping: There is no division of groups no matter what the size. (Aug.2014)

7. OUTSIDE ASSISTANCE

Outside aid to a competitor during the event, whether solicited or not, will entail disqualification for the competitor except when permitted by specific discipline rules Occurrences such as the following will be considered as outside aid:

• calling advice to a competitor, e.g. Directions – turn left at peg;

- picking up competitor's equipment (except spectacles) and any other occurrence which in the opinion of the judge is assistance to the competitor, or is listed in the rules of the competition;
- For sporting events, no horse may be held or any outside assistance allowed after the Judge has called the rider into the starting area, except for children 8 years and under, at the discretion of the judge, and special assisted groups.
- NB Handing back a riders spectacles is NOT classified as outside assistance

8. LEAD REIN/ASSISTED RIDERS

- The leader must not be in front of the horse's shoulder. It is the responsibility of the parent to appoint a suitable handler/assistant for the horse and rider safety.
- Assisted riders being led because of documented disability will be able to be competitive in their age group.
- Riders who are riding "free" and who successfully complete the course, must take the placings over riders whose horses are being led, except as in paragraph above.
- Recommend led and free riders be in separate groups where numbers are sufficient.
- Led any age is not competitive unless the rider has Exemption through Sports Connect System.

9. SCHOOLING

- On the day of the event only competitors may ride their own horse.
- Schooling will not be allowed on any area, which is part of the competition.
- The use of Body Protectors is recommended while jumping in competition or training.

10. LUNGEING

Wherever possible a designated area should be set aside for lungeing, but should not be allowed where horses are being ridden.

Horses may be only be lunged in warm up and training areas if:

- By the nominated rider, parent, or a club instructor, (if the rider is too young to control the horse.)
- If a suitable area can be found, which is <u>not</u> amongst horses being ridden.
- Single direct side reins are permitted, but only while lunging (only with one lunge rein).

The lungeing of a rider mounted in the saddle is NOT PERMITTED anywhere at a dressage event

In Dressage ear muffs are only permitted when lungeing (refer dressage rules)

11. GEAR CHECK

See Uniform & Saddlery Rules for Gear Check Book

The responsibility for the use of the correct saddlery and equipment according to the rules of PCQ and the specific competition rests with the competitor. Failure to comply with the rules may entail elimination from the competition. Wherever possible, a marshalling yard should be provided for competitors in events. All gear should be inspected by a steward prior to any events to ensure it complies with PCQ rules, is correctly fitted and comfortable for the horse.

The final responsibility, especially for safety of saddler and equipment, rests with the rider.

12. USE OF WHIP

Hitting the horse in front of the saddle incurs no penalty.

Excessive use of whip incurs elimination at the discretion of the judge.

Whip must be carried in the hand.

Whips may be carried and thrown away during the event. (November 91)

13. USE OF SPURS/BLOOD POLICY

The Pony Club Association of Queensland has a zero tolerance blood policy. If any horse shows blood or signs of bleeding on its side which was caused by, or may have been caused by the use of spurs, it must immediately be retired for the day from the competition, event or rally/muster. The horse must be immediately unsaddled and the scrape, cut or wound immediately attended to. Under no circumstances is the horse to be ridden at Pony Club again that day. The use of spurs in a cruel manner will result in immediate disqualification of the rider from the competition.

14. JUDGES

Judge has the right to call on any competitor to inspect his gear and if gear is illegal, competitor is compelled to remove offending article before competing. Judges should be PCQ instructors for gymkhanas or from a list of suitably accredited Judges or Course Builders for specific disciplines. Parents cannot judge their own children in subjective disciplines such as Rider Class, Dressage, Jumping Equitation etc.

Judges may refuse to judge novelty events at shows or gymkhanas if the programme states "run under PCQ Rules" and the events are not then conducted under the rules of the PCQ.

Judges must present themselves suitably attired.

15. DISPUTES COMMITTEE

The Disputes Committee is made up of one senior delegate from each club competing (except where rules for specific events vary). Any delegate whose member is in dispute, or may have, or appear to have, a conflict of interest, must not sit on the Committee.

16. UNIFORM

Correct club uniform must be worn in all competitions, except where Zone or Queensland uniform is permitted. The wearing of other apparel or the incorrect

wearing of the uniform is not acceptable and could result in disqualification at all events from gymkhanas to championships.

Check your own Zone & neighbouring Zone's colours before applying for colours or change of colours, so that they do not clash with other Clubs who may compete in your area. At all times when mounted riders must be neatly dressed in their correct uniform including tie with sleeves rolled down and shirt tucked in. Ties may be removed or sleeves rolled up only if authorised by the judge in chief and an official announcement is made.

17. HELMET

An equestrian helmet, colour white, black, navy blue or brown and tested to one of the acceptable standards must be worn <u>and effectively secured</u> whenever mounted under Pony Club supervision, including to & from the Pony Club - this includes seniors & instructors.

There are to be NO attachments to helmets (no modified or additional equipment e.g. GoPros or Lights)

Candidates at Instructor Schools must wear helmets.

Mounted Voluntary Helpers must wear helmets.

Riders must keep helmets on during Mounted Presentation of Awards & while saluting.

Loss of helmet while riding incurs elimination

18. FIXTURE

A fixture shall be defined as one programme held on one or more days by the one organising committee.

19. MOUNTS (refer also General Rules - Age Page 4)

The mount should be the member's normal pony club mount and regularly ridden to Pony Club.

Riders currently competing in official classes or official 12 and under cannot ride a graded/official 12 and under horse in an unofficial section (June 10).

No stallion, colt, entire or rig is eligible to take part in any Event, Competition or otherwise at any function conducted by the Pony Club Association or any of its Affiliated Clubs whatsoever.

While a horse is out of the stable/yard at any pony club activity, horse must be restrained with a headstall and lead or a bridle.

All horse riders and handlers within these grounds must wear approved safety helmets while mounted. *Refer to current helmet standards*, correct footwear i.e. closed footwear.

A mount must be one of the following:

- owner ridden
- leased
- owned by a financial member of the same club.

At all pony club fixtures, a mount may only have one rider where

• a combination of events are held on the same day, a mount may have only one rider, e.g. dressage and combined training.

However.

where a combination of events are held over two or more days, a mount may
have a different rider if the events are held on different days. e.g. dressage on
day 1 and the dressage phase of combined training or eventing on day 2.

At all pony club fixtures, a rider may only have one mount, except as outlined below under Two Horse Rule:

Two Horse Rule:

For all **Sporting & Gymkhana** fixtures riders shall only have one mount. Where Mounted Games are held in conjunction, a different horse may be used.

Campdrafting: At other events and at the discretion of the Organising committee, riders may enter 2 horses in the following way:

A rider may have 2 horses, one competitive and one ridden HC, the HC horse to be ridden second. HC horses in a group can only be ridden after all competition horses in the group.

From 1st January 2018, the 2 competitive horse rule currently existing for Showjumping will be applied to **ODE**, **Jumping Equitation**, **Dressage and Combined Training** at the discretion of the organising committee riders may enter 2 horses in the following way:

- Riders may enter 2 horses in the same or different heights.
- Jumping Equitation riders may <u>only enter 2 horses in the same</u> <u>Height</u>, both can qualify.
- Each horse may gain qualifying results.
- Each horse will be placed in its class and is eligible for overall awards.

At all State Championships riders may only have one horse per discipline

20. DANGEROUS RIDING/ABUSE OF HORSE

Any act or series of actions which, in the opinion of the Technical Delegate, can clearly and shall be penalised by elimination.

Similarly, any rider who affects the safety of any horse, rider or third party will be considered to have acted dangerously and will be penalised by elimination.

Abuse of horse includes:

- excessive use of whip and/or spurs
- rapping
- riding an exhausted horse
- excessive pressing of a tired horse
- riding an obviously lame horse

Officials must report such actions as soon as possible to the Technical Delegate supported where possible by a statement from one or more witnesses. The Technical Delegate must decide if there is a case to be answered.

21. DOPING

It is forbidden to use or administer, or cause to be used or administered, on or to any horse, a tranquilizer, stimulant, or drug of any kind, in any manner whatsoever, either before or during any Pony Club activity or competition.

22. ALCOHOL

Alcohol may not be consumed on grounds and booths are not permitted to open at functions under Pony Club control, which are attended by Pony Club members with their horses, until all competition and presentation has been completed for the day or at rally days or musters until all riding activities have ceased. For further information on our Alcohol Policy can be read on our website www.ponyclubqld.com.au

23. DOGS

Dogs must be kept away from the competition area, and kept on a leash and under control at all times. When tied up, dogs must not be able to move outside the perimeter of the vehicle. Be aware dogs are prohibited by law on some grounds and this should be stated on the program.

24. LEASED HORSES

Anyone who wishes to ride at Pony Club, a horse which does not belong to them or to another member of their Club, must have a lease on the horse. If the horse belongs to a person who is a member of another Club, or is not a member of Pony Club at all, a lease must be signed <u>and registered with PCAQ.</u>
Lease forms are obtainable from PCAQ Office. **NB** Note 3 week rule as per lease form <u>to use the horse in competition</u>, and lease must be in effect for six (6) months.

25. SUBSTITUTION

Mounts may be substituted before the commencement of the event upon presentation of a Veterinary Certificate or a written statement from the club chief instructor. If such substitution is made, the replacement mount must be eligible within the terms of the PCQ Rules.

NO substitution of rider is permitted under any circumstances.

26. REFUND OF NOMINATIONS

Prior nominations will be refunded providing the Organising Body is advised of the scratching in writing or by telephone before the commencement of the event. A written request for a refund of nomination, including a vet or doctor's certificate to be received by the organising committee within one week of the event. 10% of the entry fee may be retained by the organising committee to cover administration costs.

27. STATE PROGRAMMES

Riders stay in their age groups and within their Zone - no composite teams. **Exception Mounted Games.**

28. FIRST AID

- It would be reasonable that a First Aid Officer of a Pony Club must hold either a current recognised Senior First Aid Certificate or Nursing qualification.
- At events, there should be present either an ambulance, doctor, nurse, St. John's Ambulance personnel or, as a minimum requirement, a person holding a current senior first aid certificate.
- The First Aid person must have no other duties and should wear a clearly visible bib or armband designating this duty.
- A First Aid station must be provided.

29. PROGRAMME

A programme should be published by the organisers not less than six weeks before the event. A copy MUST be sent to PCQ for approval before it is printed and distributed, if the event is an Official competition or a competition which is to be used as a qualifier for State Championships. A Gymkhana or Open Day programme MUST be sent to the Zone Chief Instructor for approval before it is printed and distributed.

Bareback Rider Class may be included on the Gymkhana program, remainder of program requires a saddle to be used.

Horse Trial venues can offer programs that-

- Official courses do not have to offer all official levels
- Official courses offering all official levels of courses up to two star
- All the above will comply with the requirement and conditions in Annez 1 of the Horse Trials Rule Book.

The programme need not repeat the Rules contained in this Rule Book except where required. Programme should include: place and date of event; Classes to be held; name and address of Organising Secretary; Chief Steward and PCAQ Steward (Technical Delegate, where known); trophies and prizes to be awarded; closing date and conditions for entries; brief instructions as to how to reach the venue; how the draw is to be accessed e.g. self addressed envelope, website; administrative arrangements such as stabling, accommodation, catering, etc. Disclaimer of Liability clause and Organisers' Reservation of Right (as below)

30. DISCLAIMER

Neither the organising committee of any contest to which these rules apply, nor the PCAQ, accept any liability for any accident, damage, injury or illness to horses, owners, riders, ground, spectators or any other person or property whatsoever. This Disclaimer must be printed on all programmes.

31. RESERVATION OF RIGHTS

The Organisers reserve the right:

- (a) to cancel any class or event.
- (b) to divide any class.
- (c) to alter the advertised times
- (d) to refuse any entry, with or without stating the reason
- (e) to transfer competitors between sections of a class
- (f) to combine classes if less than 3 competitors

This reservation must be printed on all programmes.

32. QUALIFYING CRITERIA FOR STATE CHAMPIONSHIPS

All riders nominating must have attended at least TWO musters (rallies), within the preceding 12 month period, at their club or previous club in the case of transfers

- AND riders under 13 years are required to hold a minimum "D" Certificate (Aug.10); riders 13 years and under 26 years are required to hold a minimum "C" Certificate (Aug.11).
- A photocopy of the Certificate will be required with the nomination.
- **Zone Secretary** to check qualifying criteria have been met, sight a copy of proficiency certificate and verify attendance requirements before sending in nominations. Club Secretary to check all requirements for nomination are complete and correct before forwarding to zone.

However:

When nominations are done online, after the close of nominations the organising committee to send a summary list of nominees, certificates attained and qualifying results to Zone for confirmation before nominations are accepted.

- Riders to complete nomination correctly as incomplete forms will be returned.
 Riders found not to be qualified may be stopped from competing.
- Riders moving up an age group in Jumping Equitation qualifying gained in previous age group is accepted as one qualifying round.
- Riders moving up an age group prior to State Championship may ride in higher age group to gain experience and gain one qualifying round.
- For comprehensive update on Qualifying Criteria for State Events see Rules Page of the PCQ website.
- **REQUIREMENTS FOR SPECIFIC DISCIPLINES** are displayed on the website.

33. OPEN DAYS

All participants must comply with equipment and dress rules of Pony Club, specifically with regard to Helmets, Boots, Spurs and Equipment.

Clubs holding Open Days must register the event with PCAQ and forward fees for non-PCQ riders within 14 days of the event.

34. FALLS

After a fall of rider, final responsibility of the health and welfare of the rider rests with the parent/guardian <u>verified with a signed document by the parent/guardian</u> (Oct 11) and recorded in Incident Report Book.

35. RIBBONS

Recommended colours for ribbons: 1st Blue, 2nd Red, 3rd White, 4th Yellow, 5th Green

36. EXEMPTION CARDS – Riders with a Disability:

Riders with disabilities are eligible to apply for a PCA Rider Exemption Card to enable the use of adaptive equipment and other assistance as per relevant recommendations.

Para Equestrian riders are eligible to be classified and obtain an EA PE ID card from the beginning of the year in which they turn 12 years of age.

Para Equestrian riders who enter able bodied competitions must provide a copy of the EA PE ID card.

37. ADVERTISING & PUBLICITY - COMPETITORS & HORSES

Competitors may carry the logo of the sponsor on the saddle cloth, only when competing in a State Team. The size of the logo may not exceed 100sq cm. Advertising may appear on obstacles, sides of arena, back numbers, rugs and as approved by PCQ.

Prizes bearing the name of the sponsor e.g. rugs, may be placed on horses at the presentation of awards.

No commercial prefix or suffix may be added to the horse's name.

38. MOBILE PHONES (Nov, 2018)

Not to be used while on horseback. In competition, a rider breaching this rule may be eliminated.

PCAQ JUMPING EQUITATION RULES

Effective 1st January 2020

1. INTRODUCTION

Jumping Equitation was started in Victoria in September 1986 by a Sub-Committee of the EFA and promoted by lectures, instruction and judges' clinics. PCQ invited a representative from Victoria, David Quick, to a seminar in October 1987 to Queensland so that uniformity was ensured.

It was formulated to fulfill a need to aid the advancement in the technique of both horse and rider. This system has been devised to suit Australian conditions and the intention is to present it in a straightforward manner, so that it can be easily implemented. Since its inception PCQ has worked towards developing an educational judging system.

While the forward seat has been around for almost a century and was invented by Caprilli, the equitation system was developed in the USA in the 1950s. It is known there as Hunter Seat Equitation.

The pioneers of Equitation were people such as Gordon Wright, Bill Steinkraus, George Morris, Bertalan De Nemethy, and Frank Chapot. These are all Olympians and World Championship winners, world renowned riders and instructors – competitors who came up through Equitation as junior riders, while other Equitation riders have branched off into other disciplines.

Recent success of the USA & Canadian teams at the 2008 Olympic Games (Gold & Silver medals respectively) endorses the effectiveness & longevity of this style of riding.

"A demanding Grand Prix jumper course is often a particularly difficult line involving big fences, difficult distances, a combination and a turn that must be executed with great precision. Yet each of these elements can be isolated and mastered in simpler form in schooling long before we face them all together and in a more

complex version during competition." Quote from William Steinkraus

It is the Sub-Committee's intention to review this document from time to time as the standard (and understanding) improves.

2. JUMPING EQUITATION IN BRIEF

Equitation is simply a system of correct riding. It is a system which caters for all riders regardless of natural ability.

It is not something new, but emphasis is placed on co-ordinating and training both horse and rider in the safest most effective manner.

Natural talent is not enough to become a complete rider, trainer or teacher. As many of us with less talent know, it is impossible to become proficient in this sport without disciplined guidance and hard work.

A quote from George Morris "first become a good rider before you become a good rider over jumps"

This system enables everyone to become stylish and effective riders, which in turn, produces good trainers, teachers and judges.

3. SAFETY

Safety MUST come first when teaching any riding discipline.

Proper riding apparel must be worn with particular attention being paid to the correct approved skull cap and boots.

Safety is not just about having the correct equipment, however, because important as they are, a helmet and boots will not prevent a broken arm or leg if one should suffer a fall.

The rider MUST also learn safety through the correct techniques of position.

4. OBJECTIVES

- 1. To improve the technique of both horse and rider in showjumping.
- 2. To promote quality showjumping.
- 3. To encourage novice horses and riders in the jumping field.

5. PROGRAMME FOR OFFICIAL EVENTS

<u>Age Group</u>	<u>Height & Width</u>		
10 years & under	50cm	(20")	
11 years & under 13	60cm	(24")	
13 years & under 15	70cm	(28")	
15 years & under 17	80cm	(32")	
17 years & under 21	80cm	(36")	
21 years & under 26	80cm	(36")	

Riders may enter two horses in the same class. Each horse may gain qualifying results. Each horse will be placed in its class and is eligible for overall awards.

Seniors:

It has been agreed that Seniors may be included in all classes except at State Events. Seniors choose the height/grade they wish to compete in. They compete as though they are part of the group. They are then placed as if they were in the group AND THEN they are recorded separately so they do not take a place from a rider under 26. Their points for placings, e.g. 3rd – 8 pts, are transferred to the Master sheet for Seniors.

Hors Concurs:

Organisers may at their discretion, accept entries "Hors Concours" but no prize can be awarded nor qualification earned for participation "Hors Concours". Riders unable to compete on their horse in its correct grade may ride "Hors Concours" (HC) until such time as they are ready to compete at the level of the horse. A competitor may ride HC in a lower grading of own choice.

Organisers are responsible for informing the scorers of combinations permitted to compete HC and these horses must be shown on the scoreboard as competing HC.

COMBINED GROUPS:

If there are less than 3 competitors in a class, classes can be combined with the group above or below.

If one or two riders have been nominated for a class, or if after close of nominations the number decreases, the organizers have the right to combine the groups.

Competitions with less than three (3) riders remain unofficial and do not count towards team placings.

<u>Jumping the Course:</u> The height should be set and riders allowed to compete so they may qualify for state championships.

<u>Placings:</u> Combined Groups are treated as ONE group for the purpose of calculating the result of each class and overall awards, i.e. ignore the different heights. Example

Becky (13-15) 55% 2nd

Blake (15-17) 57% 1st Josey (13-15) 51% 3rd

Where there are less than 3 competitors the number of trophies, after 1st place, is at the discretion of the organisers. The Organising Committee is not required to give an award of the same value to the winner of any class with less than three (3) competitors.

6. COURSE

- 1. A flowing course without difficult turns, appropriate to the group.
- 2. A series of related strides both on straight and broken lines.
- 3. A suggested maximum of 8-10 fences set on true distances for all competitions.
- 4. It is suggested that a 2 non-jumping stride combination be used for non-championship competitions and lower heights; and a 1 non-jumping stride combination for Championships and higher heights.
- 5. Heights to be used at Qualifying events and Championship competitions:

Other general showjumping rules apply for course construction.

A plan of the course will be displayed, including Skill Task/s, if required during the round. Position of Chief Judge to be shown on course plan.

Recommended arena size – minimum of 30m x 60m.

7. JUDGES

- 1. Judges must present themselves suitably attired.
- 2. Judges should be accredited or probationary. Probationary Judges should always judge with a fully accredited Judge.
- 3. Two judges, where possible, with competent pencillers, to judge the competitor at the same time. Two judges are recommended for C/Ships.
- 4. The judges are not to be situated within hearing distance of each other, but situated within the arena, and located well clear of distractions.
- 5. The position of the Judge must not be altered once the competition has commenced. The judge must be positioned to see all obstacles and corners. Decide from where to judge e.g. a judge's stand, back of a Ute, etc. It is preferable to be side on to the combination.
- 6. Judges should not be approached by competitors or spectators.
- 7. One judge is appointed chief, takes the salute, and is in control of the bell and time keeper.
- 8. Judging of rider commences on entry to the arena and ceases the moment the horse and rider leave the arena. Jumping penalties will be noted where they occur after the rider crosses the Start line and before crossing the Finish line, and deducted from the final score for each individual judge.
- 9. Judges are responsible to ensure that the course is suitable and safe for competition prior to the competitors walking the course. This includes checking that the combination and distances are correct and the track is flowing.
- 10. Extra tests/tasks may be included during the round, e.g. halt between obstacles 6 & 7; change lead between Obstacle 3 & 4, etc. Judge may need to confer with Course Builder. At State Championships the PCQ Steward to set the tasks. If the competition includes a Skill Task/s this will be included on the plan and where it is to take place. If a movement is not executed, then the mark is 0. For Example, if no apparent effort is made to carry out the task, eg Task 2 trot before the marker and canter after marker rider just canters on through Mark 0.
- 11. Judges must use correct terminology at all times. Be clear and concise
- 12. When instructing the penciller, first name fence, then problem if applicable.
- 13. If it is an obvious problem that will occur throughout the round, e.g. stirrups too long, use the recurring problem symbol
- 14. It is imperative that the Judge/Penciller/Scorer does not alter any of the scores given once the round has been marked and the sheet given to the scorer for totaling. Any alterations during the judging should be initialed by the Judge.
- 15. The Scorer should be instructed to total all sheets and place them in order as the event progresses to facilitate an efficient presentation upon completion of the class.
- 16. The offering of a special prize for Best Presented Horse & Rider is allowed.
- 17. There is not time allowed or time limit. Riders will be penalized under rhythm and tempo.

7. JUMPING RULES

1. All Jumping Equitation competitions must be conducted in accordance with the Rules and Regulations of the Pony Club Association of Queensland. PCQ Showjumping Rules apply see **page 44** for more detail.

Knockdown4 penalty points1st Disobedience4 penalty points

2nd Disobedience Additional 8 penalty points

3rd Disobedience Elimination
 Out of Control Elimination
 Fall Elimination

- 2. A map of the course is to be displayed prior to the riders walking the course. Only Team Managers or appointees are permitted to walk the course with the competitors at Championships.
- 3. Jumping penalties will be noted where they occur and deducted from the final score on each judge's sheet.
- 4. There is no time allowed for jumping equitation. Riders are penalized in the rhythm and tempo section for being too slow or too fast.
- 5. Saddlery as per PCAQ Showjumping rules.
- 6. Part marks are awarded.
- 7. In the case of marked lameness, the Chief Judge informs the rider that he/she is eliminated. There is no appeal against this decision.
- 8. Riders are required to have their mounts under sufficient control throughout the round. The Judge may eliminate riders whose mounts are not under sufficient control.
- 9. The judge scores on various aspects of the performance of the horse and rider (see score sheet and Definitions of Incorrect Techniques).

8. HOW TO JUDGE JUMPING EQUITATION

- 1. First the Judge uses a set of symbols to define major faults at & between each jump while the rider is on course. The Judge scores on various aspects of the performance of horse and rider by giving each category in the Collective Marks a score out of 10. The symbols provide an explanation of the faults of the horse and rider and give rise to the mark awarded for each of the aspects of the round.
- 2. Jumping penalties will be noted where they occur and deducted from the individual totals on each sheet before Judges' marks are added together.
- 3. Scores given by the Judge have the same meaning as the Dressage scale of marks. Half marks can be used in Jumping Equitation. (Jan 2019)

The scale of marks is as follows:

10 Excellent5 Sufficient9 Very Good4 Insufficient8 Good3 Fairly Bad

7 Fairly Good 2 Bad

6 Satisfactory 1 Very Bad

0 Not Executed (means practically nothing was performed)

- 4. If a movement is not executed then the mark is 0, i.e. if no apparent effort is made to carry out the task, eg Task 2 trot before marker and canter after marker rider just canters on through Mark 0.
- 5. "Incorrect technique" definitions outline the major faults to be judged and the symbols on the score sheet reflect these faults..
- 6. It is not necessary to record a problem for every fence, but it is important to record the major problems throughout the round. If it is an obvious problem that will occur throughout the round, e.g. stirrups too long, use the recurring problem symbol.
- 7. Marking the relevant technique problem provides an explanation of the score given at the end of the round. If a judge gives a 4 (insufficient) or below in a category in the collective marks, symbols on the score sheet should reflect why these scores were given.
- 8. Rider only salutes at commencement of the round to the Chief Judge.
- 9. The position of the Judge must not be altered once the competition has commenced. The judge must be positioned to see all obstacles and corners. Decide from where to judge e.g. a judge's stand, back of a Ute, etc. It is preferable to be side on to the combination.
- 10. In the case of marked lameness, the Chief Judge informs the rider that he/she is eliminated. There is no appeal against this decision.
- 11. Riders are required to have their mounts under sufficient control throughout the round. The Judge may eliminate riders whose mounts are not under sufficient control.

9. SCORING

- 1. The Judge uses a set of symbols to define major faults as they occur around the course; and then scores on various aspects of the performance of the horse and rider by giving each category in the collective marks a score out of 10.
- 2. Skills Task/s, if included in the round, will be given a score out of 10 and added to the collective marks to give final score for the round. If a movement is not executed then the mark is 0.
- 3. Jumping faults will be noted in the Obstacles boxes at top of page and the total deducted from the collective marks at bottom of page.
- Check the jumping boxes for jumping faults.
- 4. Once the good marks have been totalled, and any deductions for jumping penalties, subtracted from the individual totals on each sheet before these are added together.
- 5. The judges marks are added together and averaged to find the final mark which will be out of 110, if there is no task; total mark 120 if there is one (1) task; and total mark 130 if there are two (2) tasks.
- The FINAL MARK IS THEN CONVERTED TO A PERCENTAGE. (May12) and written on the top sheet.
- The total points for each judge must be clearly shown in results lists along with the percentage.
- 6. Marking the relevant technique problem provides an explanation of the

score given at the end of the round.

- 7. Points are awarded 10 points to point descending to 10th place for each round.
- 8. IN THE EVENT OF EQUALITY
- A. Individual Rounds: Equality of percentage in individual rounds are placed equal.
- B. Overall age Champion: Equality of points for Overall Awards are decided by average percentage over the number of rounds, if still equal then go back to the highest percentage in the round with the task. In the State event where 2 rounds have tasks the average percentage of these 2 rounds is used.
- C. <u>Teams</u>: The same procedure applies for teams as the overall age champion.
- 9. To aid in the calculation of the scores on each sheet, a third person is required to add marks and put sheets in order while the event is in progress to facilitate efficiency, or sheets are collected at the end of round and scores calculated away from the ring. Whatever method is used, the calculations should be checked.
- 10. TEAMS: Where there are less than three (3) riders in a competition only first overall place getter is eligible for the State &/or Zone Team. (Oct.12)

11. SKILL TASKS (Jan 2017)
1. *Circle (approx. 20m) before starting on lead.
2. *Trot before the marker and canter on after next marker between Obstacles
and
3. *Simple change through trot between Obstacles and
4. Simple change through walk between Obstacles and
5. *Halt at marker for five (5) seconds.
Show some lengthened canter strides (approx. 5) between obstacles&
7. Jump Obstacle without stirrups.
8. Jump obstacle from a trot with downward transition at the marker.
9. Jump obstacle at an angle.
10. Canter a figure of eight over Obstacle
11. Canter between Obstacles and with one hand on the hip.
12. Halt and rein back three (3) paces between Obstacle and
13. Show a short turn between Obstacle and
Maximum 2 tasks per round with specific tasks marked on the course plan.
Judge-in Chief/TD to liaise with the coursebuilder regarding markers, rails and

Judge-in Chief/TD to liaise with the coursebuilder regarding markers, rails and distances appropriate for adding strides, etc.

*Judges to use Tasks 1, 2, 3, 5, 8, 9 and 10 for under 13 years. For other age groups choice of all tasks.

11. WHAT TO LOOK FOR IN THE SKILL TASKS

When judging the Skill tasks you may see mistakes that require a concise comment in the Obstacle box at top of judging sheet. For your mark for each Task at bottom of score sheet, give a mark out of 10 for each task in the appropriate

box. For this mark look at the big picture and decide whether the task performed was for example good/sufficient/fairly bad.

Task 1. Circle (approx. 20m) before starting the course on ____lead (Judge to stipulate).

- Judge would look to choosing the lead that the 1st corner of the course will be ridden on.
- Looking for evenness & rhythm & correct position, i.e. 2 point or Crotch 3 point.

Task 2. Trot before the markers and canter after the markers between Obstacles ____ and ____.

- 1st set of markers should be placed no closer than 3 jumping strides after the obstacle and the distance to the 2nd set of markers should be a minimum of 5 metres.
- Obstacles chosen do not have to be on a straight line.
- Mark should reflect overall picture of both transitions.

Task 3. Simple change through trot between Obstacles ___ and ___.

- Simple change should be completed in approximately 3 trot strides.
- This task should be done on a straight line.

Task 4. Simple change through walk between Obstacles ___ and ___

• Simple change maybe completed as Canter-Trot-Walk-Trot-Canter, however a horse that smoothly completes transition Canter-Walk Canter will place ahead of the first horse.

Task 5. Halt between the markers for five (5) seconds and strike off on the ____ lead

- Marker maybe placed anywhere on the course, discuss with course builder for positioning.
- Looking for good preparation, smoothness and position.
- Rider to stay preferably in Crotch 3-point in downward transition.
- A wrong lead in strike off will be penalised in "Approach & Line". Wrong lead here applies if marker is on a curve.
- For an incorrect strike off, you would probably be looking at a "sufficient" or below depending on the transition.

Task 6. Show some lengthened canter strides (approx. 5) between obstacles and .

- Need to see a definate change in length of stride.
- Rider uses aids effectively to perform lengthened stride.
- Rider belongs in 3pt crotch/2pt position.
- Judge to look for resistance, variation of stride & control.
- To be placed on an open curve between 2 obstacles.

 Task 7. Jump Obstacle without stirrups. Looking for rider to keep balance whilst dropping stirrups. Rider is to retake stirrups at the canter. The score for this task is to reflect the smoothness of the dropping of stirrups, the rider's balance over the fence and the smoothness of regaining the stirrups. Crotch 3pt or 3pt are the seats to be used for this task. If rider can't regain stirrups – 2/3's of score is for balance and position over the fence, 1/3 for transitions, so look at big picture. No lower than 5 or 6 if position over the fence is good but transitions are not
Task 8. Make a downward transition between the markers to trot and jump
 obstacle from the trot. Judge to look at control, balance & position of the rider. Rider to show effective use of the aids for downward transition at the marker, maintain trot to the fence, jump fence at the trot then canter away from the fence.
Task 9. Jump obstacle on an angle.
 Must be less than 90 degree approach to fence.
 Rider and horse stay on the line with no drifting off the line.
 Task 10. Canter a figure of eight over Obstacle When setting this task ensure the continuation lead is jumped first. Looking for evenness of circles if possible. Rider should be penalised if circles aren't even and could have been. (Depends on course). Circles to be no bigger than 20m, if possible.
 Centre line is to be in the middle of the jump and straight (90 to the jump).
 Looking for horse & rider to stay balanced, in rhythm and be straight for at
least 1 stride before the fence.
 Showing a lead change over jumps. Ensure first circle is on the lead on the continuation of the course.
 Obstacle will be jumped three (3) times.
 This is to be used over a simple vertical and a rail steward should be close by
incase of a knock down.

The longer the rider keeps the hand on the hip and keeps the horse balanced and in rhythm should score higher than the rider who only maintains it

Task 11. Canter between Obstacles ____ & ___ with one hand on the Hip. Hand maybe placed on hip anytime after landing and before take-off.

Task 12. Halt and rein back three (3) paces between Obstacles ____ & ___.

When stipulating which obstacles this task is to take place between, ensure there is enough room, for example, a minimum of 8 strides between the obstacles

- Obstacles do not have to be on a straight line.
- Judged on establishing the halt and straightness of rein back with immediate forward movement upon completion of steps.
- Incorrect strike off will be penalised under "Approach & Line". Wrong lead only where task is on a curve, unless specific lead is asked for.
- Judges may stipulate halt as at a MARKER, and/or stipulate the lead to strike
 off on.

Task 13. Show a short turn between obstacle ___ and ___.

Judge to note correct lead & track taken by the rider.
 Looking at balance & control through the turn.

12. NOTE TO COMPETITORS

1. Gear and Dress

Clean, neat and appropriate tack in accordance with PCAQ rules.

2. Nominate

As per programme.

3. **Walk**

Walk the course after checking Course Plan. Any skill task/s will be stated there.

4. Enter

In working trot or canter in 2-point or crotch 3-point. You are judged from the time of entry until the time of exit from the arena.

5. Proceed

To the judge. Salute only the Chief Judge at commencement of round. No salute is required at the end of the round.

6. Prepare

With 2-point or crotch 3-point canter circle and await the bell.

7. Maintain

Adequate control over your mount throughout the round.

8. Finish

With circle at the end a smooth downward transition and then walk out of the arena.

9. Judging Sheet

Collect judging sheet after completion of the class.

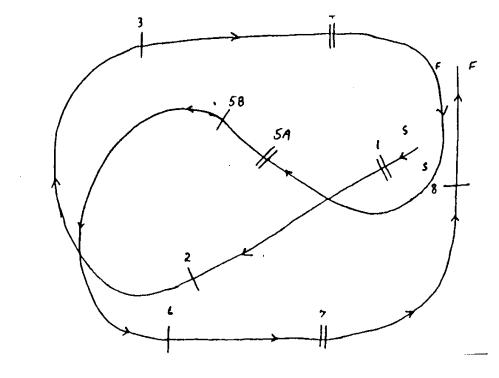
SCORE SHEET: Available via PCAQ website

No:	Rider:				Club:	Class:		
Rider's Position	n			No.	Specific Problems &	Rider's	Postion	
Leg Position				110.	Penalties			
Stirrup Too Long	<u>(L</u>)	Fixed Ankle	FA			Leg Position	10	
Stirrup Too Short	S	Loose Calf	LC			Eve Contact	10	
Foot Too Far Hon	ne 🖺	Knee Pivot	Ø			Eye Contact	10	
Lacks Deep Heel	H↑	Leg Too Far Forw	ard 🕹			Hands	10	
Toes Turned Out	TΖ	Leg Too Far Back	Ę			Seat	10	
Eye Contact						Seat		
Looking Down Hands	E↓	Not Looking To Li	neE∿»			Upper Body	10	
Under Release	=	Too High	1			Co	ntrol	
Over Release		Elbows Out	<>			Control of Pace	10	
Fixed Hands	FH	Reins Too Long	←					
Rough Hands		Reins Too Short	#			Approach & Line	10	
Seat							40	
Too Far Forward	م	Unstable	U			Rhythm & Tempo	10	
Too Far Back	٩	Uneven Seat	ŭs			Horse's	Techniqu	е
Three Point Upper Body	3P					Take Off	10	
Ducking	0-0	Too Far Forward	8			Neatness	10	
Stiff	STF	Dropping Back	DB				-	
Perching	2	Twisting	TW	-		Bascule	10	
Getting Left	€,							
Control						Ta	asks	
Control of Pag	20					Skill 1	10	
Under Riding	UR	Overchecking	oc			01.311.0	40	
Over Riding	OR	Overchecking	OC			Skill 2	10	
Approach & L								
Head Up	Hď↑	Wrong Flexion	XF			T	otal	
Drifting Out	D	Pulling	P			Total Marks:		
Cross Canter	CC	Weaving	∿			luma Danakian		
Wrong Lead	XL	Cut Corner	Z			Jump Penalties:		
Rhythm & Ten		out come	,			Total (- Pens):		
Uneven	UN	Breaking Gait	®			%	<u> </u>	
Fast	F	Switching Leads	SL			70		
Slow	s	•	_			2nd Check (Tick)		
Horse's Techn						Round Overall	•	
Take Off	.quo						ı	
Deep Spot	\wedge	Off Centre	<i>→</i> >					
Long Spot	,	000	,,			Judge 1 Marks		
Neatness	_					ludge O Martin		
Loose	-	Drifting	スペ			Judge 2 Marks		
Bascule			,					
Flat	_	Hollow	\mathcal{C}			Overall %		
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Jumping Penalt				•	1			
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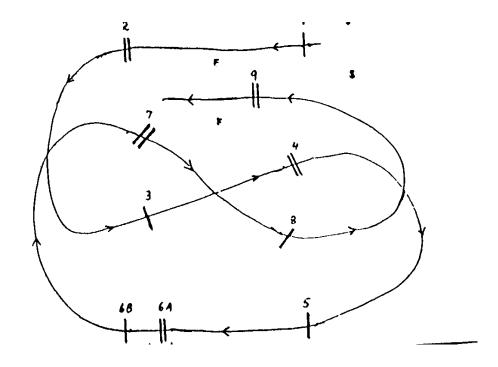
EXAMPLES OF OFFICIAL COURSE

Class:	Event:
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Course Plans should be drawn with broken lines/arrows, unless track is to be followed exactly as drawn, failure to do so entails elimination.



Class: _____ Event: _____



GOOD JUMPING STYLE



13. CORRECT TECHNIQUE OF RIDERS

Basic position is divided into four principle parts:

- 1. The leg from the knee down which is your "Security"
- 2. The thigh and seat
- 3. The "Upper Body"
- 4. Arms and hands

RIDER'S POSITION

- · Secure lower leg
- Eyes looking to line
- Head up
- Straight line from elbow to bit maintained
- 2-point seat or crotch 3-point seat
- Flat back
- Heels down
- Hip and heel in balance
- Upper body approximately 20 degrees forward
- Supple hip, knee and ankle allowing horse to open and close rider's angle.

GOOD LEG POSITION

(Reference: Hunter Seat Equitation. George H. Morris Pub. Doubleday & Co.

"Good Leg Position":

A close up of what we want: the ball of the foot is on the stirrup, the rider's heel is down and to the rear of the girth, and contact is maintained through the inner knee bone and calf. If the toes were forced out any more, calf grip would result, while toeing-in would tend to loosen the calf. Notice the stirrup iron, which should be perpendicular to the girth and the vertical stirrup leather.



Faults

 "Foot placed forward and 'home' in the stirrup. Not only is it impossible for the rider's upper body to be smoothly 'with his horse when his leg is in front of the girth, but heel flexion is also greatly diminished when the rider puts his foot 'home' in the stirrup."



2. "Calf out with pinched knee". Acting as a pivot, the pinched knee prevents enough weight being dropped into the heels and makes steady calf contact with the horse's barrel impossible.



Leg Position

The leg position as defined below does not alter in flat work or jumping work, in slow work or in fast work. In fact, the only time this position alters is when it is being used behind the girth for lateral work and control of the quarters. Your leg aid therefore is not a constant movement but rather an altering of degrees of pressure.

Legs

- Stirrup leather hangs parallel to the girth
- The ball of the foot is positioned on the stirrup bar
- The heel is down and in just behind the girth
- The toe is at a natural angle (ideally 15 degrees) to establish contact with the calf behind the inner knee bone.
- The leg is held just behind the back edge of the girth
- Thighs lie flat against the saddle not being held any more tightly than the knee or calf. Contact should be evenly distributed between the calf, inner knee bone and the thigh.
 - The ankle must be flexible.

Eyes

The eyes may be dropped only when checking diagonals or leads, but it is preferable to know these by feel.

The eyes are vital for directional control. The rider's head should be up and eyes looking to line, his vision parallel to the ground

Seat Definitions

Our seat is divided into two groups: 2-point and 3-point. 3-point is then divided into three positions: crotch 3-point, seat bone 3-point and buttock 3 point. For the purposes of Equitation we are mainly concerned with the appropriate use of crotch 3-point and 2-point to match the horse's centre of gravity. A rider may alternate between 2-point, crotch 3-point and 3 point where necessary

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 achieve 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.

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

Crotch 3 Point Seat Position

The crotch 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 shade. Crotch 3-point is used on turns to adjust the horse's pace in a smooth manner.

<u>Correct use:</u> when 2 point does not maintain control, smoothness and balance <u>Incorrect use:</u> where is would have been sufficient to use more discrete aids in 2-point to maintain balance and smoothness.

3-Point Seat Bone 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 were 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.

<u>Correct use:</u> where it is necessary to maintain control, balance and smoothness. <u>Incorrect use:</u> where either 2 point or 3 point crotch would have been sufficient to maintain the horses smoothness, balance and control.

Buttock 3-Point Seat Position

The buttocks 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 emergencies, e.g. bucking, baulking, shying or bolting. Buttocks robs the round of fluidity and suppleness. Buttock 3-point will be penalized as it shows that there is a schooling problem.

<u>Correct use:</u> when 2-point, 3-point crotch and 3-point seat bone is insufficient to control, smoothness and balance.

<u>Incorrect use:</u> when use of any of the preceding positions would have been sufficient to control, balance and maintain horses smoothness. Obviously, given comparable rounds, the round demonstrating the use of the most discrete aids will place higher.

Hands

Hands should be in a direct line from the horse's mouth in an automatic release keeping a soft feel of the horse. 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.

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 opens 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. Used in training and for beginner riders.

- b. <u>Long crest release</u> 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.
- c. <u>Short crest release</u> the elbow angle opens a little with the hands moving 5cm to 7 cm up the crest enough to allow the horse to use its head and neck.
- d. <u>Automatic release</u> hands follow a direct line towards the horse's mouth maintaining a steady contact with the bit and independent of the crest and neck.

Upper Body

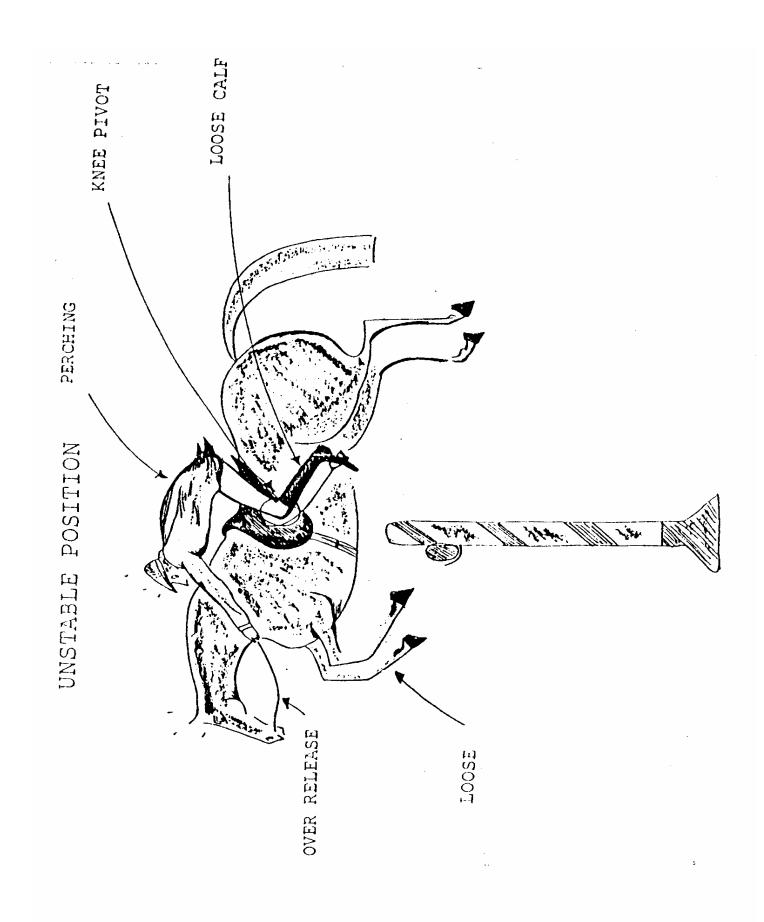
The upper body is held approximately 20 degrees in front of the vertical. The upper body is held with the shoulder no further forward than the knee. The rider's angle is closed by the horse as he jumps. The back is flat, the shoulders square and the head held up. The upper body must be held over the 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.

Conclusion

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 note. It is the Instructor's job to then prescribe exercises to cure faults either in the horse or rider.

SECURE LOWER LEG SUPPLE KNEE e all phylody STRAIGHT BACK CONTACT NEAT FOLD UP 三人三 FOLLOWING HAND RELEASE GOOD REIN

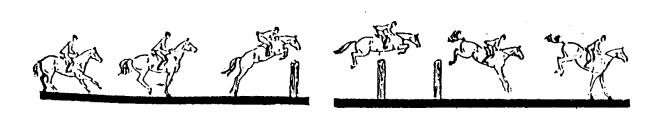
STABLE POSITION



14. CORRECT JUMPING TECHNIQUE OF HORSE

- The horse should appear relaxed and supple, both mentally and physically and be responsive and obedient to the rider's aids when approaching an obstacle.
- The canter must be well maintained in a consistent rhythm and with even tempo because the quality of the canter produces the quality of the jump.
- On approaching the obstacle, the horse should lower its head a little, lengthen the neck and engage its hocks which helps to develop impulsion by bringing the hindquarters more under the body.
- Once the hocks are engaged, the hindquarters will lower and the forehand will become elevated somewhat, to create energy like a 'coiled spring'.
- On take-off, the horse will leave the ground by pushing off the hocks (the energy in the spring is released') and maintain a rounded frame, called BASCULE through the air.
- The shoulders, knees and fetlocks should be well folded up with head and neck stretched out, back rounded and hind legs well tucked up and out behind in a flowing manner.
- On landing, the horse should gather itself ready for the next fence.
- The whole picture should be of smooth flowing and rounded technique.

GOOD JUMPING TECHNIQUE



- Horse lowers head and neck, and begins to engage hocks
- Hocks engaged and forehand raised, like a coiled spring ready for take off
- Spring released, horse shows very good bascule
- Horse stretching neck from withers and shoulders
- Horse maintaining good follow through with hind legs
- Horse landing with good balance ready for departure to the next fence.

15. NOTES TO INSTRUCTORS

Introduction:

Only through consistent and explicit use of clearly defined terms may a sound and disciplined relationship of communication exist between rider and teacher.

Principles taught in a constructive sequence using standard terminology which is concise and simple yet covering a range of equestrian applications.

This relationship is of paramount importance, establishing a basis of confidence from which progress, ability and attitude mature.

Confidence:

Confidence is essential in sound training and must be guarded rigorously.

Type of confidence:

- a. confidence in the rider and their ability to control the horse safely.
- b. confidence in the teacher's credentials and knowledge of what is best for the student.
- c. most importantly, knowledge that the riders are not being asked to do more than

are physically or mentally capable of performing.

Fear:

Recognise fear.

There are two types of fear: Physical and Mental

- a. Physical afraid of being hurt
- b. Mental fear of making mistakes

Never discuss fear – work around it. Convince the rider tactfully that the situation is surmountable (reference confidence). Sometimes it is necessary with mental fear to be aggressive in your approach. Make sure you assess your student carefully and thoroughly before using a forceful manner.

Overmounting:

We must advise when a horse is unsuitable. Of course, advice is not always heeded, but it must be tactfully noted anyway. If there is no alternative, suggest ways to improve the suitability of the horse.

That is:

- Feeding cut down grain
- Work it down on the lunge or using an experienced rider
- Turn it out as opposed to stabling
- Bit it differently, martingale or other equipment which maybe useful

Note: The rider who is overmounted encounters the following:

a. fear and loss of confidence b. total distraction

One thing at a time:

For easier rapid progression, teach one thing at a time. The person's mind can only think of one thing at a time and his/her concentration should be encouraged in this direction.

- a. Habits are quickly and easily established if they are focussed upon singly and given specific emphasis.
- b. Although repetition of a single point may seem boring and slow, it is the SUREST way to success!!

Explanation – Demonstration – Observation

a. Explanation

- When being brief allow riders to continue working.
- When introducing new material or a lengthy explanation, bring the class in so they can concentrate on YOU.
- Be clear, articulate and consistent with terms used in this system.
- Detail does matter. If unsure of terminology FIND OUT.
- Make sure all riders can hear you at all times. If need be, use an amplifier.

b. Demonstration

- Be very clear about your own ability and the horse you choose to demonstrate on. If unsure about the results – DON'T RISK IT!!
- Never get into an argument you can't win, as you will defeat the purpose of the exercise.

c. Observation

 A lot can be learned by observing good and bad points – at horse shows, video other members of your lesson. Make sure the Instructor acts as translator so that incorrect interpretations are not made.

Repetition

 In guaranteeing reward, repetition solidifies confidence, providing of course, the repetitive procedures used are conventionally sound. To REPEAT the basic body control exercises, ensure the rider has a good foundation which must combine SECURITY, CONTROL and FORM.

Habits

- The key word for learning is 'HABIT'. At first everything is hard, next it becomes easier, then habitual and only then does it have a chance to be beautiful.
- To do something automatically is to do it out of HABIT
- PRIMARY GOALS to get all of the basics out of the way and make them automatic. Then one's concentration is free to work on finesse.
- ONLY when the rider's physical instrument (body) has been disciplined enough to be ignored, can all his mental energies be devoted to his horse and his horse's evasion and how best to correct them in an expedient fashion.

OBSERVATION

Exercises

- This SYSTEM is an exercise system of teaching riding.
- The 'exercise' does the work after the theory has been made through:
- EXPLANATION DEMONSTRATION
 The simple sequence works like this:
 - Explanation of theory
 - Application, correction, demonstration or observation (mental picture)
 - Application, correction, repetition (BRAINWASHING to form good habits)

Rider's Emotion

- Teach a rider to react to the horse using "REASON" not "EMOTION"
- The punishment must fit the crime
- Punishment is useful only if it achieves a positive result.

<u>Example:</u> The horse is not in front of the rider's leg and has not responded to leg pressure, spur or cluck (voice):

- 1. Apply the whip behind the leg to reinforce led aid....horse is now obedient. Conclusion: positive result!
- 2. Yell, rant, rave and bat the horse The horse becomes confused and over-excited.

Conclusion: negative result!

REMEMBER: - explanation, demonstration, observation, repetition

16. NOTE TO JUDGES

Preparation

- 1. Arrive early with a clear head!
- 2. Decide from where to judge: a judge's stand, back of a Ute, etc. It is essential that the Judge can see all the jumps and corners. Once the class has commenced, the Judge must not move position. It is preferable to be side on to the combination.
- 3. When approached to judge, ask the organisers to forward the judging sheet to the penciller (or organise your own copy for them) so that they are familiar with the terminology to be used.
- 4. Two judges are to be made available to judge the competitor at the same time, where possible. They must be positioned **well** apart.
- 5. The judge must check the course and make sure that the combination and distances are correct and the track is flowing, before the riders walk the course.
- 6. When Skill tasks are included, the Judge should confer with the Course Builder.
- 7. The Judges should not be approached by competitors or spectators during the official walking of the course and/or during the class.

Communication with penciller

- 1. Be clear and concise, making sure of your terminology.
- 2. When instructing the penciller, first name fence, then problem if applicable.
- 3. If it is an obvious problem that will occur throughout the round, for example, stirrups too long, use the recurring problem symbol
- 4. If it is imperative that the Judge/Penciller/Scorer does not alter any of the scores given once the round has been marked and the sheet given to the scorer for totalling. Any alterations during judging should be initialled by the Judge. The Scorer should be instructed to total all sheets and place them in order as the event progresses to facilitate an efficient presentation upon completion of the event.

Judging

- 1. Remember the code of ethics involved in being a Judge, as your actions reflect on the system itself. We will all at some time be in the position of judging someone we know, in which case we must be fair and impartial.
- 2. It is important to remember that one does not pre-judge a class, for example, "Oh Johnny Jumper is in this he will/should win or will/should place". On the day

others may perform far better or he may be riding an inexperienced horse for a schooling round.

- 3. Judging commences as soon as the rider enters the arena immediately record obvious faults such as "stirrup too long/too short".
- 4. Check for position problems that will pertain to the whole round have them noted immediately, for example "hands uneven".
- 5. When judging a round, it is important to note the MAIN fault at any time (at or between fences) and if this is a recurring problem, remember to include this when giving your marks in each category. Try not to become petty, but tune your eye to the priorities of:
- the way of going,
- the line of the course
- and the basic position of the rider

Most faults originate from a horse:

- not going forward
- not going straight
- not at the correct tempo

Most faults from a rider originate from:

- an unbalanced position
- lack of preparation for the line of the course.
- 6. Keep in mind that there are 11 categories to mark at the completion of the round so make a mental note to look at EACH of them at some time during the performance.
- 7. Now you can concentrate on problems related to specific areas of the course, that is, Approach & Line, Rhythm & Tempo, Take Off, Neatness and Bascule. A good rule of thumb when judging Rhythm & Tempo is that if it looks too fast and hurried, it is and if it look too slow, it is. This is important as often the size of horses varies and so consequently does the number of strides between fences, making it not sufficient to just count strides.
- 8. By following this step by step approach to judging, one can see a more overall picture of the performance rather than getting bogged down on one or two major faults thus reducing the possibility of missing faults.

Setting a standard of giving marks

1. You must have a mental picture of what you are looking for. The first horse sets the standard of your marks for the whole class. It may be the best or the worst round. Be careful not to give a 5 or 6 for something quite good. If you do and a poor round occurs, you will either give very low marks or if you give just poor marks, you will not have shown enough difference between the quite good and the quite bad rounds. Likewise, if you give very good marks for a quite good round, you will not have enough marks left for a very good round. The first horse is always a hard one to mark, so you must be organised and concentrating when the class starts. The longer you take making decisions about marks the less accurate you are likely to be and the more flustered you will become by holding up the class. It is usually the mediocre marks which are hard to decide upon. Remember

that under 5 is insufficient standard and over is sufficient.

2. Low marks must be substantiated with the appropriate comments.

For example: Approach & Line (in collective marks)

Score	Comment	Fence	Other Fence	Assessment
4	At Fence 3	3	Head Up	Mark too low
6	3 - 4	Head Up Wrong flexion	Wrong Lead	Mark justified
7	1	Head Up	Cut corner	Mark justified

NOTE: Differentiate whether a problem occurs through the round compared to once or twice.

3. Be careful not to over rate scores. 10 is excellent (perfect) and this is rarely achieved for a whole round. It would be unlikely also that a combination which scored 4 or 5 tens should place only 4th/5th in a class.

A guide to marking

The rider who is unaware he/she is making an error is not as good as the rider who is aware he/she is making an error and tries to rectify it, but doesn't succeed. However, the rider who rectifies the error but is a little rough in doing so is not as good as the rider who rectifies the error subtly. But, best of all is the rider who makes little or no error.

Neatness and Bascule

In classes where fences are small, the horses will often not have a 'round' appearance over the fences or have tightly folded legs. At this stage, mark with 6s and 7s so that this section does not have too much bearing on the overall result, unless the performance is:

- a) exceptionally good, e.g. excellent folding up of legs/bascule
- b) exceptionally bad, e.g. diving/unsafe jumping style
- c) a direct result of rider's faults, e.g. hollow caused by fixed hands; loose caused by deep spots, which the rider caused/allowed the horse to meet.

Conclusion

The judging sheet should be an accurate reflection of the round judged so as to be as educational as possible.

17. Definitions-Incorrect Techniques

1. Leg Position

(L) Stirrups too long

If the angles between the foot, the lower leg and thigh are too open the stirrups are too long.

Stirrups too short

If the angles between the foot, the lower leg and thigh are too closed the stirrups are too long.

F Foot too far home

The foot is placed too far through the stirrup iron.

HT Lacks deep heel

The heel is up level with or higher than the toes, diminishing both the security and effectiveness of the rider. The heel should be down below the level of the toe at ALL times.

TA Toes turned out

Toe is turned out too far if causing the rider to use the back of the calf. (rather than the inside of it) and pulling the knee away from the saddle. The toe should be out 15-20 degrees.

LC Loose calf

The lower leg swings backwards and forwards or 'flaps' in and out.

Nnee pivot

The rider is gripping strongly with the knee instead of the whole leg resulting in the lower leg swinging backwards or out sideways from the horse's sides while in the air over the jump. Also the upper body will be unstable.

L Leg too far forward

If the stirrup leather is ahead of the girth, the leg is too far forward thus causing the upper body to be thrust behind the motion between fences. This can be seen at the take off where the upper body jack knifes over the too far forward leg of the upper body drops back on landing.

Leg too far back

The leg is too far back on the horse's side and the stirrup leather is behind the vertical. When not applying an aid this position creates instability and a falling forward of the upper body ahead of the motion, often relying on the hands for support.

FA Fixed ankle

An ankle which is very deep and locked in position.

2. Eye Contact

E & Looking down

Rider looks down approaching the jumps or in the air. A particularly bad fault as it affects both the rider's and the horses balance and timing to a jump.

E ~~> Not looking to line

Rider does not look to the line of jumps he/she is approaching resulting in a drifting out, cutting corner or missing jumps altogether. This is usually a consequence of looking down in the corners.

Seat



Seat too far forward

The position of the rider is such that he is ahead of the horse's motion, that is, the crotch is over the pommel of the saddle instead of over the middle of the saddle. This can occur when incorrectly attempting 2-point or when riding a strong horse.



Seat too far back

The position of the rider is such that he/she is behind the horse's motion, that is, he/she is sitting down in the saddle with the legs in front of the vertical and upper body behind the vertical. This can result in the seat and hand being abusive.

3P 3-Point

Unnecessary use of seat bone and buttocks 3 –point seat. Due to the fact that equitation courses should be flowing and distances related, 2-point and crotch 3-poit should be used predominantly.

U Unstable

The rider has poor balance and does not maintain a steady position.

US Uneven

Could be showing dropped hip especially noticeable around corners.

Hands



Too high

When the hand is no longer slightly above and slightly in front of the withers. This then breaks the line of contact with the horse's mouth. Over a fence it prevents the horse from using its neck and head for balance.

FH Fixed hands

The hands remain in a still/rigid position not following the horse's motion between fences. Over a fence this inhibits the horse's bascule.

RH Lack of subtle control of hand position and rein aids can lead to abuse of the horse's mouth and problems such as'lacks heel depth', pulling the mouth open.

<> Elbows out

The rider's elbows point out sideways, preventing the rider's arms from following the horse's movement and stops a straight line from elbow to mouth. Looks untidy and can be caused by under release in the air.

Reins too long

Prevents adequate control and causes the rider to carry their hands in their laps.

(#

Reins too short

Causes the rider to lean forward and often prevents the rider from giving adequate release.

Under release

The rider's hands don't follow the movement of the horse's head and neck. This causes the horse to hollow by inhibiting the horse's use of his neck and back and can cause faults, particularly behind.

U

Over release

The rider throws the reins at the horse, usually just before or at the point of take off which distracts the horse. It can also cause the horse to lower its forehand becoming loose infront or take a deep spot.



Upper Body

Ducking (Left/Right)

The rider's body is thrown left/right in the direction of the horse's shoulder while over the jump and this can cause unevenness in the horse's form over a jump. It can also result in the horse jumping to one side of the jump. Ducking is often caused by the rider's anticipation of the jump.

STF Stiff

The rider's body is held in a rigid position;, generally resulting from attempting to maintain the 'correct position'. There is no softness or following the movement of the horse.



Perching

The rider is ahead of the horse's motion at the take off and in the air, and throws weight onto the horse's forehand. It can cause a horse to prop, refuse or have faults in front and diminishes the rider's control.



Getting left

The rider's upper body flies back in the air and causes abuse to the horse's mouth and back, and can seriously impair its confidence. It is often a result fo being behind the motion on approach.



Too far forward

The rider's upper body is too far past the line of shoulder-knee.

DB Dropping back

The seat is thrust back behind the motion as the horse lands (often caused by letting the lower leg slip forward). The horse hit in the mouth and/or the back.

TW Twisting

The upper body and/or seat rotates in the saddle with the canter.

CONTROL

UR Under riding

The rider is too passive on a horse lacking impulsion without using forward aids.

OR Overriding

The rider is using forward aids more strongly than is necessary, that is, causing the horse to go too fast or forcing mistakes.

OC Over checking

The rider is using restraining aids too strongly, restricting the horse's forward movement in such a way that the rhythm is lost.

APPROACH & LINE

Hd↑ Head up

The horse holds its head too high and therefore does not use its back or neck properly. The head and neck are used for balance both on the flat and particularly when jumping. If the head is too high both the canter and the jump will be affected negatively producing an unbalanced performance. In extreme cases, the rider is in danger of being hit in the fact by; the horse's head. Many 'head up

Problems can be traced to mouth problems and back problems – often caused by the ride's hands and lack of balance.

& Cut corner

The horse cuts the corner into a jump or line of jumps. Can be caused by bad eye contact or, as in drifting as evasion or lack of application of the inside lateral aids. It can cause a horse to be unbalanced on take off and to jump to one side of the fence or to run out.

P Pulling

The horse places undue weight in the rider's hands.

D Drifting out

It is a lateral evasion of the rider's aids or the lack of application of outside lateral aids. When a horse drifts on a corner it is no longer following a fluent track. Often drifting is caused by bad eye contact.

~~ Weaving

The track taken by the horse between fences deviates left and right from the direct line. It is often seen where a horse is looking for more room before take off or when tentative on approach.

CC Cross Canter

Or disunited canter is when the forehand is cantering on a different rein to the hindquarter producing a disjointed appearance and causing the horse to be unbalanced. It indicates a lack of obedience from the horse or an unclear aid from the rider. It can have a marked effect on the quality of jump produced. This unbalanced approach affects the rider's ability to place the horse properly at an upcoming fence. If the cross canter is corrected a tick can be placed next to the symbol on the score sheet.

XL Wrong lead

The horse canters on the wrong lead (or canter lead) around a turn. This is preferable to cross canter, unless the horse only cross canters for a couple of strides and then goes to correct lead. The horse that either lands in correct lead or does a successful flying change or simple change will place above both cross canter and wrong lead. If the wrong lead is corrected a tick can be placed next to the symbol on the score sheet.

XF Wrong flexion

The horse is looking and bent the opposite direction to which it is travelling.

RHYTHM & TEMPO

F Feet

A horse that travels too quickly over the ground will tend to leave out strides producing long spots, bad corners and an unattractive round. Being too fast through the air will create flat jumps and the horse will be more likely to have faults jumping.

S Slow

If the tempo is too slow the horse is likely to add strides in related lines. The horse who is too slow off the ground, who dwells after take off or on approach to his fences, can have difficulty with scope over oxers and in producing a fluent round. This can cause propping. Every horse will need a different pace according to his size and stride.

Breaking gait

The horse changes from canter to another pace, for example, canter to trot/walk, for no apparent reason.

SL Switching leads

A horse and or rider that is unbalanced can result in a horse switching leads unnecessarily on a course.

UN Unevenness

In its lesser form, it is shortening and lengthening of the canter stride instead of an even metered stride, for example, 10 foot strides to 14 foot strides to 8 foot strides, etc. This would be uneven.

TAKE OFF



Off centre

The horse leaves the ground off the centre line of the jump.



Deep spot

The horse takes off too close to the jump. Often caused by weak or under riding where the rider either causes or allows a horse to slow down in front of a fence, in turn causing a horse to prop in order to negotiate the rails with its front end. The rider who asks a horse to take off too far from a fence can cause him to chip and add another stride. Alternatively, he/she

may attempt to drive the horse past a reasonable take off point causing it to ignore the aids in order to negotiate the obstacle safely by propping.

___/ Long spot

The horse takes off too far away from the jump. This is a reflection on the rider's control and can be quite dangerous. Often the rider's rhythm is to blame (too slow and then accelerating, etc.). Often it is a nervous rider who pushes the horse at the first spot he sees. The fault can also result from a rider travelling too fast and so leaving out strides.

Neatness

Loose

A horse is loose when it doesn't fold its legs up tightly in front or behind. There are degrees of looseness ranging from hanging its shoulders with one or both legs down, to looseness when the horse doesn't fold up from the knees to the fetlocks tightly. Obviously the horse that hangs will be penalised as this is dangerous and can cause a horse to tip over when jumping. The horse that doesn't fold up its hind legs up as tightly is less dangerous but can cause faults behind.



Drifting

The horse leaves the ground on the centre line and then drifts in the air either left or right and lands off the centre line. As with approach and line "drifting out" it is an evasion of the lateral aids or a pointer to leg or back problems. Use an opening rein in the opposite direction of the drifting without any backward pull to keep the horse from drifting- the use of the leg in the air to keep it straight can cause it to hurry and have faults behind.

11. Bascule

- Flat

The horse is flat across the back rather than using its neck and back in an arched athletic fashion.

/ Hollow

The horse does not use its neck and back to jump, but stiffens, keeping its head and neck up and its back concave. Usually caused by harsh hands.

RULES FOR SHOWJUMPING EVENTS

An excerpt of PCAQ Showjumping Rules

PCQ Jumping Equitation is judged under PCQ Showjumping Rules in particular Table A.

Please note these are the rules most pertaining to Jumping Equitation competitions.

For the full set off Showjumping Rules refer to the current Showjumping Rule Book

RULES

These rules have been adopted by PCQ and must be followed by all bodies running Pony Club Showjumping Events. The rules are laid down by the FEI as published by the Equestrian Federation of Australia (EFA) and are printed, with amendments for Pony Club, by kind permission of the National EFA Secretary. (September '87).

PREAMBLE

Every eventuality cannot be provided for in these Rules. If there is no rules to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on common sense and fair play, thus reflecting as closely as possible the intention of FEI, EFA & PCAQ rules. Video evidence can now be used in some decisions provided it is an official recording. Private recording is not to be used. Video evidence should not be used to determine time for a competitor on course or in a jump off.

ACCEPTANCE OF THE RULES

The making of an entry in any event run under the rules of the PCQ constitutes acceptance of those rules.

AGE OF HORSE

The age of the horse as at the 1st January Horses must be a minimum age of 4 years and have 4 year old teeth in wear.

DRESS

Competitors are required to dress in accordance with General PCQ Rules when competing or during the presentation of awards. On all other occasions, for example, when inspecting the course, dress must be neat and tidy and may include a sunhat. In any case, jodhpurs, riding boots, Pony club shirt and tie must be worn. In bad weather the wearing of a waterproof coat may be allowed by the Judge.

GENERAL (FEI Art.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 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 limit, etc. he 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 type of competition.
- 3. It is not intended to standardise jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs. The present Rules have, therefore, provided for special competitions, as shown under Chapter XIV.
- 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 and the detailed conditions of each competition are set out clearly in the schedule and in the programme for the event.

PENALTIES DURING A ROUND

DURING A ROUND, PENALTIES ARE INCURRED FOR (FEI Art.216)

- 1. Knocking down an obstacle and a foot in the water or any imprint on the lath defining the water jump
- 2. A disobedience
- 3. A deviation from the course
- 4. A fall of a horse and/or competitor
- 5. Unauthorised assistance

KNOCK DOWN (FEI Art.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 plane of it falls, even if the part which falls is arrested in its fall by any element of the obstacle
- 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 knock down. If in doubt the Judge should decide in favour of the competitor. The knock down or displacement of an obstacle and/or a 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 its 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 knock down and is only penalised as a disobedience and by time in accordance with Rule 32.

- 3. Penalties for knocking down an obstacle are those provided for under Tables A and C (Rules 36 and 39).
- 4. If any element 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 element 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 for the competition.

<u>Rule Interpretation: If</u> while by passing an obstacle, already jumped the obstacle should fall no faults are incurred. This kind of happening must be regarded as an "accident" and the Rules do not provide for it to be penalised.

A more difficult situation occurs when a competitor accidentally knocks down an obstacle which he is yet to jump. If the obstacle is rebuilt before he reaches it he proceeds to jump it without interruption.

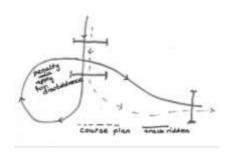
However, if it has not been restored by the time the competitor is ready to jump it, then it is the duty of the Judge to stop the competitor by ringing the bell and stopping the clock. The competitor is NOT penalised. When the obstacle is rebuilt, the judge rings the bell to allow the competitor to continue his round.

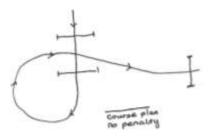
VERTICAL AND SPREAD OBSTACLES (FEI Art.218)

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

DISOBEDIENCES (FEI Art.219)

- 1. The following are considered as disobediences and are penalised as such:
- 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, which would be indicated by the Course Designer by a solid continuous line on the course plan.





- 2. The following are **NOT** considered to be disobediences:
- 2.1. circling for up to 45 seconds after a run-out or a refusal (no matter whether the obstacle has to be rebuilt or not), or after time out for rebuilding, to get into position to jump an obstacle

DEVIATION FROM THE COURSE (FEI Art.220)

- 1. It is a deviation from the course when the competitor:
- 1.1. does not follow the course as set out on the published plan
- 1.2. does not cross the starting line or the finishing line between the flags in the correct direction.
- 1.3. omits a compulsory turning point
- 1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions
- 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 a competitor for jumping an obstacle not forming part of the course.
- 2. An uncorrected deviation from the course incurs elimination.

REFUSAL (FEI Art.221)

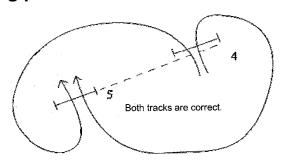
- 1. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.
- 2. Stopping in front of a compulsory turning point or an obstacle without knocking it down and without backing followed immediately by a standing jump is not penalised.
- 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 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 competitor must be ready to attempt the obstacle again as soon as it has been rebuilt.
- 4.1 If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalised as for an obstacle knocked down.
- 4.2 If the bell has been rung and the competitor jumps other parts of the combination in his stride, it does not entail elimination or any further penalty should he knock down this part of the combination.

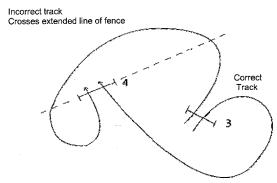
RUN-OUT (FEI Art.222)

- 1. It is a run-out when the horse escapes the control of its rider 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 competitor is penalised as for a run-out and he must jump the obstacle again correctly.

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 (FEI Art.223)

- 1. It is a resistance when the horse refuses to go forward, halts, 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 competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances. A resistance is penalised as for a refusal except in the circumstances set out in below.

FALLS (FEI Art.224)

- 1. A competitor 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.
- If it is not clear that the rider has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the rider.
- 2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- 3. A fall of a horse or competitor or both is penalised wherever it takes place after crossing the starting line and before crossing the finishing line, whatever the cause. One fall eliminates horse and rider from the competition. It is recommended that when a rider is eliminated because of a fall, the rider should leave the ring immediately, preferably leading the horse, and not be allowed to take another jump before leaving.

UNAUTHORISED ASSISTANCE (FEI Art.225)

- 1. At the judge's discretion, any intervention by a third party between the starting line and the finishing line, whether solicited or not, with the object of helping the competitor or his horse is considered to be unauthorised assistance.
- 2. In certain exceptional cases, the Judge may authorise the competitor 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 competitor to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted competitor his spectacles during his round is not considered to be unauthorised assistance. **NB. Helmet: If a rider loses his helmet (skull cap) on the course, he is eliminated**

ELIMINATIONS, DISQUALIFICATIONS

ELIMINATIONS (FEI Art.240)

- 1. Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor may not continue in the current competition.
- 2. The competitor does have the right to jump one single fence after retiring or after being eliminated provided 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.

Elimination must be applied by the Judge in the following cases:

- 3.1. Jumping or attempting to jump an obstacle in the arena before the start of the round (Rule 2.3) except for the practice obstacle(s) authorised by the Judge:
- 3.2. Starting before the signal is given and jumping the first obstacle of the course (Rules 2.5 and 3.1.2)
- 3.3. Taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the competitor (3.1.2);
- 3.4. A horse resisting for 45 consecutive seconds during the round (Rule 23.2)
- 3.5. Taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line.
- 3.6. Jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (20.1.2)
- 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 (20.1.5)
- 3.9. Omitting to jump an obstacle of the course (Rule 20.1.5) 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 (20.1.4)
- 3.11. Jumping an obstacle in the wrong direction (20.1.4)
- 3.13. Following a refusal, jumping or attempting to jump an obstacle which has been knocked down before it has been rebuilt.
- 3.14. Jumping or attempting to jump an obstacle after an interruption without waiting for the bell (Rule 3.3)

- 3.15. Not jumping all the fences of a combination again after a refusal or a run-out (Rule 12.3) except in the case of the closed part of a combination (Rule 14)
- 3.16. Not taking each element of a combination separately and consecutively (Rule 12.2)
- 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 (Rule 26.2)
- 3.18. Competitor and/or horse leaving the arena without permission of the Judge, including prior to starting (Rule 2.8)
- 3.19. A loose horse leaving the arena before the end of the round, including prior to starting (Rule 24.4.5)
- 3.20. Accepting while mounted any object whatever during a round except spectacles (Rule 25.1.3)
- 3.21. Using a whip of more than 75cms 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.) Dressage whip allowed while schooling on the flat.
- 3.22. An accident to a competitor or to a horse which prevents him from completing the competition (FEI Art. 258)
- 3.23. Not leaving a closed combination in the right direction or displacing a closed combination
- 3.24. Third disobedience during the course of a round (Rules 36 and 39)
- 3.25. Fall of competitor or horse during the round (Rules 24, 36 and 39)
- 3.26. If the judge feels that for any reason horse or competitor is unfit to continue in competition.
- 3.27. If the rider loses his/her helmet on the course.
- 4. Elimination is left to the discretion of the Judge in the following cases:
- 4.1. Not entering the arena when the competitor's name 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 applicable to pony club.
- 4.5. Not stopping when the bell is rung during the round (Rule 3.2 and 33.2).

DISQUALIFICATIONS (FEI Art.241)

- 1. Disqualification means that a competitor and his horse may take no further part in a competition or in any other competition of the event
- 2. The Judge may disqualify a competitor in the following cases:
- 2.1. Entering the arena on foot once the competition has started (Rule 2.2)
- 2.2. Exercising horses in the arena or jumping or attempting to jump an obstacle (Rule 2.3) without the permission of the Judge (Rule 2.4, 9 &10)
- 2.3. Jumping or attempting to jump the practice obstacle in the arena more times than authorised (Rule 2.5, 42.1.5 and 67.7)
- 2.4. Jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (Rule2.9.)
- 2.5. Retiring, before a jump-off, without permission of the Judge or without valid reason (Rule 47.1)
- 2.6. Rapping horses (Rule 43.3)
- 2.7. Exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (Rule 42.1.4 and 44)
- 2.8. Jumping in the wrong direction the obstacles in the exercise and schooling areas (Rule 44) and the practice obstacle, if any, in the arena (Rule 2.5)
- 2.9. All cases of cruelty and/or ill treatment reported by a judge, by a member of the Appeal Committee or by a steward (General Regulations Cruelty)
- 2.10. All cases laid down in the Veterinary Regulations.

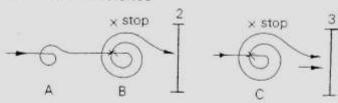
ELIMINATION FROM REMAINDER OF PROGRAMME (FEI Art 242 (Fines)

- 1. The Technical Delegate is authorised to impose penalties according to the general rules in the following cases.
- 1.1. A competitor who has been eliminated or at the end of his round does not leave the arena without delay
- 1.2. A competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena
- 1.3. A competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Judge for the press (Rule 2)
- 1.4. A competitor who uses in the exercise and in the schooling areas obstacles different from those provided by the Organising Committee (Rule 41.2.7 and 44)

- 1.5. A competitor who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (Rule 2.5, 41.2.3 and 67.7)
- 1.6. A competitor who does not salute the Judge or the official personalities on entering the arena (Rule 58.2.1)
- 1.7. Failure to display the identification number in case of repeated offence (Rule 54.4)
- 1.8. A competitor who disrespects the advertising rules or does not comply with the rules laid down under 56.1.8.
- 1.9. A competitor who disrespects the directives of the Organising Committee
- 1.10. A competitor who touches an obstacle to the effect of changing it
- 1.11. A competitor who does not follow orders of officials or incorrect behaviour towards officials (Art. 174.7.5)
- 1.12. A competitor who repeats offences after a warning
- 1.13. A competitor who disobeys the rules regarding dress and saddlery.
- 1.14. All cases of abuse of horses (Art.174.5.4)

Annex 1 - Disobedience Diagrams

Case 1 - Disobedience

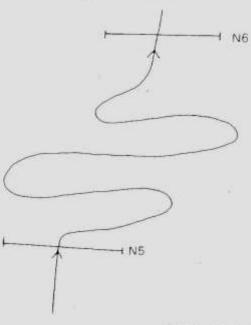


At A. the horse has recrossed its track: 1st disobedience

At B: after some strides at a canter, in the direction of the obstacle to be jumped, the horse stops (x) or makes a circle or group of circles : 2nd disobedience

At C: the horse stops (x) or makes a circle or group of circles: 3rd disobedience Elimination:

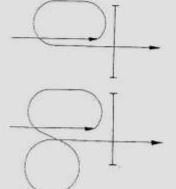
Case 2. - Disobedience or not?



The competitor has not recrossed his track between obstacles no 5 and no 6 and has not passed the extended line of obstacle no 6. The horse comes to the obstacle while zig-zagging.

No penalty is awarded

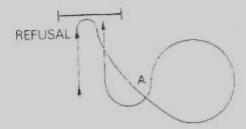
Case 3. - Disobedience



Refusal at the obstacle. The horse recrosses his track once (one circle).

or twice (two circles) before proceeding to the obstacle. Penalised as for the sole disobedience of the refusal

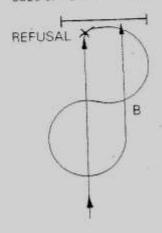
Case 4. - Disobedience



Refusal without knocking down the obstacle.

After the refusal (which gives the penalization) Course A is correct. The same applies after a run out.

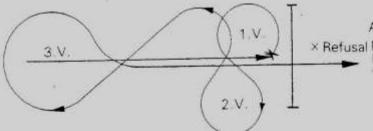
Case 5. - Disobedience



Refusal without knocking down the obstacle.

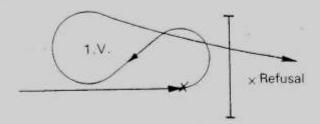
After the refusal (which gives the penalization) Course B is correct. The same applies after a run out.

Case 6. - Disobedience

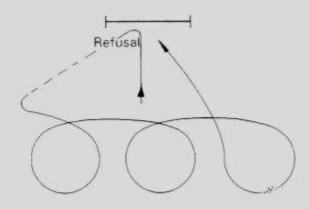


After the refusal (which gives the
 Refusal penalty) the course is correct.
 Penalised as a sole refusal.
 V - volte

Case 7. - Disobedience

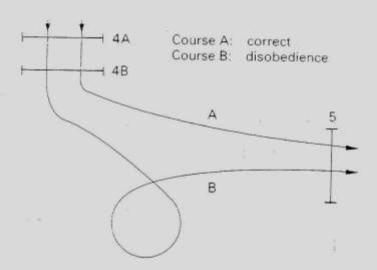


After the refusal (which gives the penalty) the course is correct.

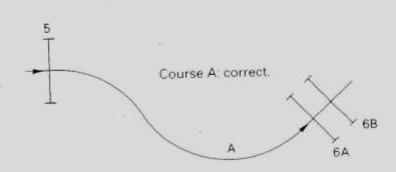


No penalty if after a refusal with a knock down, during interrupted time the competitor does not stand still in the arena, but recrosses his track several times. It is advisable for the President of the Jury to ring the bell. (When the obstacle has been rebuilt) After the competitor has started a circle so that he is not further penalized.

Case 9. - Disobedience or not?

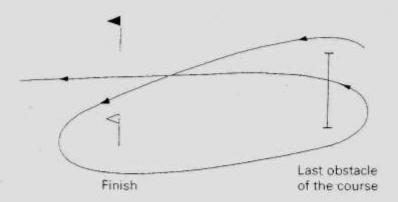


Case 10. - Disobedience or not?



Annex 2 - Diagrams of Deviations of Course

Case 1. - Corrected deviation from the course

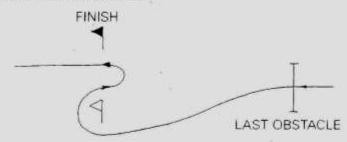


The competitor who has run out at the last obstacle crosses the finishing line, then turns, jumps the last obstacle and recrosses the finishing line. He is penalized as for a disobedience because he has passed the last obstacle before jumping it. No penalty for crossing the finishing line. The time keeper must be ready to stop the clock at the finishing line only after the competitor has jumped the last obstacle.

Case 2. - Disobedience
FINISH
Penalised as for a disobedience

LAST OBSTACLE

Case 3. - Disobedience



Penalised as disobedience.

The clock must be stopped the second time the competitor crosses the finishing line (i.e. in the correct direction)