

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

PCQ RULES FOR
SHOWJUMPING INDEX

GENERAL RULES & SPECIFIC PONY CLUB QUEENSLAND RULES

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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 Association of Queensland Inc. 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 Queensland Codes of Behaviour. The complete Pony Club Association of Queensland Codes of Behaviour document can be found on our website www.ponyclubqld.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, farrier 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 PCQ 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)

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 y

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 disciplines rules.

Occurrences such as the following will be considered as outside aid:

- calling advice to a competitor, e.g. Directions – turn left at peg; This does not apply in Showjumping competitions.
- 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 rider's 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 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 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 **not** 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

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 and 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 vest is optional.* 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 and 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 **and effectively secured** 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, this includes Seniors.

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 5*)

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 and 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:

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 competitive horse rule currently existing for Showjumping will apply to:

Showjumping, Horse Trials, Dressage, Combined Training and Jumping

Equitation. 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/grade/class;
- Jumping Equitation riders may enter 2 horses in the SAME height, 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 tranquiliser, 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 and registered with PCQ. Lease forms are obtainable from PCQ Office. **NB** Note 3 week rule as per lease form to use the horse in competition, 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 or Nursing qualification.
- 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 and register the event with PCQ. 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 due 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 requirements and conditions in Annex 1

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, PCQ Steward and 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 (see below), and Organisers' Reservation of Right (see below).

30. DISCLAIMER

Neither the organising committee of any contest to which these rules apply, nor the PCQ, 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.

To be read in conjunction with rules for the specific competition.

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 on line, 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.
- For comprehensive update on Qualifying Criteria for State Events **AND REQUIREMENTS FOR SPECIFIC DISCIPLINES** see Qualifying Criteria at the top of the Rule Book Page of the PCQ 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 an Open Day must register the event with PCQ 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 **verified with a signed document by the parent/guardian (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 any 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 a competition a rider **breaching this rule** may be eliminated.

RULES FOR SHOWJUMPING EVENTS
Specific to Pony Club Queensland
(Revised January 2020)

A. RULES

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

B. PREAMBLE

The rules for jumping events in Australia are based on the rules of the Fédération Equestre Internationale. The present Australian Rules are effective from **1 January 2020** and FEI Rules for Jumping Events are effective from **1 January 2019**.

Every eventuality cannot be provided for in these Jumping Rules. In any unforeseen or exceptional circumstances, it is the duty of the appropriate person or body to make a decision in a sporting spirit, by approaching as near as possible the intention of the Jumping Rules and of the GRs. Should there remain any omissions in the Jumping Rules, such omission shall be interpreted in a manner compatible to the fullest extent with the other provisions of these Jumping Rules, other rules and regulations of the Equestrian Australia, Pony Club Queensland and sporting spirit.

For the sake of brevity these regulations use the masculine form; this is to be interpreted to include both genders.

Because these rules have been taken from the FEI rules reference should be made to the relevant FEI rule for further clarification. The article number and paragraph number from the FEI Jumping Rules have been maintained for convenience and ease of use.

Reference may also have to be made to the General Regulations of the EA, other FEI publications including the General Regulations and Veterinary Regulations.

C. ACCEPTANCE OF THE RULES

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

D. 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 100 sq.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 prizes.

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

E. DEFINITIONS

- a. The term "event" refers to the complete meeting or fixture under the control of an Organising Committee.
- b. The term "competition" refers to each individual class for which places and prizes are awarded.
- c. The term "discipline" refers to the type of event or competition which can be either Jumping, Dressage, Dressage with Jumping, Horse Trials. "Events" may include "competitions" for more than one "discipline".
- d. The term "Organising Committee" refers to any organisation, group, society or body which is responsible for the management of an event.
- e. The term horse refers to a horse or pony when the intention of the rule so indicates.
- f. For the purpose of these rules, the term "disqualify" means that a competitor and horse may take no further part in the competition. Disqualification may be extended to cover any other competition/s at the event.
- g. The term "bell" includes any device used to signal to a competitor.
- h. The person responsible for compliance with these rules shall be the rider.

F. OFFICIAL SHOWJUMPING HEIGHTS

a. Starting Heights

10 & Under	60cm
12 & Under	70cm 80cm
13 & Un. 26	70cm 80cm 90cm 100cm 110cm 120cm
Seniors	Choose their own height

Unofficial classes at lower heights and for specific groups may also be included at an official day, but not at State Championships. The organisers must state on the programme the criteria for each class, e.g. unofficial 60cm for all ages. Otherwise all other rules apply. The Unofficial programme must not impede the running of the Official programme.

Open Showjumping Day:

Clubs may run an Open Day with qualifying rounds for PCQ Championships provided the day has been approved with Official Judge and Course Builder. At

Open Days riders may compete in a number of types of events and a variety of heights.

b. Grading Points (Jan.2016)

- There are no grading points for PCQ Showjumping Height classes.
- Horse/rider combination can stay in a particular height as long as they desire.
- Horse/rider combination can move between heights but not on the same day.
- Horse/rider combination can qualify for a number of height classes for State Championships, but compete at State at the highest height that horse/rider combination has qualified.
- One horse can only have one rider on any particular day.
- One horse can be ridden by one rider on a particular day and by another rider on another day, i.e. one horse may be qualified by one rider at height/s and by another rider at height/s.

c. Downgrading

There is no downgrading for Showjumping.

G. PERFORMANCE CARDS

Horses which compete in Official Showjumping Height Competition must have a PCQ performance card to record qualifying results for State Championships.

Application for Performance Cards for a horse are made to the PCQ Office on the appropriate form and accompanied by the fee or online through the rider's portal.

A number is allotted to the horse, which is the same for all disciplines, the Performance card is then posted out.

Members are required to produce the card when competing in Official Showjumping Height Competitions, **INCLUDING 12 years and Under, and 10 & Under.**

When nominations do not have Horse Registration Numbers AND riders do not have performance card on the day, riders will compete HC. (June 11)

If a card has been applied for but not yet received, rider should request a pending performance card number from PCQ before the competition in order to compete officially.

H. AGE

At Official events and State Championships riders compete in their age as at the first day of competition (2014).

12 years and Under Age group has been added to Official events and State Championships (June 1990), & 10 Years & Under age group has been added to official events and State Championships (Nov 2010).

b. HORSES

Horses must be a minimum age of 4 years and have 4 year old teeth in wear.

I. SPEEDS

Classes	First &/or Subsequent rounds & Ideal Time
10 & under	325 mpm
12 & under	325 mpm
13 & over 70cm & 80cm	325 mpm
13 & over 90cm, 100cm, 110cm & 120cm	350 mpm
Unofficial class as above	
Gymkhana - all age groups	300 mpm

- **Ideal Time:** Placings are on the nearest to Ideal Time on either side of the Ideal Time, e.g. With an ideal time of 40 seconds, a rider coming in at 38 seconds would be equal with a rider coming in at 42 seconds.

NO PENALTIES ARE AWARDED IN THE FINAL ROUND WHEN USING IDEAL TIME.

• **At Gymkhanas & Unofficial Competitions:**

Where a one round Table A is used: It is run on Ideal Time for riders under 13 years; for riders 13 years and over it may be run on Ideal Time OR Fastest Time. For riders 13 years and over: In a competition with a Jump-off, the Final Round maybe against the clock (Fastest Time) or Ideal Time (2016), to be STATED ON PROGRAMME AND COURSE PLAN which method is to be used.

At Official Competitions & Unofficial classes at Official Competitions:
Final Round is on fastest time as per event for all ages and heights.

- Unofficial classes at Official Competitions are run to the same rules as the Official competition. The final round may be run against the clock or on ideal time.

a. **Grand Prix:** As in Table above. b. **Nations Cup:** 350mpm.

c. Power and Skill competitions (Puissance and Six Bar): No Time Allowed. d. Table C: No Time Allowed only Time Limit.

e. In Indoor arenas the speed may be reduced to 325mpm.

J. TEAMS EVENTS:

General:

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

Jumping as an actual Team:

A team to consist of four (4) riders from the age group or height specified. A team of three (3) may compete and beat a team of four (4).

The best three (3) scores to count.

12 Years & Under are **not** eligible for the State Zone Teams Event or for any other Teams event contested by an actual jumping competition except where the team is made up entirely of 12 & Under riders e.g. Zone Teams Showjumping Challenge.

Jumping as a Team on a Point system:

A team to consist of four (4) riders of any age/height where applicable.

A team of three (3) may compete and beat a team of four (4).

The best three (3) scores to count.

12 years & under **are** eligible to be included in teams where such teams are automatically selected from the highest points scorers on the day.

K. OFFICIAL EVENTS - 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. The programme need not repeat the Rules contained in this Rule Book, but should include:

- Place & date of event with brief instructions of how to reach venue
- Classes to be held (all to be offered)
- Name & address to which nominations are to be sent.
- Closing date and conditions for entries
- Information as to when & where draw may be accessed, or request for email address to which draw may be sent or, alternatively, stamped self-addressed envelope in which draw may be mailed to club nomination secretary.
- Administrative arrangements, such as stabling, accommodation and catering.
- Disclaimer of liability (As per General Rule 29 – Page 11)
- Organisers' Reservation of Right (As per General Rule 30 – Page 11)
- Types of Competitions to be held.
- A programme must include 3 events, **ONE** of which may be a speed event.

L. OFFICIAL EVENTS - COMPETITIONS:

Table A events: A1, A2, AM3, AM4, AM5, AM6, AM7, Grand Prix, Double Accumulator, Accumulator not directly against the clock, Competitions in two phases, e.g. Power & Speed.
Puissance, Six Bar – Only 100cm & Higher

Speed Events: One speed event per programme of 3 events. Scurry; Top Score; Take your own Line; Fault & Out; Hit & Hurry, Accumulator against the clock.

12 & Under, 10 & Under may also include a 'Clear Round' competition (not counted for championship).

10 Years & Under

Riders 10 Years or under may choose to ride in either 10 & Under OR 12 & Under class on any competition day.

Unofficial Events

Unofficial events, can be held on an official day, but not at State Championships.

M. TWO HORSE RULE:

At the discretion of the organising committee:

- Riders may enter 2 horses in the same or different heights.
- Each horse may gain qualifying results.
- EACH HORSE WILL BE PLACED IN ITS CLASS AND IS ELIGIBLE FOR OVERALL AWARDS.

N. SENIORS

- Seniors are included in all classes except at State Championships.
- Seniors choose the height they wish to compete in, including 60cm & 70cm, if not stated will be placed in 80cm.
- To be eligible for overall award they must choose 70cm and above and be combined in the classes for 13 years & under 26 years. If no competitors in their nominated height, then combine with riders under 13 years.
- Seniors compete as though they are part of the group, and are placed as if they were in the group BUT THEN they are recorded separately AS they do not take a place from a rider under 26. (e.g. Jan (Senior) is placed 3rd in the 90cm AM5 group so is awarded 8 points on the senior scoresheet; the next placed Under 26 rider in the group is then placed 3rd).
- If there is equality for overall Senior, the rider in the higher level is placed ahead of the other, if in the same level then calculated as for other groups as per rule book.
- Seniors do not form part of an official team except where the conditions of the event permit e.g. Zone Teams Showjumping Challenge.

O. COMBINED GROUPS

Combined Group Criteria: Three (3) competitive riders make a group, and therefore are not combined.

When 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:

- a) Combine the group with the height above or below i.e. 100cm with 90cm;
- b) Groups are combined firstly within their age group i.e. 10 & Under with 12 & Under (70cm);

- c) Only as a last resort with the height classes for 13 years & over e.g. 12 & Under with 80cm;
- d) or if insufficient only 1 rider 120cm and only 1 rider in 110cm would then combine with 100cm.
- e) Where there are less than 3 riders on the day in the highest class with nominations:
 Organisers combine classes:
 EITHER: 1) as per rules for all groups as above;
 OR 2). using Senior Rule, i.e. where riders in highest group are placed separately to riders in lower group - Refer to rule for Seniors for more detail.

Jumping the Course: Example: Where 120cm combine with 110cm: The lower height jump their first round at 110cm; then course is adjusted to 120cm and these riders jump their first round. Same procedure applies for second round or jump off.

Placings: Combined Groups are treated as ONE group for the purpose of calculating the result of each class and overall awards, i.e. Penalties and time judged equally, ignoring the different heights.

Example:	Joey (120cm)	4 pen.	31.6 sec. 2 nd
	Bill (110cm) Henry	0 pen.	35.0 sec. 1 st
	(110cm) 4	pen.	33.4 sec. 3 rd

Qualifying results: are recorded in the same way

P. OVERALL TROPHIES:

At Official Days where trophies, sashes and other awards are made to overall winners, these are based on points 10 points for 1st descending to 1 point for 10th. Awarding Overall Champions is not mandatory. If awarded it is recommended that trophies offered could increase in value/importance as the heights increase. The Organising Committee is not required to give an award of the same value to the overall winner of any class with less than 3 riders, but this situation should not arise now that groups are combined when there are less than 3 riders. Whether rider/horse combination qualifies has no bearing on their awards on the day.

Hors Concours (HC)

Organisers may at their discretion, accept entries "Hors Concours" but no prize can be awarded nor qualification earned for participation "Hors Concours", but may obtain one (1) qualifying round.

Q. COURSE BUILDING REQUIREMENTS

- Height of obstacle can be increased in maximum increments of 10cm.
- Spreads, Oxer/Parallel, is to be no less than the height, and no wider than the height plus one third.

R. RESULTS & QUALIFICATIONS

Results of **Official & Zone (State Qualifier)** competitions are to be forwarded to PCQ Office in the week following the competition. Results should be on the form provided by PCQ, which **must** include the Horse's name as shown on Performance

Card; Horse Registration No., and **State Qualification if achieved (refer PCQ website for requirements)**.

One (1) Q is obtained for clear first round in Table A. Power phase of Power & Speed or Two Phase competition is counted when judged under Table A.

S. JUDGE &/OR COURSE BUILDER

Official, Zone and Gymkhana competitions, the judge and course builder must be a member of CIP, or listed as PCQ Showjumping Course Builder and/or judge for the relevant level or above. EA registered Judges and Course Builders may be used.

The Course Builder must be in attendance to supervise the building of the course. If a person is Judge and Course Builder, he/she is responsible for one ring only.

On a case by case basis, approval to use Unofficial judges can be obtained from the Chair of Sub-committee, a CIP member or RDC, having been supplied with all relevant information (Aug2011).

Names and level of accreditation to be submitted to Showjumping Sub-committee and RDC for Official and Zone (State Qualifier) events, and for Gymkhanas to Zone Chief Instructor, for approval.

Clubs may run an Open Day with qualifying rounds for State Championships provided the day has been approved by PCQ with Official Judge and Course Builder.

T. EQUALITY OF POINTS - INDIVIDUAL

In the event of equality of points for age or grade Champion, the winner is the rider with the most wins.

If still equal, most seconds, and if still equal, the most thirds.

If a result is still not obtained, the Championship will be decided from the result of the Grand Prix or top event on the day. This is to be for State, Zone and Official days.
(May 96)

At official days where trophies, sashes and other awards are made to overall winners, these should be based on the same points scoring as used for placing, i.e. 10 points for 1st descending to 1 point for 10th place.

U. PAIRS COMPETITION

In the event of clubs having formed the maximum number of pairs for competitions, such as Rescue Relay or Jig Saw, where an extra rider is available from more than one club, the riders from those clubs may form pairs for the competition. **N.B.** This applies **ONLY AFTER** the maximum number of pairs from each individual club has been formed.

In Pairs competition, one fall eliminates the team.

V. TEAMS

REFER TO SCORING HANDBOOK FOR SCORING OF TEAMS.

Jumping as a Team or on a Point system:

A team to consist of four (4) riders of any age/height where applicable.

A team of three (3) may compete and beat a team of four (4).

The best three (3) scores to count.

W. GYMKHANA COMPETITIONS

Type of event to be held should suit the standard of the riders and discretion is left with the Club or Zone Chief Instructor. Course Builders at Gymkhanas should observe the age and number of riders and construct their courses accordingly and make every effort not to over face riders. As standards change from Zone to Zone, it is recommended that the course builder and Zone/Club Chief Instructor liaise and set the heights for the day's competition.

Judge &/or Course Builder: Officials must be accredited as per Official List of PCQ or EA Judges & Course Builders.

Recommended Heights for Jumping Events at Gymkhanas

6 years & Under 20-30cm or substitute a non-jumping event

8 years & Under 30-40cm 8 years & Under 10 years 40-50cm 10, 11, 12 years

Other groups 70-90cm Top Score add 20cm to maximum height.

Gear allowed is as per the Showjumping regulations.

A rider losing his/her helmet during a round will be eliminated.

Rules in brief are stated below but should be read in conjunction with the Showjumping Rule Book. Some Rules have been modified.

Speeds at Gymkhanas:

Time Allowed &/or Ideal time is calculated at 300 mpm for ALL rounds Ideal Time: Placings are on the nearest to Ideal Time on either side of the Ideal Time, eg. With an ideal time of 40 seconds, a rider coming in at 38 seconds would be equal with a rider coming in at 42 seconds.

NO PENALTIES ARE AWARDED IN THE FINAL ROUND WHEN USING IDEAL TIME.

At Gymkhanas & Unofficial Competitions

Where a one round Table A is used: It is run on Ideal Time for riders under 13 years; for riders 13 years and over it may be run on Ideal Time OR Fastest Time. For riders 13 years and over: In a competition with a Jump-off, the Final Round maybe against the clock (Fastest Time) or Ideal Time (2016), to be STATED ON PROGRAMME AND COURSE PLAN which method is to be used.

Penalties:

Under Table A faults are penalised in penalty points. Penalties for disobediences (refusals) accumulate throughout the entire round.

Under Table C faults are penalised in seconds added to the time taken to complete the round.

FAULTS INCURRED DURING ROUND	GYMKHANA TABLE A	GYMKHANA TABLE C
First Disobedience	4 penalties	None (loss of time)
Second disobedience	8 penalties	None (loss of time)
Third disobedience	Elimination	Elimination
Obstacle knocked down	4 penalties	4 seconds
First fall of Horse/Rider or both	Elimination	Elimination
Disobedience& knocking down obstacle, plus time correction	4 penalties, plus 4 seconds	4 seconds for time correction
Exceeding Time Allowed in first & second rounds	1 penalty for each commenced 4 seconds	No time allowed only time limit
Exceeding Time Limit	Elimination	Elimination Time of course under 600m is 2 minutes, over 600m is 3 mins.
Riders 13 years & over for exceeding Time Allowed in final jump-off against the clock	1 penalty for each commenced second	Not applicable
Riders under 13 years for exceeding Time Allowed in final jump-off on IDEAL TIME	NO TIME PENALTIES	Not applicable

X. OBJECTIONS

Only the owner, or his authorised agent, or the rider of a horse taking part in the competition is entitled to lodge an objection. If at a State Event this must be through the Team Manager. Objections must be made in writing to the Secretary of the event accompanied by a deposit of \$50:

- not later than half an hour after the happening which gave rise to the objection or,
- where marks are concerned, within half an hour of the issue of the marks, or, in the case of objections to the qualifications of competitors, not later than half an hour before the start of the event, or,
- in the case of objections to the Showjumping course, not later than 10 Minutes after the walking of the course and before the start of the competition

Y. 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.

Judges are required to be neat and tidy.

Moved from GENERAL No.5

Z. Code of Conduct

- In all equestrian sports the horse must be considered paramount.
- The well-being of the horse shall be above the demands of breeders, trainers, riders, owners, dealers, organisers, sponsors or officials.
- All handling & veterinary treatment must ensure the health & welfare of the horse
- The highest standards of nutrition, health, sanitation and safety shall be encouraged and maintained at all times.
- Adequate provision must be made for ventilation, feeding, watering and maintaining a healthy environment when horses are being transport.
- Emphasis should be placed on increasing education in training and equestrian practices and on promoting scientific studies in equine health.
- In the interests of the horse, the fitness and competence of the rider shall be regarded as essential.
- All riding and training methods must take account of the horse as a living entity and must not include any technique considered by the FEI to be abusive.
- National Federations should establish adequate controls in order that all persons and bodies under their jurisdiction respect the welfare of the horse.
- The national and international Rules and Regulations in equestrian sport regarding the health and welfare of the horse must be adhered to not only during national and international events, but also in training. Competition Rules and Regulations should be continually reviewed to ensure such welfare. Horses must be a minimum age of 4 years and have 4 year old teeth in wear.

CHAPTER I - INTRODUCTION**Article 200 GENERAL**

1. A jumping competition is one in which the combination of horse and athlete is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill, its speed and its obedience in jumping and the athlete's horsemanship. It is essential that strict and detailed JRs are established to regulate Competitions.
2. If an athlete makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he incurs penalties. The winner of the competition is the athlete 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. Variety in Jumping Competitions is encouraged. Therefore, while the JRs (Jumping Regulations) are intended to standardize the rules and regulations which apply to Jumping Competitions, they are not intended to standardize the nature of the Competitions, since variety provides a precious element of interest for athletes and spectators alike.
4. Other competitions may be held provided their conditions comply with the requirements laid down in the rules of Pony Club Queensland, of the Equestrian Australia and the FEI General Regulations and Rules for Jumping Events.
5. Competitions must be fair for all athletes. To achieve this objective, the use of all technical assistance available including but not limited to official video-recordings are permitted to assist EA Officials in carrying out their responsibilities under EA Rules & Regulations. For official video recordings to be accepted under the EA Rules & Regulations, they must be presented to the President of the Ground Jury within 30 minutes after the official results are announced. An official video recording is considered to be a recording made by the designated host broadcaster and/or any other accredited broadcaster and/or a designated official video recording company as named by the OC and/or the EA prior to the event in question). Videos recorded by any other entity are not acceptable under any circumstances.
A review of the video recording is solely at the discretion of the President of the Ground Jury. If the Ground Jury relies on video evidence to alter the outcome of any Competition after the results have been communicated, such a video recording must contain irrefutable evidence that the original ruling or decision was incorrect. A video recording may never be used to establish the time of an athlete's round (see JRs Art. 229.5). The use of a video shall always be within the confines of the applicable rules and must never by its usage alter the rules currently in effect. With reference to the water jump the decision of the water jump judge is final. (see JRs Art. 211.8)

CHAPTER 2- ARENAS AND SCHOOLING AREAS

Article 201 – Arena, Schooling Areas and Practice Obstacles

1. The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be physically closed or an arrangement as listed immediately below is set up for the entry and exit point.

At the discretion of the organising committee and under the direct supervision of the steward and/or judge a horse may enter the competition arena while the preceding horse and rider combination is still completing their round.

Athletes distracting the Athlete /combination on course may be eliminated at the discretion of the judge (Art 241 4.6)

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

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

Example 1



Example 2



Example 3



2. An indoor competition arena must have minimum size of 1,200 sq. m with a minimum width on the short side of 20m. An outdoor competition arena must have a minimum size of 4,000 sq. m with a minimum width on the short side of 50m.
3. The Schooling Areas
The OC must provide at least one exercise or schooling area sufficiently large for optimal training conditions. There must be a minimum of one vertical and one spread obstacle. The ground has to be in good shape proper condition for the training of Horses. When there are many athletes and sufficient space, additional

obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags may be replaced by tape or paint in order to provide a white and a red top to the wings or uprights.

Where space permits and the number of athletes is large, a separate schooling area may be designated. All persons must abide by the Code of Conduct for Jumping Warm Up Areas.

Code of Conduct for Jumping Warm Up Arenas:

- 1) Respect must be shown to all officials and fellow competitors at all times.
- 2) Follow instructions from the Ring Marshal at all times. Remember: Abuse of officials is a reportable offence.
- 3) Always consult the ring Marshal before entering the warm up arena
- 4) Inform the Office and Ring Marshal if you are scratching.
- 5) Inform the office and Ring Marshal if there is a horse change.
- 6) If there is any reason rider wants to change draw order, this must immediately be forward onto Marshall and Judge for approval.
- 7) Follow the published starting order.
- 8) Abide by the show's recommended number of competitors in the warm up arena at any one time. Only competitors involved in the current competition can use the warm up arena.
- 9) Replace all rails you knock down in the warm up arena
- 10) Warm up fences cannot be set more than 10cm higher and wider than
- 11) Competitors to place warm up fences back to original height when finished
- 12) The nearest horse to go on course has priority to use ONE warm up fence
- 13) Do not return to the warm up fence after completing your round or have been eliminated.
- 14) Do not dismount and hold your horse in the warm up arena unless you are adjusting riding equipment/tack. In this case you must be clear of any jumps.
- 15) No headphones can be used in the warm up arenas by any person

4. Practice Obstacles

The use of obstacle material not provided by the Organising Committee is forbidden under penalty of Disqualification and/or fine (240. 2 and 242.2.6). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be physically held by any person.

- 4.1. Ground lines may be placed directly underneath the first part of an obstacle or up to 1.00 m away on the take-off side.
- 4.2. Any obstacles 1.30 m or higher must have a minimum of two poles, in cups, on the take-off side of the obstacle, regardless of whether or not a ground line is used. The lower pole must always be below 1.30 m.
- 4.3. If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However there

- can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the centre of the crossed poles
- 4.4. The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.
 - 4.5. For Competitions where the maximum obstacle height is 1.40m or less, the obstacles in the practice arena may not exceed in height and width 10 cm more than the actual maximum height and width of the obstacles of the competition in progress. If the obstacle height of the competition in progress is greater than 1.40m, the obstacles in the practice arena may not exceed 1.80 m in width and 1.60 m in height.
 - 4.6. It is not permitted to walk horses over poles when these are elevated or placed in cups at one or both ends.
 - 4.7. The Organising Committee may provide material to simulate a water ditch.
5. Gymnastic Training (For Pony Club this refers to training prior to the competition at the venue)
- 5.1. Athletes may train their horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed in height and width 10cm more than the actual maximum height and width of the obstacles of the competition in progress. Athletes using such obstacles must not violate the rules against rapping (See Art 243.2.1).
 - 5.2. Placing Poles: if there is enough space only single placing poles may be used and placed on the ground on the take-off side not closer 2.50 m to a vertical obstacle not exceeding 1.30 m in height. A placing pole may be used on the landing side not closer than 2.50 m when the obstacle is jumped at the trot or 3.00 m if at the canter on the landing side may be used.
 - 5.3. Training exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. For these exercises a maximum of three (3) obstacles with a height not exceeding 75cm may be used; minimum distance between obstacles is 2.50m, maximum distance is 3.00m.
 - 5.4. Exercising and Training: whenever possible provision should be made for athletes to exercise and train in the presence of a steward for several hours in the morning. Athletes may change obstacles providing articles 201.4, 201.5 and 201.6 are not contravened.
6. Combinations are permitted as long as there is enough space and it they are built with correct distances. The organizing Committee must provide the material. When training areas are crowded athletes may only use single obstacles.

7. Where possible the schooling area(s) should be supervised by a steward when in use.

Article 202 - ACCESS TO THE ARENA AND PRACTICE OBSTACLE

1. Athletes on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system. However, in competitions over two rounds with different courses, athletes may inspect the course before the second round.
2. The Organising Committee, OC, of an indoor event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.
3. If the schooling area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances facultative or practice obstacles are not allowed in any competition. Refer to FEI Rules for Jumping for more details. In certain special competitions (including but not limited to the Six Bar or Puissance Competition) the Ground Jury may decide that the Athletes remaining in the Competition must stay in the arena after the first or second jump-off. In this case, the Ground Jury must allow a practice obstacle in the arena.
4. The practice obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60m in spread or a vertical obstacle not exceeding 1.40 m in height, (*For Pony Club this would be height of competition in progress*), provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the Competition. Only two (2) attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible Disqualification (see JRs Art. 242.2.3 and 240.2).

Jumping the practice obstacle in the wrong direction may incur disqualification (see Article 242.2.7 of the Jumping Rules).

The Athlete is allowed ninety (90) seconds maximum to make these attempts, counted from the time the Ground Jury rings the bell.

A knock down, refusal or run out count as an attempt. If there is a refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the Athlete is allowed to make a second and final attempt. The time taken to reset the obstacle is neutralised.

The Ground Jury (*Judge*) must give the signal to start the round after the Athlete has made his attempt(s) or after ninety (90) seconds. After the sound of the bell,

the Athlete who has attempted only once, is allowed the second attempt but he must cross the starting line in the correct direction within the forty-five (45) seconds; failure to do so will start the time of the round (see Article 203.1.2. of the Jumping Rules).

5. Athletes may not jump or attempt to jump any obstacle in the arena during a parade before the Competition. Failure to comply with this paragraph may incur Disqualification (see Article 242.2.4 of the Jumping Rules).

6. A prize winner may only jump an obstacle for the benefit of the press with the permission of the Ground Jury, provided it does not form part of a subsequent round. This practice should not be encouraged.

Article 203 - Bell

1. The bell is used to communicate with the athletes. One of the members of the Ground Jury (*Judge*) is in charge of the bell and responsible for its use. The bell is used:

1.1. to give permission to the athletes to enter the arena when the course is ready for their inspection (Art 202.1) and to signal that the inspection time is over;

1.2. to give the signal to start and to activate a 45-second countdown shown in the timing equipment in the scoreboard or in another display beside the arena.

1.3 The 45-second countdown sets the time that the athletes can spare before commencing his round. The Ground Jury (*Judge*) has the right to interrupt the 45 second countdown if unforeseen circumstances occur. Incidents such as, but not limited to disobediences, occurring between the signal to start and up to the moment the athlete/horse combination crosses the starting line in the correct direction, are not penalised (see JRS Art 235.3).

However, in the event of a fall of an Athlete and/or Horse at any time from the moment the combination enters the competition arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been give, the combination will not be permitted to start in the round or completion in question and the bell must be rung accordingly.

After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a disobedience. However, the Ground Jury (*Judge*) in its discretion if the situation so warrants has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown.

- 1.4. to stop an athlete for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption (see Art 217.4 and 233);
 - 1.5. to indicate to him that an obstacle knocked down following a disobedience has been replaced (Art 233);
 - 1.6. to indicate by prolonged and repeated ringing that the athlete has been eliminated.
2. If the athletes do not obey the signal to stop, they may be eliminated at the discretion of the Ground Jury (*Judge*) (Art 241.4.5) except where specifically provided for under article 233.2).
 3. If, after an interruption, the athlete restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (Art 241.3.14).

Article 204 – Courses and Measuring

1. The Ground Jury (*Judge*) must walk the course to inspect it before the start of the competition. The length of the course must be measured accurately to the nearest metre taking into account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.
2. The President of the Ground Jury (*Judge*) or his deputy must ensure that the Course Designer has properly measured the course.
3. Once the competition has started only the Ground Jury (*Judge*) in consultation with the Course Designer may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after the third athlete, who has completed the course without a disobedience or any other interruption, assuming that the three athletes in question have started their course prior to the 45 second countdown elapsing, and before the next athlete has started. In this case, the Ground Jury (*Judge*) has the option to alter the time allowed. If the time allowed is increased the score of the athletes who have jumped the course before the time was altered will then be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Athlete having previously completed his round receives time penalties due to the alteration of the time allowed.
4. If the condition of the footing becomes bad, the Ground Jury (*Judge*) may alter the speed provided for in the schedule, before the start of the first athlete of the competition.
5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.

6. The starting and finishing lines may not be more than 15 metres or less than 6 metres from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= start) and F (= finish).

Article 205 – Course Plan

1. The Course Designer must give the Ground Jury (*Judge*) a copy of the course plan showing accurately all the details of the course. An exact copy of the course plan given to the Ground Jury (*Judge*) must be posted as close as possible to the entrance of the arena, prior to the beginning of each competition. For all Competitions the track as measured by the Course Designer must be indicated on the course plan that is posted prior to the Competition.
2. The obstacles are numbered consecutively in the order, in which they must be jumped, except in certain competitions specified in the JRs.
3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury (*Judge*) and athletes. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc).
4. The plan must indicate the following:
 - 4.1. the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without penalty;
 - 4.2. the relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles;
 - 4.3. any compulsory turning points marked by a white flag on the left side and a red flag on the right;
 - 4.4. the track to be followed by athletes marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing track that was measured by the course builder the and direction in which each obstacle must be jumped (in which case the athlete is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
 - 4.5. the table of penalties to be used;
 - 4.6. the speed for the Competition if applicable;
 - 4.7. the length of the course;
 - 4.8. the time allowed and the time limit, if any; or the fixed time in certain Competitions, as specified in the JRs;
 - 4.9. the obstacles, the length, the time allowed and the time limit for the jump-offs;
 - 4.10. the combinations considered as completely closed or as partially closed (Article 214);
 - 4.11. All decisions and/or modifications made by the Ground Jury (*Judge*) in regard to the course.

Article 206 – Alterations to the Course

1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted up, the change may only be made after agreement of the Ground Jury. In this case all individual athletes must be advised of the alterations.
2. Once the competition has begun, the conditions under which it is run may not be altered and the course or its obstacles may not be changed unless otherwise stipulated in the JRs (see Art 204.3) If it becomes necessary to interrupt the competition (because of a storm or bad light etc) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted.
3. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Ground Jury, deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous athletes penalised during this round at that obstacle must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.
4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3.

Article 207 - Flags

1. Completely red flags and completely white flags should be used to mark the following details of the course.
 - 1.1. the starting line; it is obligatory to place also a marker S (Art 204.6);
 - 1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling areas (Art 201.3) or of the practice obstacle in the arena (Art 202.4); in the schooling area it is also allowed to use wings/uprights with a red or white top, instead of flags;
 - 1.3. compulsory turning points;
 - 1.4. the finishing line; it is obligatory to place also a marker F (Art 204.6);
2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the athlete must pass between the flags (red on his right and white on his left). Flag poles defining the limits of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.

3. If an athlete passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated (Art 220.1.2 and 220.1.3). Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a disobedience / resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the athlete must continue his round and the obstacle / compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next athlete will be given the signal to start.
5. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury (*Judge*) will interrupt the round of the athlete. The clock must be stopped while the flag is replaced and a time correction of 4 (*four*) (*EA*) seconds will be applied in accordance with the procedure provided for in article 232.
6. In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.

CHAPTER 3 - OBSTACLES

Article 208 – Obstacles General

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses harm.
2. The obstacles must be designed with horsemanship and fairness in mind.
3. Sponsored Obstacles (refer to PCQ rules)
4. Maximum Height of Obstacles (refer to PCQ rules)
5. Under no circumstances, except in Six Bar, Puissance and in Power and Skill Competitions may any obstacle exceed 1.70 m in height (See Pony Club heights). Spread obstacles must not exceed 2m in spread with the exception of triple bars, which may have a maximum spread of 2.20 m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50 m in spread including the take-off element.
 - 5.1. The first obstacle and the first obstacle of the first combination may be 10cm (4 inches) lower than the minimum recommended height.

- 5.2. Any jump off under Table A must include a combination and *must not* be raised more than 10cm in height or width, than the previous round.
 - 5.3. The spread should be at least the same in height as in spread. The spread should never be more than one third greater than the height. (The exception is for triple bars).
 - 5.4. Not applicable to Pony Club
 - 5.5. These dimensions also apply for Speed Classes.
6. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; in this case the support must have a depth of 18 mm minimum and a depth of 30 mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.
 7. The limits on the height and spread of obstacles laid down by these Rules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but every effort has been made not to exceed the maximum dimensions specified in the schedule with the materials available. *In Competitions for 1.05m or more, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm.*
 8. The approximate dimensions of obstacles in Competitions other than those, which are specially set forth in the JRs, must be stipulated in the schedule.
 9. *Groundlines (Pony Club):*
 - a. *may be used on the ground;*
 - b. *one end of a rail may rest in a cup, this is the preferred option in pony club.*
 - c. *Where a rail is used and both ends are in a cup, the bottom of the rail cannot be higher than 15cm from the ground.*

Article 209 - Vertical Obstacles

An obstacle, whatever its construction, may only be called a vertical when faults are judged on the same vertical plane; i.e. when all the elements of which it is composed are positioned in the same vertical plane on the take-off side.

A wall with an inclined face may not be called a straight obstacle except in Puissance and Power and Skill competitions.

Article 210 – Spread Obstacles

- 9.1. A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. The spread should be at least the same in height as in spread. The spread shall never be more than one third greater than the height.

FEI approved safety cups must be used as support for the back pole of spread obstacles and in case of a triple-bar to support the centre and back poles of the obstacle. Approved safety cups must be used in the exercise area.

1. The Judge and Course Builder are responsible for the rules relating to safety cups to be followed.

Article 211 – Water Jump

1. For an obstacle to be called a water jump there must be no obstacle in front, in the middle or behind the water. The water must have a minimum spread in excess of 2.00metres and maximum width of 3.6metres. The water jump may be sited on top of the ground. The width of the front of the water jump must be at least 4 metres and greater than the length. This may include floral decorations
2. A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm, must be erected on the take-off side. The take-off element must be solid, inviting and preferably sloping.
 - 2.1. Not applicable to Pony Club.
3. The water must be coloured sky blue.
4. It is a Fault at the water jump:
 - 4.1. When a Horse puts one or several feet on the lath defining the limit of the water jump. It is a Fault when the foot or the shoe touches the lath and leaves an impression; impression of the fetlock joint or boot does not constitute a fault.
 - 4.2. When a Horse touches the water with one or several feet.
5. Striking, knocking down, or displacing the brush or take-off element is not a Fault.
6. If one of the four flags is knocked down or displaced it is for the water jump judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If the decision is a run-out the bell will be rung and the clock stopped while the flag which has been knocked down or displaced is put back and six seconds will be added in accordance with JRs, Article 232.
7. The decision of the water jump Judge is final. For this reason he must be a member of the Ground Jury (*Judge*).
8. The water jump Judge must register the identification number or name of Horses penalised at the water jump and the reason for the Penalties.
9. Only a vertical obstacle of not more than 1.35 m in height, having any number of poles but with the use of FEI approved safety cups may be placed over open water. The vertical obstacle must be placed between 30 and 50 percent of the spread of the water jump from the front of this obstacle. This obstacle is judged as a vertical obstacle and not as a water jump. For this reason it is not

necessary to use a lath or other arrangement to define its limits. If a lath is used it is to be considered a visual aid only; Penalties will not be incurred for any imprints on the lath. The same applies if the take-off element is displaced.

10. If water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (including the water) may not exceed two metres.

The minimum length of the arena for using a water jump is 80 metres.

11. There must not be any obstacle before or after the water jump less than 25 metres (6 strides). Except EA National Jumping Championships
12. If an open water is to be included in a competition the water jump must be used prior to that competition with rails above the water by those competitors who will jump the open water.
13. The course designer must be a EA national level 3 or FEI accredited to include a water jump in the course.

Article 212 – Combination Obstacles

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7 m minimum and 12 m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7 m) which require two or more successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.
2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalised separately.
3. When there is a refusal or run-out, the athlete must retake all the elements unless it is a closed combination or partially closed combination (Art 214) or a six bar or obstacles in-line competition.
4. Penalties for faults made at each element and during different attempts, are counted separately and added together.
5. In a combination obstacle a triple bar may only be used as the first element (not recommended for pony club).

Article 213 – Banks, Mounds and Ramps

1. Refer to FEI Rules

Article 214 – Closed Combinations, partially closed and partially open Combinations

1. A combination is considered to be completely closed, if the sides, which surround it, can only be surmounted by jumping.

2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury (*Judge*). A combination is considered as partially open and partially closed if one (1) part of this combination is open and the other closed. In the event of a Refusal, Run-out, the following procedure applies (see Art. 219);
 - 2.1. if the disobedience occurred in the closed part, the athlete must jump out in the direction of the course;
 - 2.2. if the disobedience occurred in the open part, the athlete must take the whole obstacle again. Failure to do so incurs elimination (see Art. 241.3.15),
 - 2.3. In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of six seconds must apply. If, once inside the enclosure, the Horse refuses the athlete must jump out in the direction of the course. The six seconds penalty is added to the time when the clock is restarted and the athlete resumes his round.
3. The Ground Jury (*Judge*) must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

Article 215 – Alternative Obstacles and Joker

1. When in a competition two obstacles of the course carry the same number, the athlete has the choice of jumping either one of the obstacles:
 - 1.1. if there is a refusal or run-out without a knock-down or displacing of the obstacle, at his next attempt the athlete is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice;
 - 1.2. If there is a refusal or run-out with a knock-down or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury (*Judge*) gives him the signal to start. He may then jump the obstacle of his choice;
2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. The Joker is a difficult obstacle, and must be designed with horsemanship and fairness in mind. It may only be used in an Accumulator competition or in a Top Score competition.

CHAPTER 4 - PENALTIES DURING A ROUND

Article 216 – Penalties General

During a round, penalties are incurred for:

1. Knocking down an obstacle (see Art 217), a foot in the water or any imprint of the foot or shoe on the lath defining the limits of the water jump on the landing side;
2. A disobedience, (i.e. refusal, run-out or resistance) (see JRs Art 219);
3. A deviation from the course (Art 220);
4. A fall of a horse and/or athlete (Art 224);
5. Unauthorised assistance (Art 225);
6. Exceeding the time allowed or the time limit (Art 227; 228).

Article 217 – Knock Down

1. An obstacle is considered to have been knocked down when, through a mistake of the horse or athlete:
 - 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 other part of the obstacle (Art 218.1);
 - 1.2. at least one of its ends no longer rests on any part of its support.
2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury (*Judge*) should decide in favour of the athlete. 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 the flags), as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a disobedience and corrected by time in accordance with Article 232.
3. Penalties for knocking down an obstacle are those provided for under Tables A and C (Art 236 and 239).

4. If any part of an obstacle, which has been knocked down is likely to impede an athlete in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
5. If an athlete jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalised in accordance with the table in use for the competition.

***Rule Interpretation:** If 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.

Article 218 – Vertical and Spread Obstacles

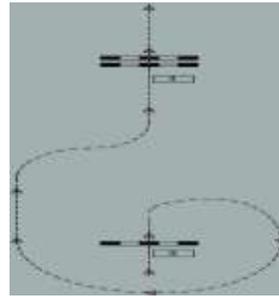
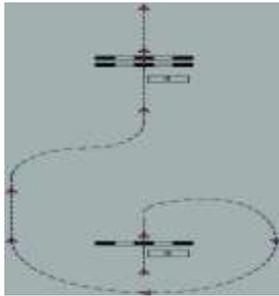
1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalized.
2. When a spread obstacle which requires only one effort comprises parts which are not positioned in the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

Article 219 – Disobediences

1. The following are considered as disobediences and are penalised as such (Art 236 and 239):
 - 1.1. a refusal;
 - 1.2. a run-out;
 - 1.3. a resistance;
 - 1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a disobedience to circle around the last obstacle jumped unless the track of the course so requires to avoid a related distance to the next obstacle. (Explanation: A correction to a deviation from the course in which the line taken by the Athlete passes behind the last obstacle jumped but *does not circle around the last obstacle jumped is not considered a*

Disobedience; circling around the last obstacle jumped to avoid riding a related distance to the next obstacle is considered a Disobedience).

2. Notwithstanding the above, the following is not considered to be a disobedience:
 - 2.1. Circling for up to 45 seconds after a run-out or a refusal (no matter if the obstacle has to be rebuilt or not) to get into position to jump an obstacle;



Article 220 – Deviation from the course

1. It is a deviation from the course when the athlete:
 - 1.1. does not follow the course as set out on the published plan;
 - 1.2. does not cross the starting line or the finishing line between the flags in the correct direction (Art 241.3.6 and 241.3.17);
 - 1.3. omits a compulsory turning point (Art 241.3.7);
 - 1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (Art 241.3.10 and 241.3.11);
 - 1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a athlete for jumping an obstacle not forming part of the course.
2. An uncorrected deviation from the course will result in elimination of the horse and athlete combination (Art 241.3.6, 241.3.7 and 241.3.17)

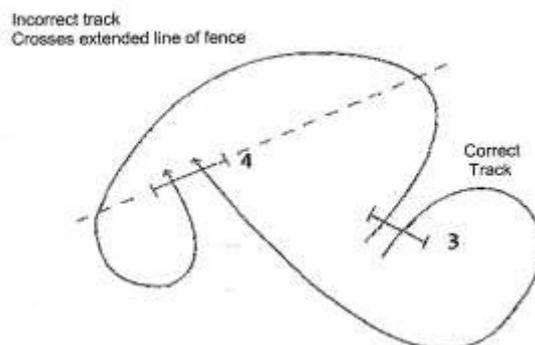
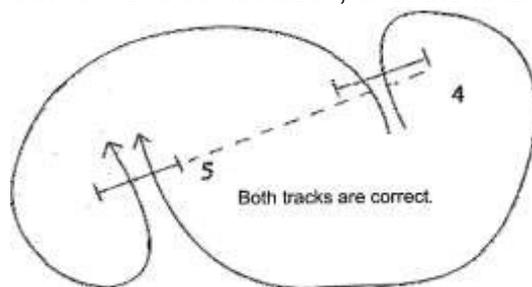
Article 221 - Refusal

1. It is a refusal when a horse halts in front of an obstacle, which it must jump whether or not the horse knocks it down or displaces it.
2. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.

3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.
4. If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the athlete must be ready to attempt the obstacle again as soon as it has been rebuilt (Art 232 and 233).
 - 4.1. If the Judge decides that it is not a refusal, the bell is not rung and the athlete must continue his round. He is then penalised as for an obstacle knocked down.
 - 4.2. If the bell has been rung and the athlete jumps other elements of the combination in his stride, he will not be eliminated or incur further penalties even if he knocks down this element of the combination.

Article 222 – Run-Out

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



Article 223 – Resistance

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
2. It is equally a resistance when the athlete stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (*Judge*) (Art 233.3.2). A resistance is penalised as for a refusal except in the circumstances set out in (Article 241.3.4)

Article 224 – Falls

1. An athlete is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. If it is not clear that the athlete has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the athlete.
2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
3. *In case of a fall of an athlete and/or a horse at any time in the competition arena, in the practice arena or elsewhere within the grounds of the event, the athlete must be cleared by the event's medical service, before the athlete may be permitted to take part in the next round or competition at the events*

Article 225 – Unauthorised Assistance

1. Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the athlete or his horse is considered to be unauthorised assistance.
2. In certain exceptional cases, the Ground Jury (*Judge*) may authorise the athlete to enter the arena on foot or with the help of another person, without this being considered as unauthorised assistance.
3. Any help given to a mounted athlete to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted athlete his spectacles during his round is not considered to be unauthorised assistance (Art 241.3.20). (*NB: Helmet: If a rider loses his helmet on the course he is eliminated.*)
4. Earphones and/or other electronic communication devices are strictly prohibited in Jumping Competitions, and such usage is penalized by elimination. Furthermore, Athletes, grooms or any other person may not wear earphones in both ears at anytime

CHAPTER 5 – TIME AND SPEED

Article 226 – Time of the Round

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by an athlete to complete the round, plus the time correction (Art 232) if any. The time awarded to the athlete starts running either upon crossing the starting line as per Art 226.2 or upon expiration of the 45 second countdown (see JRs Art 203.1.2), whichever occurs first. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
2. The round starts when the mounted Athlete passes the starting line in the correct direction for the first time after the bell has been rung. It extends to the moment when the mounted athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
3. If available, a display board beside the arena, clearly visible for the athlete, should show the 45 second count-down. If there is no display board, the 45 second rule will still apply.

Article 227 – Time allowed

The time allowed for a round in each competition is determined in relation to the length of the course and the speeds laid down under Article 234, FEI Annex II or EA Annex I. This may be adjusted after the third but before the fourth clear round. This cannot be less than the time taken by the slowest clear round prior to adjustment.

Article 228 – The limit

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

Article 229 – Recording the Time

1. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is compulsory for Australian Championships and CSI events. The timekeeper is required to record the number of the horse and the time taken to complete his round. The time must be recorded to one, one hundredth of a second.
2. Three digital stopwatches must be used. Two digital watches are required in case the automatic timing breaks down and a third watch required to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance. The President or a member of the Ground Jury must have a digital stopwatch.

3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account for the official timing, the time of the second timekeeper will be used as a back-up.
4. In case of a breakdown of the electronic timing equipment, the time of any athlete affected by the breakdown shall be determined by a stopwatch in hundredths of a second. Refer to Annex 1V in FEI Rules
5. A video recording may never be used to establish the time of an athlete's round.
6. If the crossing of the starting and/or finishing line by the athlete cannot be clearly judged from the Ground Jury (*Judge's*) box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the athlete. The time taken by the athlete to complete the round is to be registered at the Ground Jury (*Judge*) box.
7. Restarting the whole course should be done only in very exceptional circumstances (for example, the failure of both automatic timing and stop watch) for an athlete who has been stopped to be allowed or required to start the whole course again. If in such circumstances he does start the whole course again, his previous score will be disregarded.
8. An athlete who has competed the course against the clock and who is required to restart because his time has not been taken may elect not to do so, in which case he will be placed immediately below any athlete with whom he would otherwise be placed equal on faults alone.

Article 230 – Interrupted Time

1. While the clock is stopped, the athlete remains free to move around until the ringing of the bell gives him permission to start again. The clock is restarted when the athlete reaches the place where the clock was stopped. Except in the case of a disobedience with a knock-down in which case Article 232 applies.
2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.

Article 231 – Disobediences during interrupted time

1. The time of a round is interrupted only under the provisions of Articles 232 and 233. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.

2. Disobediences are not penalised during interrupted time, except for the second Refusal following a refusal with a knock down.
3. The provisions concerning elimination remain in force during interrupted time.

Article 232 – Time Corrections

1. If, as the result of a disobedience, an athlete displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the athlete can continue the round.
 - i. The athlete is penalised for a refusal and a time correction of four (4) seconds (EA six seconds) is added to the time taken by the athlete to complete his round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If a disobedience with the knock-down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination.
2. In those competitions where the third disobedience causes elimination, the following applies. If, after a first disobedience with a disturbance to the obstacle, the athlete has a second refusal without a disturbance, the clock must be restarted by the ground jury at the point where the horse would normally take off should the disobedience have not occurred.

Article 233 – Stopping during the round

1. In the event of an athlete not being able to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the athlete. As soon as it is evident that the athlete is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the athlete reaches the precise place where the clock was stopped; no penalty is incurred and four (4) seconds (EA six seconds) are not added to the athlete's time.
2. If the athlete does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Ground Jury (*Judge*) must decide whether the athlete is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the athlete is not eliminated, and is allowed to continue his round, the scores obtained at the obstacles preceding and following the order to stop will count.
3. If the athlete stops voluntarily to signal to the Ground Jury (*Judge*) that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances

beyond the control of the athlete, he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.

- 3.1. If the dimensions are correct and the obstacle in question has been properly built or if the alleged unforeseen circumstances are not accepted as such by the Ground Jury (*Judge*), the athlete will be penalised as for stopping during the round (Art 223.1) and the time of his round will be increased by four (4) seconds (EA 6 seconds).
- 3.2. if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury (*Judge*), the athlete is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the athlete takes up his track at the point where he stopped. Any delay incurred by the athlete must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

Article 234 – Speed

1. The speeds for jumping competitions are as follows:
 - 1.1 Not applicable to Pony Club

Pony Club Speeds:

I. SPEEDS

Classes	First &/or Subsequent rounds & Ideal Time
10 & under	325 mpm
12 & under	325 mpm
13 & over 70cm & 80cm	325 mpm
13 & over 90cm, 100cm, 110cm & 120cm	350 mpm
Unofficial class as above	
Gymkhana - all age groups	300 mpm

Ideal Time: Placings are on the nearest to Ideal Time on either side of the Ideal Time, eg. With an ideal time of 40 seconds, a rider coming in at 38 seconds would be equal with a rider coming in at 42 seconds.

NO PENALTIES ARE AWARDED IN THE FINAL ROUND WHEN USING IDEAL TIME.

At Gymkhanas & Unofficial Competitions

Where a one round Table A is used: It is run on Ideal Time for riders under 13 years; for riders 13 years and over it may be run on Ideal Time OR Fastest Time.

For riders 13 years and over: In a competition with a Jump-off, the Final Round may be against the clock (Fastest Time) or Ideal Time (2016), to be STATED ON PROGRAMME AND COURSE PLAN which method is to be used.

At Official Competitions & Unofficial classes at Official Competitions:

Final Round is on fastest time as per event for all ages and heights.

Unofficial classes at Official Competitions are run to the same rules as the Official competition. The final round may be run against the clock or on ideal time.

- a. **Grand Prix:** As in Table above.
- b. **Nations Cup:** 350mpm.
- c. Power and Skill competitions (Puissance and Six Bar): No Time Allowed.
- d. Table C: No Time Allowed only Time Limit.
- e. In Indoor arenas the speed may be reduced to 325mpm.

2 The speed of the competition may be changed if the arena is of insufficient size or if the competition arena footing does not allow the competition to be conducted fairly and or safely at the speed published in the event schedule. The decision to change the speed of the competition is made by the Course Designer and President of the Ground Jury in consultation.

CHAPTER 6 – TABLES OF PENALTIES

Article 235 – Faults

1. Faults made between the starting line and the finishing line must be taken into consideration. Exception: A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the athlete leaves the arena or until the bell is rung for the next athlete to commence his round, whichever occurs first. Definition of faults according to Art. 217 and 218.
 2. Disobediences committed during the time when the round is interrupted (Art 231.2 and 231.3) are not penalised.
-
3. Disobediences, occurring between the signal to start and the moment the athlete crosses the starting line in the correct direction, or prior to the Horse breaking the beam of the photocells at the starting line are not penalised. **However, in the event of a fall of an athlete and/or horse from the moment the combination enters the arena up until the moment they cross the starting line in the correct direction once the signal to start has been given, the combination will not be able to take part in the round or competition in question. Furthermore, in the event of a fall of an athlete and/or horse at any time in the competition arena, whether the signal to start has been given or not, the combination must be cleared by the event's medical service, respectively the veterinary delegate at the event., before the athlete can be permitted to take part in the next round or competition at the event. (Refer also to JRs Art. 224.3)**
 4. **A fall of the athlete and/or horse after crossing the finish line does not incur elimination. However, in the event of a fall after the finish line, the following applies:**
 - 4.1 **In case of a fall of an athlete and/or horse after crossing the finish line in a competition with an immediate jump-off, the combination is eliminated from the jump-off, and will be placed equal last in the jump-off with athletes who have withdrawn, retired or been eliminated from the jump-off. The athlete and/or the horse must be cleared by the event's medical service before the athlete can be permitted to take part in any further competition at the event.**
 - 4.2 **In case of a fall of an athlete and/or horse after crossing the finish line in a competition with a jump-off (but not an immediate jump-off) or after crossing the finish line of the first round of a two-round competition, the athlete must be cleared by the event's medical service, before the combination can be permitted to take part in the jump-off, respectively in the second round.**
 - 4.3 **In case of a fall of the athlete after crossing the finish line of a jump-off, or after crossing the finish line of the initial round if the combination did not qualify for the jump-off, or after crossing the finish line in a competition**

with no jump-off, the athlete must be cleared by the event's medical service before the athlete can be permitted to take part in any further competition at the event.

Article 236 - TABLE A

1. Faults are penalised in penalty points or by elimination according to the table set out.

Fault	Penalty
First disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
Fall of horse or athlete or both in all competitions	Elimination
Disobedience with Knockdown &/or displacing of an obstacle	Disobedience penalty plus 4 second time correction
Second disobedience	8 penalties
Third disobedience	Elimination
Exceeding Time Allowed	1 penalty for each commenced 4 seconds
Exceeding the time limit	Elimination
Exceeding the time allowed in the first and second rounds and jump-offs not against the clock	1 penalty point for every four seconds commenced
Exceeding the time allowed in a jump off against the clock	1 penalty for each second or commenced fraction of a second

2 Penalties for the disobediences accumulate not just at the same obstacle, but throughout the entire round. Time allowed applies to all Table A events

Article 237 – Scores under Table A

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

Article 238 – Methods of determining the scores under Table A

1. Competitions not against the clock
 - 1.1. A1. The athletes with equality of penalties share the prizes. Depending on the conditions of the schedule, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.
 - 1.2. AM3. This is a competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other athletes are placed according to their penalties in the first round.
 - 1.3. AM4. This is a competition not against the clock with a time allowed but in the event of equality of penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other athletes are placed according to their penalties in the first jump-off and if necessary in the first round.
4. AM7. A competition judged under Table A not against the clock with a time allowed in the first round or against the clock. A competitor who incurs any jumping or time penalties in the first round must leave the arena immediately on completion of their first round.

A competitor with a clear round must remain in the arena for a jump-off against the clock, the judge rings the bell to indicate to the competitor to start the jumping course during which the forty-five (45) second rule set forth in Para 203.1.2 above applies.

In the case of equality of penalties in the jump-off, time will decide.

In the case of equality of penalties and time, the competitors will be tied.

If the number of competitors who reach the jump-off are insufficient to fill the places, the additional places will be decided:

Option A: Placings according to penalties in the first round, with ties as necessary;

Option B: Placings according to penalties and time in the first round.
(June 12).

2. Competitions against the clock

- 2.1. A2. Athletes with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the schedule.
- 2.2. AM5. This is a competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other athletes are placed according to their penalties and time in the first round. For minor competitions the jump-off may be run according to table C, if thus provided in the schedule.
- 2.3. AM6. This is a competition against the clock as for 2.2, but if, in the first jump-off against the clock there are athletes with equal penalties for first place, there will be a second jump-off against the clock. Other athletes are placed according to their penalties and time in the first jump-off and if necessary according to their penalties and time in the first round.
3. In all competitions when the placing's are determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off (Art 245.6).
4. In no circumstances may the number of jump-offs in the same competition under Art 238.1.1 and 238.2.1 above exceed two (see JRs Art. 245.4).

Article 239 TABLE C

1. Faults under Table C are penalised in seconds which are added to the time taken by the athlete to complete his round or by elimination.
2. Penalties under Table C

Fault	Penalty
Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side.	4 seconds
First disobedience	None Loss of time

First disobedience, with a knock down and/or displacing of an obstacle	Time correction 4 seconds
Second disobedience	None Loss of time
Second disobedience with a knock down and/or displacing of an obstacle	Time correction 4 seconds (EA 6 seconds)
Third disobedience	Elimination
Fall of horse or athlete or both in all competitions	Elimination

3. There is no time allowed under Table C however the following time limits are applicable:
- Three minutes, (180 seconds) if the length of the course is 600 m or more, OR
 - Two minutes, (120 seconds) if the length of the course is less than 600 m.

Exceeding the time limit: Elimination

4. Scores under Table C

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

5. Athletes wishing to school in speed competitions under table A or C, must inform the OC before the competition commences. Those wishing to school will start first in the competition. Athletes not complying with the above may be eliminated at the discretion of the Ground Jury (Art 241.4.4).
6. In the event of equality for first place, the athletes will be placed equal first, unless there is specific provision for a jump-off in the schedule of the event.

CHAPTER 7 – FINES, YELLOW WARNING CARDS, ELIMINATION AND DISQUALIFICATIONS

Article 240 – Fines and Yellow Warning Cards Not applicable to Pony Club.

Article 241 - Eliminations

1. Unless otherwise specified in the Rules or in the conditions for the Competitions, elimination means that the athlete, with the horse in question may not continue in the current competition at issue. **Elimination may also be retroactive.**
2. The athlete has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This however does not apply to elimination arising from a fall.
3. The following paragraphs lay down the reasons for which Athletes are eliminated in Jumping Competitions.
The Ground Jury must enforce elimination under the following circumstances:
 - 3.1. jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury (*Judge*) (Art 202.3);
 - 3.2. starting before the signal is given and jumping the first obstacle of the course (Art 202.5. and 203.1.2);
 - 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 athlete (Art 203.1.2);
 - 3.4. a horse resisting for 45 consecutive seconds during the round (Art 223.2);
 - 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 (Art 220.1.2)
 - 3.7. omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan;

- 3.8. **Jumping or** attempting to jump an obstacle which does not form part of the course during the round (Art 220.1.5);
- 3.9. Omitting to jump an obstacle of the course (Art 220.1.5) 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 out of order (Art 220.1.4);
- 3.11. jumping an obstacle in the wrong direction (Art 220.1.4);
- 3.12. exceeding the time limit (Art 236 and 239);
- 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 (Art 203.3);
- 3.15. not jumping all the elements of a combination again after a refusal or run-out. (Art 212.3) except in the case of the closed part of a combination (Art 214);
- 3.16. not taking each element of a combination separately and consecutively (Art 212.2);
- 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 (Art 226.2);
- 3.18. athlete and/or horse leaving the arena without permission of the Ground Jury, including prior to starting;
- 3.19. a loose horse leaving the arena before the end of the round, including prior to starting;
- 3.20. accepting while mounted any object whatsoever during a round other than spectacles. (*For Pony Club: Rider losing helmet on course is elimination*).
- 3.21. using a whip of more than 75 cm in length or weighted at the end, on the venue or in its immediate proximity. No substitute for a whip may be carried. (For exception to this article refer to Article 257.2.2), (*Dressage whip allowed while schooling on the flat*);

- 3.22. an accident to an athlete or to a horse which prevents him from completing the competition (Art.258);
 - 3.23. not leaving a closed combination in the right direction or displacing a closed combination;
 - 3.24. Not applicable to Pony Club
 - 3.24.1 third disobedience during the course of a round (Art.236 and Art.239) *(Not applicable to pony club: when competition is 1.15 m and under in height)*.
 - 3.25. 3.25 fall of athlete or horse during the round Athlete eliminated as result of a fall must not remount in the competition arena (Art 224, 236 and 239); **NB: fall after crossing the finish line does not incur Elimination (see JRs Art. 235.4)**
 - 3.26. if the Ground Jury feels that for any reason horse or athlete is unfit to continue in competition.
 - 3.27. jumping or attempting to jump an obstacle in the arena after the completion of a round **unless circumstances rendered it impossible for the athlete/horse combination to avoid jumping the obstacle, e.g. in a competition with an immediate jump-off or in a two-phase competition if the bell is rung too late for the athlete to safely pull up before the obstacle** (refer to JRs Art. 202.6 regarding authorisation to jump an obstacle for the press).
 - 3.28. jumping or attempting to jump an obstacle with a retention harness incorrectly fastened or not fastened unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (See JRs 256.1.4)
 - 3.29. Athlete wearing earphones and/or other electronic communication devices during a Competition (See JR's Art 225.4)
 - 3.30. Blood on the Horse's flank(s) caused by the Athlete's leg. NB: minor cases of blood on the flank(s) as described in the Jumping Steward's Manual do not incur elimination.
4. Elimination is left to the discretion of the Ground Jury in the following cases:
- 4.1. not entering the arena when the athlete's name and/or number is called;
 - 4.2. not entering the arena mounted or not leaving the arena mounted (except in cases of a fall after crossing the finish line, in which case the athlete is not to remount prior to leaving the arena)
 - 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 (Art 203.2. and 233.2).
- 4.6. and athlete entering the competition arena and distracting the athlete/combination on course during a competition.

Article 242 - Disqualifications

1. Disqualification means that the athlete, the horse and/or a combination of both is/are disqualified from the Competition at issue, and for the rest of the day or from the entire Event. Disqualification may also be retroactive.
2. The Ground Jury (*Judge*) may impose Disqualification in the following cases:
 - 2.1. entering the arena on foot once the competition has started;
 - 2.2. exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury (*Judge*) (Art 202.2, 202.5 and 202.6);
 - 2.3. jumping or attempting to jump the practice obstacle in the arena more times than authorised (Art 202.4, 240.2.6 and 262.1.9);
 - 2.4. jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (202.5);
 - 2.5. retiring, before a jump-off, without permission of the Ground Jury (*Judge*) or without valid reason;
 - 2.6. exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (Art 240.2.5 and 201.4);
 - 2.7. jumping the obstacles in the schooling areas in the wrong direction or jumping the practice obstacle, if any, in the arena in the wrong direction (Art 201.4 and 202.4).;
 - 2.8. all cases of abuse and/or ill treatment of Horses reported by a member of the Ground Jury (*Judge*) or of the Appeal Committee or by a Steward, or by any other person to an official (see GRs Art 142.2) including, but not limited to, cases arising under Article 1034 of the Veterinary Regulations (Standard Method of Examination for Limb Sensitivity)
3. Mandatory Disqualification
 - 3.1. marks and/or blood on the flank(s);

- 3.2. marks and/or blood anywhere on the Horse as a result of excessive use of the whip;
- 3.3. Horses bleeding in the mouth (in minor cases of blood in the mouth, such as where a horse appears to have bitten its tongue or lip – Officials may authorize the rinsing or wiping of the mouth and allow the athlete to continue; any further evidence of blood in the mouth will result in disqualification
- 3.4. jumping unauthorised obstacles in any place on the showground;
- 3.5. Not applicable to Pony Club.
- 3.6. Not applicable to Pony Club.

Article 243 - Abuse of Horses

- 1. All forms of cruel, inhumane or abusive treatment of horses, which include, but are not limited to various forms of rapping, are strictly forbidden (Art 242.2.8)

Any act or series of actions that in the opinion of the Ground Jury (*Judge*) can be deemed abuse of a Horse shall be penalized according to the General Regulations with one or more of the following penalties:

- (i) And (ii) Not applicable to Pony Club
- (iii) elimination;
- (iv) disqualification.
- 2. The following is considered abuse of a Horse:
 - 2.1. Rapping Horses

The term "rapping" includes all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the athlete - and/or dismounted assistants, for whose behaviour the athlete is responsible - either hitting the horse's legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.

In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury (*Judge*), the athlete and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition, the Ground Jury (*Judge*) can take any further action it deems appropriate under the particular circumstances including, but not limited to, disqualifying the Athlete and/or Horse from the entire Event.
 - 2.2. Excessive use of the whip:
 - The whip may not be used to vent an Athlete's temper. Such use is always excessive;

- The use of a whip on a Horse's head is always excessive;
- The whip is not to be used after Elimination
- A Horse should never be hit more than three (3) times in a row. If a Horse's skin is broken, it is always considered excessive use of the whip;
- An Athlete identified as misusing or excessively using the whip will be disqualified and may be reported (EA fined) at the discretion of the Ground Jury (*Judge*);

2.3. Other Forms of Abuse:

Abuse of a Horses in any other form (such as, but not limited to, hyper sensitising or desensitising of the limbs, the use of banned schooling methods, excessive use of spurs, and other cases as specified in the VRs or any other EA/FEI rules and regulations) is also prohibited and must be penalised appropriately under these rules.

Article 244 – Boot and Bandage Control

1. Stewarding – Not applicable to Pony Club.

Refer to Saddlery & Gear Check Book for further explanation of approved boots.

CHAPTER 8 – JUMP OFFS

Article 245 - Jump Off General

1. Only athletes who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. Athletes must start the same horse in the jump-off as in the initial round.
2. In principle a jump-off must take place under the same rules and table as the original competition and the rules for jump-offs in that type of competition. However the jump off from a minor table A competition may be judged under table C, providing it is specified in the schedule. In any case all jump offs must be held immediately after the original round(s) of the competition.
3. *For Pony Club this paragraph appears in Article 238.*

If specified in the schedule the Organising Committee may decide that athletes, who have completed their preliminary round without penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the athlete to start the jump-off course during which the forty-five (45) second rule set forth in Article 203.1.2. above applies. Athletes, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for competitions under Table A, according to article 238.1.2 and 238.2.2 and is not authorised for a Grand Prix competition or for the competition with the highest prize money. If there are no clear rounds in the preliminary round, the classification is established according to Art. 238.1.1 or 238.2.1 as applicable.

4. Unless otherwise laid down in these rules (Power and Skill competitions) no competition may involve more than two jump-offs.
5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump off, except where otherwise specified in the schedule or the JRs.
- 5.1. If there was not a fixed draw for the first round then a draw for the jump-off must be made for those horses qualified.
- 5.2. A horse that loses a shoe prior to starting in the initial round of a one round competition with a jump-off will be given a later starting position. In a jump-off a horse that loses a shoe prior to starting will be given a new starting place three positions later. If the horse in question has not had its shoe replaced by this time it will be left to the discretion of the Ground Jury to decide whether the horse in question should receive a later starting place or be eliminated.
6. In the event of equality of score for the first place, a jump-off may take place according to the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it will be considered that the competition is run with no jump-off.

Article 246 – Obstacles in the Jump Off

1. The obstacles in the jump-off(s) may be altered in height and/or spread (partially or totally), without exceeding the limits laid down in Article 208.5. However, the dimensions of the obstacles in the jump off may only be increased if the athletes sharing first place have completed the previous round without jumping Penalties.
2. If the original course includes combination(s), the jump off(s) must also include at least one combination.
3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).
4. The shape, the type and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle.
If the combination obstacle is a treble or a quadruple, the centre element(s) only may not be omitted. (*i.e. the centre element/s can only be removed if the last element is also removed leaving it as a single fence.*).
5. The order of the obstacles for a jump-off may be altered, compared to the original course.
6. In a jump-off, the distance between the elements of a combination obstacle may never be altered.
7. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection or will be built from obstacles of the previous round or rounds; if obstacles from the previous round(s) are rebuilt with new obstacle material for the jump off, they will not count as extra obstacles for the jump off, providing the change of material has been approved by the GJ and notified to Athletes in the course plan. The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed. A vertical in the first or second round may be converted to a spread obstacle or vice-versa in the jump-off, in which case it will be considered one of the two additional obstacles. Alternatively a combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off,

in which case the combination constitutes the two additional obstacles allowed in the jump-off.

It is recommended that there be a gap of at least one number before numbering the two additional obstacles.

Article 247 – Elimination or Withdrawal from a Jump off

1. An athlete/team that is eliminated or that retires in a jump-off or second round will be placed equal in the jump-off/second round.
2. An athlete, who with the permission of the Ground Jury (*Judge*) withdraws from a jump-off, must always be placed equal with an athlete eliminated or who retires on the course.
3. If before a deciding jump-off, two or more athletes decline to take part in the jump-off, the Ground Jury (*Judge*) will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organising Committee will award the trophy by lot and the prize money will be added together and shared equally between the athletes. If the Ground Jury's (*Judge*) instruction to continue is not followed by athletes, no trophy will be awarded and the athletes will each only receive the prize money and the lowest placing for which they would have jumped-off.

CHAPTER 9 - PLACING

Article 248 – Individual placing and prize giving

1. The placing of an individual athlete is decided according to the table in use and the instructions of the general program for the competition or amendments noted on the course plan.
2. Any athlete who has no chance of being placed may, at the discretion of the Ground Jury (*Judge*), be stopped at any time during his round.
3. Athletes who are unable to complete the first round of a Competition have no right to any prize, except in certain special competitions.
4. Prize winners of qualifying Competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified. Prize winners must take part in the prize giving ceremony and should do so with the placed horses. The Ground Jury (*Judge*), however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse, to take part at the prize giving ceremony, the Ground Jury (*Judge*), at its discretion, may decide to allow the OC to withhold the Athlete's prize. Therefore, the OC must publish in the Schedule and programme the number of prize winners required to take part in the ceremony. If the Schedule or program does not indicate the number that must be present, then all Athletes and Horses placed must attend the prize giving ceremony.
5. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury (*Judge*), under special circumstance, may however decide to relax this rule.

Article 249. Not applicable to Pony Club

**CHAPTER 10 - COMPETITORS AND
HORSES FEI Articles 250, 251, 252, 253, 254, 255**

These articles refer to FEI competition and are not applicable to Pony Club.

Article 256. DRESS PROTECTIVE HEADGEAR AND SALUTE

1. Dress

1. Competitors are required to dress in accordance with PCQ regulations when they are competing or during the presentation of prizes.
2. On all other occasions, for example when inspecting the course, dress must be neat and tidy. In any case, jodhpurs, riding boots, Pony Club shirt and tie must be worn. (This means rider don't have to wear helmets but can wear a sun hat) **Boots must have a heel (refer to Gear Check Book)**
3. In bad weather, the wearing of a waterproof jacket may be allowed by the Judge.
4. Wearing a helmet tested to AS/NZ 3838, EN1384 or ASTM F1163 or better is compulsory for anyone competing, and while exercising and schooling a horse.
5. At the discretion of the Technical Delegate, competitors who are improperly dressed may be refused permission to take part in the competition.

2. Salute.

- 2.1. In all competitions that take place in an arena under the jurisdiction of a Ground Jury (*Judge*), each athlete must salute the President of the Ground Jury as a matter of courtesy, unless the President gives other instructions.
 - a. The Ground Jury (*Judge*) may refuse to start an athlete who has not saluted. The Ground Jury may also fine the Athlete (240.2.6).
 - b. For special reasons the Ground Jury (*Judge*), in consultation with the OC, OCs may decide whether or not riders are required to salute prior to the commencement of each competition.
- 2.2. In a salute the helmet is not removed. Raising the whip or lowering the head will be considered as saluting.

Article 257. SADDLERY (Art 257)

All gear must be worn in a conventional manner. No gear may be tampered with or improvised. Refer to PCQ Saddlery & Gear Check Book for specific regulations.

Article 258 - Accidents

1. In the event of an accident preventing either the athlete or a horse from finishing, both incur elimination. If, despite the accident, the athlete completes the round but does not leave the arena mounted, he does not incur elimination.
2. If the Ground Jury (*Judge*) finds that either athlete or horse, after an accident, is not fit to compete they must impose elimination.

CHAPTER 11 - OFFICIALS

Article 259.1 Accreditation of Officials

1. All Officials must be current members of PCQ or the Equestrian Australia, and accredited by that organization.
The term **Course Designer** refers to a person accredited as a Jumping Course Designer.

The term **Judge** refers to an accredited Person in control of the competition. *(The judge is appointed to judge technically the competition and to decide the classification of competitors and to consider and determine any questions arising within the judging ring, and to consider objections made under these rules.)*

The term **Ground Jury** is a panel of three or more accredited Judges. *Generally only one judge in pony club competitions.*

A major review and reaccreditation of all Officials (Course Designer or Judge) takes place every three years, (2018, 2021 etc.) This review includes downgrading and retirement as well as upgrading. All appointments are subject to approval by the PCQ Show Sub-Jumping Committee.

All applicants must have demonstrated the required knowledge, skills and aptitude at the respective level of accreditation.

The **Technical Delegate** is responsible for assisting the organisers and overseeing the event and settling problems which may arise during the course of the competition.

Lameness. If a horse is so lame that in the Judge's opinion it ought not to be asked to complete the round, the rider will be eliminated from that event. The Technical Delegate in consultation with the veterinarian, if present, will rule on whether the horse may start in subsequent events.

2 Classification and Operational levels of Officials

The classification allows athletes to enter an event knowing that officials engaged are qualified for the standard of the event and are capable of fulfilling their role.

3 Classification Levels

Candidates are required to attend clinics to gain accreditation and/or on recommendation of existing school level official.

- 1a. PCQ Probationary Level
 1. PCQ Gymkhana Level
 2. PCQ Official Level
 3. PCQ School Level
 4. Not applicable to Pony Club

4 Officiating Levels not applicable to pony club

Officials of a lower level may be used with the permission of the Show Jumping Sub-Committee.

5 Accreditation and Advisory Panel

The Show Jumping Sub-committee and State Chief Instructor reviews all applications for promotion to School Level. Financial members of the PCQ, who are interested in becoming an Official School Level Judge or Course Builder, must complete and submit an application forms detailing their experience and referees.

6 Promotion of Officials

PCQ members applying for accreditation as Jumping Judges or Course Designers attend clinics organised by the Zone, Region or State and conducted by School level officials or officials approved by the Show jumping sub- committee.

Article 259.2 Requirements to be an Accredited Jumping Course Designer or Judge. Refer to PCQ Administration Handbook

APPEALS COMMITTEE

1. An Appeal/Disputes Committee consisting of the Technical Delegate, or Judge-in Chief, Chief Steward and Judge, shall be appointed when necessary by the Organising Committee to hear any appeals or matters referred to it. In the case of equality of votes, the President shall have the casting vote.
2. The President and members of the Appeals Committee should be technically qualified and have a sound knowledge of the rules.
3. The Committee has the duty of allowing or dismissing appeals against the judgements of the Judge and/or confirming, altering or setting aside any penalty.
4. The Committee, in determining any matter brought before it, shall regulate its own procedure and may hear such evidence as it considers proper. It shall have power to do any one or more of the following:
 - 4.1. Disqualify any competitor and/or horse from any competition or competitions at the Event.
 - 4.2. Order that any prize won in any competition/s at the event be forfeited.
 - 4.3. Amend the classification in any competition/s of the event.
 - 4.4. Order that any entry fees for the Event be forfeited.
5. Objections and Appeals during an Event.
 - 5.1 Objections may only be made by a Team Manager at State, Regional/Zone competitions, or by a rider at Official competitions.
 - 5.2 All objections must be made in writing and accompanied by a deposit of \$50 and delivered to the Secretary of the event. The deposit is refunded if the objection is upheld or at the discretion of the Appeals Committee.

COURSE DESIGNER

1. The Course Designer is responsible to the Technical Delegate for laying out the course, building the obstacles and the measurement of the course.
2. When the Course Designer is satisfied that the course is ready in all respects, he shall report to the Technical Delegate.
3. The Technical Delegate may only order the competition to start when the Course Designer has reported that all is ready. Thereafter the Judge has the sole responsibility for the conduct of the competition.
4. The Course Designer and Judge must come from the PCQ List for Official Competitions; Officials - Course Designers and Judges approved by the Showjumping Sub-Committee for State Championship and are appointed by the State Chief Instructor.

CHAPTER 12 – COMPETITIONS

Article 260 – General

1. There are many different jumping competitions for both individuals and teams. The following rules cover the types of competitions, which are mostly used.
 2. Organising Committees may propose new types of jumping competitions to encourage variety in the sport. However any competition covered by this chapter must be run strictly according to these Rules. **A club wishing to run a new**

type of

Article 261 – Normal Competitions and Grand Prix competitions

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

Article 262 – Power and Skill competitions

1. General

- 1.1 The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles.
- 1.2 In the event of equality for first place, there must be successive jump-offs.
- 1.3 The obstacles of the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

- 1.4 If, at the end of the third jump-off, there is no single winner, the Ground Jury (*Judge*) may stop the competition. After the fourth jump-off, the Ground Jury (*Judge*) must stop the competition. The athletes left in the competition are placed equal
- 1.5 If, after the third jump-off, the athletes do not wish to continue, the Judge must stop the competition.
- 1.6 There cannot be a fourth jump-off if athletes have not had a faultless round in the third jump-off.
- 1.7 Time is never a deciding factor in the event of equality of penalties. There is no time allowed and no time limit.
- 1.8 These competitions are judged under Table A.
- 1.9 If it is not possible for Athletes to school in the practice arena, a practice obstacle must be placed in the arena. An optional obstacle is not allowed.
- 1.10 If the dimensions of the arena and the number of athletes permit it, the Ground Jury (*Judge*) may decide that the athletes still in the competition may remain in the arena after the first or second jump-off. In this case the ground jury (*Judge*) may decide to allow a practice

2. Puissance Refer to 1.4

- 2.1 The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle. The heights of obstacles as for Pony Club. All combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).
- 2.2 A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top or a combination of planks and poles with a pole on top or all poles may be used as a substitute.
- 2.3 In the event of equality for first place, there must be successive jump-offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle (Art 246.1)
- 2.4 In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height (20cm maximum in the first jump-off, thereafter maximum 10cm) only if athletes equal for first place have not been penalised in the preceding round (Art 246.1).

3. Six Bar Competition Refer to 1.4

- 3.1 In this competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of poles of the same type. The number of obstacles may be reduced depending on the size of the arena.
- 3.2 All the obstacles may be kept at the same height, for example 1.00m or
 - 3.2.1 at progressive heights, for example .80 m, 9 m, 1.00 m, 1.10 m, 1.20 m, 1.30 m, or
 - 3.2.2 the first two at .90 m, the next two at 1.00 m and so on.
- 3.3 In the event of a refusal or a run-out, the athlete must restart the course at the obstacle where the fault was made, *(he is allowed to make his approach from outside the space between the two poles, and take the obstacle at an angle)*.
- 3.4 The first jump-off must take place over the six obstacles which must be raised unless the athletes who are equal for first place have been penalised in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11 m as required initially (the lower obstacles should be withdrawn).

Article 263 – Hunting Competition or speed and Handiness Competition

1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.
2. These competitions are judged under Table C (Art 239).
3. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the athlete the opportunity to shorten his track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting competitions and must be so named in the schedule. All other competitions (of this type) are called Speed and Handiness competitions.
4. No fixed track to be followed is laid down on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.
5. Compulsory turning points are included only if absolutely necessary.

Article 264 - Teams Competitions

1. Organisation

- 1.1 There must be no individual placing.
- 1.2 The competition takes place over two rounds, over the same course during the course of the same day.
- 1.3 The Competition is judged under Table A not against the clock with a time allowed in both rounds.
- 1.4 No combination obstacle may require more than three jumping efforts (except in the case of permanent obstacles, banks, mounds or slopes at outdoor events).
- 1.5 The course must include at least one double or one treble combination, but not more than three doubles or one double and one treble combination. *Pony club recommends total number of obstacles as 12.*
- 1.6 If the Ground Jury (*Judge*) decides before the first or the second round that the course has been rendered impracticable as a result of unforeseen circumstances, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly and/or that the required speed is reduced. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased for the second round, if it is deemed that the course of the first round was too easy.

2. (Intentionally left blank.)

3. Athletes

- 3.1 A team comprises four athletes each riding the same horse throughout the competition. All members of each team must take part in the first round, except as stated in 3.2 below.
- 3.2 If a team, comprising four athletes, cannot improve its placing in the first or second round after its third athlete has completed his course, the fourth athlete may be withdrawn.
- 3.3 When a team can only provide three athletes and three horses, its Chef d'Equipe must start his three athletes and horses;
- 3.4 In the event of an accident or illness to an athlete and/or horse, between the submission of the declaration and one hour before the start of the competition, the athlete and/or horse may on production of a certificate from an officially recognised medical doctor and/or with the

permission of the Veterinary Commission and after approval by the Ground Jury (*Judge*) be replaced by another athlete and/or horse entered. In the event of substitution, the starting order remains unchanged.

4. (Intentionally left blank.)

5. Order of starting

5.1 The starting order of the teams in the first round is determined by a draw in the presence of the Ground Jury (*Judge*) and the Team Managers/Chefs d'Equipe. The draw will take place at a time fixed by the OC in agreement with the Ground Jury.

5.2 All the Number Ones start first in succession, then all the Number Twos and so on. The Team Managers/Chefs d'Equipe of teams comprising only three athletes may choose in which of the three positions out of four they will start their athletes.

5.3 The starting order of the teams in the second round will be in the reverse order of the total penalties in the first round of the best three athletes in each team. In case of equality of penalties the teams will retain the starting order of the first round.

5.4 The athletes in each team start in the same order as in the first round.

6. (Intentionally left blank.)

7. Elimination and retirement

7.1 If two or more athletes of a team, participating with four athletes in the first or second round, are eliminated or retire, the whole team is eliminated.

7.2 If one athlete of a team, participating with three athletes in the first or second round, is eliminated or retires, the whole team is eliminated.

7.3 If a team is qualified to take part in the second round, an athlete eliminated in the first round may start in the second round.

7.4 A team, which is qualified to take part in the second round, may only withdraw from the second round with permission of the Ground Jury/Judge. In this case the team will not receive prizes. It will not be replaced by another team.

8. Placing and classification

Classification of the teams not taking part in the second round is based on the total penalties of the three best athletes of each team in the first round. Teams with equality of penalties are placed equal.

8.1 Placing of teams after the second round is decided as follows:

8.1.1 In case of equality of penalties for the first place, there will be a jump-off in which all team athletes may take part. The jump-off takes place against the clock over a minimum of six obstacles.

8.1.2 The score in this jump-off is obtained by adding the penalties incurred by the three best athletes in each team, but in the event of further equality of penalties, the times of these three athletes in the jump-off added together will decide the winning team.

8.1.3 Teams with equality of total penalties for other places are placed equal.

8.1.4 Team competitions between States or Countries is generally referred to as a Nations Cup Competition.

Article 265. OTHER TEAM COMPETITIONS Not applicable to pony club.

Article 266 – Fault-and-out Competition

1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are not allowed. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc).
2. When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The athlete must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but no points are given for the obstacle jumped after the bell has rung.
3. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. When the fault, which ends the round, is other than a knock down, such as disobedience, a fall or when the athlete does not jump the obstacle over which the clock must be stopped, the bell is rung. The athlete is then placed last of those who have obtained the same number of points. The penalty relating to a fall is elimination (see JRs Art 241.3.25)

4. The winner of the competition is the athlete who obtains the greatest number of points. In the event of equality, the athletes' times are taken into consideration and the athlete with the fastest time will be declared the winner.
5. A Fault-and-Out competition may be organised in two ways:
 - 5.2. Over a set number of obstacles: When the competition takes place over a maximum number of obstacles and the athlete has jumped the last obstacle, the clock is stopped at the moment when the athlete crosses the finishing line. In the event of equality of points and time for first place only, there must be a Fault-and-Out jump-off over a limited number of obstacles.
 - 5.3. With a fixed time of 60 to 90 seconds (45 in indoor arenas): The athlete takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached. If the fixed time is reached at the moment when the horse is already taking off this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing. If there is an equality of penalties and time, athletes are placed equal.

Article 267 - Hit-and-hurry Competition

1. In this competition, instead of being eliminated at the first fault, the athlete gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combination obstacles are not allowed.
2. This competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalised by the time lost by the athlete, but three disobediences or a fall incurs elimination of the athlete.
3. The winner of the competition will be the athlete who at the end of the fixed time has acquired the greatest number of points in the fastest time.
4. When the fixed time is reached, the bell is rung. The athlete must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.
5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The athlete's time is taken at the next obstacle as in paragraph 4. If a athlete has a disobedience and displaces or knocks down an obstacle, the fixed time must be decreased by four (EA six seconds) and the bell must be rung accordingly.

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

Article 268 – Relay Competitions

1. General

- 1.1. These competitions are for teams of two or three athletes. The team members enter the arena together
- 1.2. The course shown on the plan must be completed consecutively according to the number of team members.
- 1.3. The athlete going through the starting line must jump the first obstacle and the athlete jumping the last obstacle must also cross the finishing line in order to stop the clock. If an athlete crosses the finishing line after another athlete has jumped the penultimate obstacle, the team is eliminated.
- 1.4. The time of the round is taken from the moment when the first athlete crosses the starting line until the last member of the team passes the finishing line.
- 1.5. The time allowed is based on the speed for the competition and the length of the course multiplied by the number of team members.
- 1.6. If, during the round, disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round (Art 232).
- 1.7. The elimination of a team member incurs the elimination of the whole team.
- 1.8. The third (EA second) disobedience by any team member or a fall by a athlete/horse eliminates the whole team.
- 1.9. The team is eliminated if, in changing over, the athlete takes off to jump an obstacle before the forefeet of the horse of his team member have reached the ground. Relay competitions are run as follows:

2. Relay Competitions are run as follows:

2.1. Normal Relays

- 2.1.1. In these competitions the first athlete jumps his round and having taken the last obstacle the next athlete starts his round and so on.
- 2.1.2. As soon as the horses' forefeet of his team member jumping the last obstacle have reached the ground, the next athlete may jump his first obstacle.
- 2.1.3. These Competitions are run under Table C.

2.2. Fault-and-Out Relays

Fault-and-Out Relays take place according to the provisions set forth for the Fault-and-Out Competition under Article 266 of the Jumping Rules JRs Art. 266 either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

- 2.2.1. Over a maximum number of obstacles
 - 2.2.1.1. The changeover, indicated by a sound of the bell, is compulsory when each athlete has completed his round or when an athlete commits a fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where disobedience has been committed.
 - 2.2.1.2. If the last team member has completed his round with no penalty or if he knocks down the last obstacle of the course, his round ends at the finishing line and the clock must be stopped at this moment.
 - 2.2.1.3. When the last athlete knocks down an obstacle of the course, other than the last one (1), the bell is rung and the athlete must then jump the next obstacle to allow his time to be recorded. When this athlete, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.
 - 2.2.1.4. In this competition bonus points are awarded: two (2) points for an obstacle jumped correctly and one (1) point for an obstacle knocked down. One (1) point is deducted for the first disobedience, two (2) points for the following disobedience committed by each of the second or the third team member depending on the number of athletes in the team. One (1) point is deducted for each commenced second exceeding the time allowed.
 - 2.2.1.5. The classification is reached according to the highest number of points obtained by the team and the fastest time.
- 2.2.2. With a fixed total time
 - 2.2.2.1. In this case, the above provisions under paragraphs 2.2.1.1, 2.2.1.3, 2.2.1.4. and 2.2.1.5. must be applied.
 - 2.2.2.2. Each team has forty five (45) (minimum) to ninety (90) (maximum) seconds multiplied by the number of team members.
 - 2.2.2.3. The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.

- 2.2.2.4. If the last athlete knocks down the last obstacle of his round, he must jump the first obstacle of the course to allow the time to be recorded.
- 2.2.2.5. If, during the round a disobedience with a knock down is committed, the six (6) seconds time correction is deducted from the fixed time.

2.3. Fault-and-Out Successive Relays

These competitions take place according to the same rules as for the Fault-and-Out Relays over a maximum number of obstacles. However, the athletes take over from each other after each fault until the course has been completed by as many times as the number of members in each team.

2.4. Fault-and-Out Optional Relays

- 2.4.1. In these Competitions the athletes may take over as they like in the competition but a change-over is compulsory, indicated by a sound of the bell, when each Athlete has completed his course or at the point where a Fault is committed.
- 2.4.2. Optional relays are run under Table C.

Article 269 – Accumulator Competition

1. This competition takes place over 6, 8 or 10 obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.
3. This competition may take place either with the first round against the clock without a jump-off; or against the clock or not against the clock with a jump-off in the case of equality of points for first place following the round.
In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.
4. If the competition takes place not against the clock with a jump-off, athletes not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the competition takes place with the first round against the clock and a jump-off, athletes not qualified for the jump-off are placed according to penalties and time obtained in the first round.
5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is

knocked down, these points must be deducted from the total points obtained so far by the Athlete. At the discretion of the Course Designer two Jokers may be included instead of one as alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of the last obstacle on the course; the second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on course. The Athlete may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the Athlete earns 150%, respectively 200%, of the points of the last obstacle on course. If the Joker is knocked down (JRs Art 217.1), 150% respectively 200%, of the points of the last obstacle of the course must be deducted from the total points obtained so far by the Athlete.

5.1. As an option, the Joker may be placed after the finish line, in which case it is not part of the main course and the following formula must be used:

5.1.1 After the Athlete has crossed the finish line his time is recorded and he has 20 seconds in which to make one attempt to jump the Joker should he so choose.

If the Joker is correctly jumped, the athlete earns double points of the last obstacle of the main course.

5.1.2 If the Joker is knocked down (Art 217.1), these double points must be deducted from the total points obtained so far by the athlete. In case of a fall of Athlete or Horse after crossing the finishing line but within the 20 seconds available to jump the Joker the Athlete will not be eliminated but will not be allowed to jump the Joker; he will keep the points he had accumulated prior to crossing the finish line.

6. DOUBLE ACCUMULATOR

6.1. This competition is similar to the Accumulator competition and the first round is run according to paragraph 2. Only those competitors who have completed the first round without faults are eligible to take part in the second round.

6.2. In the second round points are deducted from the bonus points gained in the first round in the reverse order, so that maximum points are deducted for knocking down the first obstacle and one point is deducted for knocking down the last obstacle.

The competitor with the greatest number of bonus points, and least faults, after the two rounds will be declared the winner. In the event of equality of points the fastest time in the second round will decide.

Clarification of Rules: All penalties including time penalties be deducted from the final score - as per British Showjumping Association Rules)

Article 270 – Top Score Competition

1. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.

2. The obstacles must be built so that they can be jumped in both directions. If Oxers, flagged to enable jumping in one direction only or built with breakaway cups on both sides.
3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
4. The athlete is credited with the number of points carried by each obstacle that he/she has jumps correctly. No points are awarded for an obstacle that is knocked down.
5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the athlete may jump all any of the obstacles he/she wishes in any order and in any direction. He/she may cross the starting line in either direction. (The starting line must be provided with four flags; a red and a white flag at each end of the line). During the athlete's round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he wishes.
6. The bell is rung to declare the end of the fixed time during which points may be obtained. The athlete must then cross the finishing line in one direction or the other in order for his time to be recorded; if he does not cross the finish line he is eliminated. The finishing line must be provided with four flags; there must be a red and a white flag at each end of the line.
7. If the fixed time is reached at the moment when the horse is already taking off at an obstacle, this obstacle is included in the Athlete's Score if it is jumped correctly.
8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the athlete. The same applies for knocking down an obstacle as a result of a disobedience or for displacing a lower part of an obstacle, which is positioned in the same vertical plane as the highest part. In the case of disobedience without a knock-down, the athlete may jump that obstacle or continue to another obstacle.
9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the athlete does not score the points allotted to this obstacle.
10. All disobediences are penalised by the time lost by the athlete; (*under table C three disobedience incurs elimination*) fall of Horse or Athlete is penalised by Elimination (see JRs ART 241.3.25).

11. The athlete who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has rung will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds provided that this is mentioned in the Schedule (see JRs Art 245.6). If not mentioned, the Athletes with equal points and time will share the prize.
12. **There are two options for using a Joker:**
 - 12.1. An obstacle may be provided as part of the course, duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the athlete.
 - 12.2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the athlete's round. The athlete must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker Only one attempt at the joker is allowed. Two-hundred points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the athlete.

Article 271 – Take-your-own-line Competition

1. In this competition the obstacles may be jumped only once in the order chosen by the athlete. Any athlete who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
2. Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This competition takes place without a laid down speed, under Table C.
4. If the athlete has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.
5. All disobediences are penalised by the time lost by the athlete. (*As this competition is judged under Table C, a third disobedience incurs elimination*). For the penalties relating to falls, see Art 241.3.25
6. If there is a refusal or run-out with a knock-down or displacement of the obstacle, the athlete may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury (*Judge*) gives him the

signal to start. He may then jump the obstacle of his choice. In this case 4 seconds (EA 6 seconds) for time correction (Art 232) will be added to the time of the round.

Article 272 – Knock-out Competition

1. This competition takes place by pairs of athletes against each other. The athletes must have qualified as a result of a separate competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.
2. The two athletes will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed. If one athlete enters the other athlete's course and as a result interferes with that athlete, the athlete responsible for the interference will be eliminated.
3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.
4. In this competition, each athlete may only ride one horse in the eliminating rounds, chosen from his horses, which have qualified in the preliminary qualifying round or the qualifying competition. If a athlete finds that his opponent has withdrawn from any round, the athlete remaining in the competition gets the benefit of a walkover and will start in the next round.
5. If there are athletes placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The eliminating rounds, in which two athletes take part, are run without time if judged under Table A. Each fault made of whatever nature (knock down, refusal, run out) is penalized by one point. Notwithstanding the above, in the case of a refusal with or without a knock-down the athlete will continue his round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under table A the athlete is penalized by one point. A athlete passing an obstacle without attempting to jump it will be eliminated. If the competition is run under table C, 3 seconds will be added to his time in this case. Any infringement of the provisions of Article 241 incurs elimination from the competition.
7. If the competition is run under Table C, each fault is penalised by three seconds.
8. The athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the

next round and so on until the two finalists meet to decide the winner.
Athletes defeated in the corresponding rounds are placed equal.

9. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which athlete crosses this line first.
10. If, at the end of the eliminating round, there is a dead heat between two athletes, the round must be started again.
11. If the competition is run under table C, there must be an independent time-keeping installation for each athlete.
12. The starting order in the eliminating rounds will be decided according to the table printed in FEI Annex III (16 or 8 according to the conditions of the schedule)

Article 273 – Competition over Two Rounds (*Grand Prix*)

When choosing which way to run your Grand Prix select options from each section e.g. Art. 273.2.2.2(ii) who goes into second round Art.273 3.3.4.2 (judging) Art. 273 4.4.4 (how to place), your program would show Grand Prix 273.2.2.2Art.(ii) 3.3.4.2.Art 273 4.4.4

1. This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each Athlete must participate with the same horse. Athletes, who have been eliminated or who have retired during the first round, may not take part in the second round and may not be placed.
2. All the athletes have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:
 - 2.1. either all athletes or;
 - 2.2. a limited number of athletes (at least 25%, the exact percentage to be mentioned in the Schedule) and in any case, (*for pony club all clear rounds*) return for the second round in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule) -:
 - 2.2.1. If the first round is not against the clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if this is not mentioned in the Schedule.
 - 2.2.2. If the first round is against the clock, the OC may select either of the following options (the OC must indicate in the Schedule which option will be used);

(i) at least 25%, the exact percentage to be mentioned in the Schedule, return for the second round, based on their Penalties and time in the first round; or,

(ii) at least 25%, and in any case all Athletes without penalties in the first round, return for the second round.

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

(Pony Club - Classes where the second round is in reverse order of time and penalties in the first round (least penalties and fastest is last to go)). optional to use reverse order or not for pony club. TD & Organising Committee may choose to run in original draw order).

First round	Second round		Jump-off
<u>Table A</u>	<u>Table A</u>	<u>Starting order</u>	<u>Starting Order</u>
3.1 Against the clock	Not against the clock	Reverse order of penalties and time in the 1 st round; Athletes retain their drawn order in case of equality of penalties and time	Same as 2 nd Round
3.2 Not against the clock	Not against the clock	Reverse order of penalties in the 1 st round; Athletes retain their drawn order in case of equality of penalties	Same as 2 nd round
3.3.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1 st round: Athletes retain their drawn order in case of equality of penalties and time.	No jump-off
3.3.2 Not against the clock	Against the clock	Reverse order of penalties in the 1 st Round: Athletes retain their drawn order in case of equality of penalties.	No jump-off
3.4.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1 st round: Athletes retain their drawn order in case of equality of penalties and time.	Same as 2 nd round
3. 4.2 Not against the clock	Against the clock	Reverse order of penalties in the 1 st round: Athletes retain their drawn order in case of equality of penalties	Same as 2 nd round

4. Placing

- 4.1. Athletes will be placed according to the penalties and time in the jump-off.
The remaining Athletes will be placed according to aggregate Penalties over both rounds and the time incurred in the first round.
- 4.2. Athletes will be placed according to the penalties and time in the jump-off.
The remaining Athletes will be placed according to aggregate Penalties over both rounds.
- 4.3. Athletes will be placed according to aggregate penalties over both rounds and the time incurred in the second round. Athletes not taking part in the second round will be placed according to the Penalties incurred in the first round (if the first round is not against the clock) or according to their Penalties and time in the first round (if the first round is against the clock)
- 4.4. Athletes will be placed according to the penalties and time in the jump-off.
The remaining athletes will be placed according to aggregate penalties over both rounds and the time incurred in the second round. Athletes not taking part in the second round are placed according to their penalties and time in the first round (if the first round is against the clock) or according to their Penalties in the first round (if the first round is not against the clock)

Article 274 Competition in Two Phases (Power & Speed)

1. Normal Competition in Two Phases

1. This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
2. The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
3. Athletes penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.

Athletes not penalised in the first phase continue the course, which finishes, after crossing the second finishing line.

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

First phase	Second phase	Placing
5.1. Table A Not against the clock	Table A Not against the clock	According to the penalties in the 2nd phase Athletes who do not qualify for 2nd phase are placed according to the penalties in the 1st phase.
5.2. Table A Not against the clock	Table A Against the clock	According to the penalties and time in the 2nd phase Athletes who do not qualify for the 2nd Phase are placed according to the penalties in the 1st phase.
5.3. Table A Against the clock	Table A Against the clock	According to the penalties and time in the 2nd phase Athletes who do not qualify for the 2nd phase are placed according to the penalties and time in the first phase. <i>(This allows separation of riders on equal penalties in first phase, if needed to fill placings)</i>
5.4. Table A Not against the clock	Table C	According to the total time (Table C) of the 2nd phase Athletes who do not qualify for the 2nd Phase are placed according to the penalties in the 1st phase.
5.5. Table A Against the clock	Table C	According to the total time (Table C) of the 2nd phase Athletes who do not qualify for the 2nd Phase are placed according to the penalties and time in the 1st phase.

6. Athletes stopped after the first phase may only be placed after athletes who have taken part in both phases. *(Elimination by fall in second phase eliminates from second phase only.)*
7. In the event of equality for first place, the tied athletes will be placed equal first.
8. Not applicable for Pony Club

2. Special (Super) Two Phase Competition

- 2.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
- 2.2 The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.
- 2.3 Athletes completing the first phase may continue in the second phase.
- 2.4 The second phase finishes after crossing its finishing line.
- 2.5 This Competition must be judged in accordance with the following formula:

First Phase	Second Phase	Placing
<p>5.6. Table A not against the clock</p> <p>Minimum 5 obstacles Maximum 7 obstacles in 1st phase</p>	<p>Table A</p> <p>Against the Clock</p> <p>Remaining obstacles (Total of minimum 11 & maximum 13 obstacles in both phases)</p>	<p>According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2nd phase.</p>

- 2.6 Athletes who are eliminated or retire from either the first or second phase will not be placed.
- 2.7 In the event of equality for first place, the tied Athletes will be placed equal first.
- 2.8 Not applicable for Pony Club

Article 275 – Not applicable to pony club

Article 276 – Competition with Winning

Round

- 1. Competition with two rounds and winning round
 - 1.1. In this competition the best 16 athletes of the first round qualify for the second round, in which they start in reverse order of the results (penalties and time) of the first round
 - 1.2. The best 8 athletes according to the total penalties and time of both rounds or of the second round only, participate in the winning round
 - 1.3. The course of the second round may be different from that of the first round
 - 1.4. The course of the winning round must be a shortened course over obstacles of the first and/or second round

- 1.5. The starting order in the winning round is in reverse order of total penalties and time over both rounds or of the second round only, according to the conditions of the schedule
 - 1.6. In the winning round athletes start with zero penalties
 - 1.7. All three rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round athletes are penalised with one penalty point for every 4 seconds commenced
 - 1.8. This competition may not be used for the Grand Prix or for the competition with the highest award
 - 1.9. If an athlete qualified for the winning round does not start, he will not be replaced
 - 1.10. Athletes who are eliminated or who retire in the winning round will be placed equal last in the winning round.
2. Competition with one round and winning round (winning round: athletes start with zero penalties)
 - 2.1. In this competition at least 25% and a minimum of ten athletes of the first round qualify for the winning round, in which they start in reverse order of the results (penalties and time) of the first round

The following Athletes qualify for the winning round according to the conditions of the schedule:

- (i) at least 25% or a set number of athletes, in any case a minimum of ten athletes, qualify for the winning round based on their Penalties and Time in the first round; or
- (ii) at least 25% or a set number of athletes, in any case a minimum of ten athletes, qualify for the winning round, based on their penalties and time in the first round, and in any case all athletes without penalties in the first round, qualify for the winning round.

The exact percentage or number of athletes to return for the winning round must be indicated in the schedule.

- 2.2. In the winning round all athletes start with zero penalties
- 2.3. Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round athletes are penalised with one penalty point for every four seconds commenced
- 2.4. This competition may not be used for the Grand Prix or for the competition with the highest award or as a qualifying competition for another competition
- 2.5. If an athlete qualified for the winning round does not start, he will not be replaced
- 2.6. Athletes who are eliminated or who retire in the winning round will be placed equal last in the winning round.

Article 277 - Derby

1. A Derby competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so stipulated in the schedule. (Pony Club - *The jump-off may include some natural, portable and showjump obstacles, or just showjump obstacles*).
2. It may be judged under Table A (*for Pony Club to be judged under Table A*) or Table C. If judged under table C there is no time allowed just a time limit. The time limit may be increased at the discretion of the Ground Jury if the length of the course exceeds the positions for establishing the time limit as laid down in Article 239.3.
3. Not applicable to pony club.
4. The recommended speed and height for the competition is as follows:

Height	60cm	Speed	300mpm
Height	80cm	Speed	350mpm
Height	100cm	Speed	400mpm

Article 278 – Competition over Combinations

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

Article 279 - Events and Competitions with Borrowed Horses

Generally not applicable to Pony Club.

Competitions may be organised with horses borrowed by the organizing committee. In such cases, the following conditions apply.

1. The Organising Committee will make available the necessary number of horse.
2. At least 24 hours before the start of the first competition a fair draw of the borrowed horses for each team or individual athletes has to take place. The horses for the host nation will be drawn first.
3. The draw must take place in front of the Chefs d'Equipe or a representative of each team, the athletes, the President or a Member of the Ground Jury.
4. The Organising Committee should provide a reasonable number of reserve horses to be used in case any horse is found incapacitated by the Veterinary

- Delegate or in case of apparent complete incompatibility between one of the athletes and his horse, as stated by the Ground Jury.
5. The schedule must clearly state the conditions under which the horses are borrowed and drawn and the competitions are run.

PC-80. ALTERNATIVE OBSTACLES AND JOKER

1. When in a competition, two obstacles of the course are placed side by side and the competitor has the choice of jumping either one of the obstacles:

- 1.1. if there is a refusal or run-out without a knock down or displacing of the obstacle, at his next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice.
- 1.2. if there is a refusal or run-out with a knock down or displacing of the obstacle flag, he may only restart his round when the obstacle knocked down has been replaced and when the Judge gives him the signal to start. He may then jump the obstacle of his choice.
- 1.3. red and white flags must be placed at each of the elements of this alternative obstacle.

2. The Joker is a difficult obstacle, but must not be unsporting. There must be 200 points allotted to the Joker in the Top Score competition (Rule 80.10). Twice the points for the last obstacle must be allotted to it in the Accumulator competition (Rule 79.5).

PC-81. JIGSAW (PAIRS) JUMPING COMPETITION

For pairs of horses to be tried over a course which may include not more than 14 obstacles which will be numbered for the purpose of judging.

The pair will enter the ring together and each will be required to jump seven of the fourteen obstacles, both jumping at the same time. The obstacles may be jumped only once.

The time is taken from the moment the first horse crosses the starting line until the last horse has crossed the finishing line.

The pair with the fastest time will be the winner. To be judged under Table C. In the event of one horse being eliminated the pair is considered to be eliminated.

PC-82. SCURRY JUMPING COMPETITION

This competition takes place over medium sized obstacles and is a timed competition judged under Table C. First **and second** disobediences are penalised by the time lost by the competitor. The **third** disobedience incurs elimination.

Should a competitor jump an obstacle in the wrong order he will be eliminated.

(Scurry is like an A2 but judged under Table C).

In the event of an obstacle being knocked down when refusing, the time correction will be added to the time taken to complete the course.

PC-83. GAMBLERS' STAKES

This is a timed event for which the order of jumping must be drawn.

The course consist of 12 to 14 obstacles, each carrying a number of points, points are relative to the difficulty of the obstacle.

The Points value of each obstacle is scored if the obstacle is jumped clear, no points are awarded for an obstacle knocked down.

Six obstacles are valued at 100, 90, 80, 70, 60 and 50 points, and of the remainder, two are valued at 40, two at 30, two at 20 and two at 10 points. Where the course consists of 12 obstacles only, only one obstacle valued at 20 and one at 10 will be included. If any obstacle is knocked down a competitor may not jump or attempt to jump it again.

The competitor having passed through the start will jump the obstacle designated as the first obstacle, thereafter the competitor may jump any obstacle in either direction and any order within a time limit of 60 seconds. No obstacle may be jumped more than twice.

First **and second disobediences** are penalised by the time lost by the competitor. At the **third** refusal or first fall the competitor will be eliminated.

Should a competitor attempt to jump an obstacle from one direction, he may not proceed to another one until the obstacle first attempted has been jumped (in the same direction).

A Water Jump will not be included in the course.

The bell will be rung at the conclusion of 60 seconds and the Competitor must go through the Finish from either direction. The competitor with the highest number of points will be the winner. In the event of equality of points, time will decide. If there are competitors tying for the number of points and for time for first place a jump-off may be held. If the judge decides that a jump-off must be held, it will be over the same course with no obstacles raised and with the time limit reduced to 30 seconds.

**CHAPTER 13 – VETERINARY EXAMINATIONS, HORSE INSPECTIONS,
MEDICATION CONTROL, PASSPORTS OF HORSES AND POINTS SYSTEM
Not Applicable to Pony Club**

**CHAPTER 14 - AUSTRALIAN JUMPING CHAMPIONSHIPS
Not Applicable to Pony Club**

Annexes

Annex I

Time Allowed Calculator

TIME ALLOWED IN SECONDS AT VARIOUS SPEEDS

Distance Metres	300m per minute	325m per minute	350m per minute	375m per minute	400m
250	50	47	43	40	38
260	52	48	45	42	39
270	54	50	47	44	41
280	56	52	48	45	42
290	58	54	50	47	44
300	60	56	52	48	45
310	62	58	54	50	47
320	64	60	55	52	48
330	66	61	57	53	50
340	68	63	59	55	51
350	70	65	60	56	53
360	72	67	62	58	54
370	74	69	64	60	56
380	76	71	66	61	57
390	78	72	67	63	59
400	80	74	69	64	60
410	82	76	71	66	62
420	84	78	72	68	63
430	86	80	74	69	65
440	88	82	76	71	66
450	90	84	78	72	68
460	92	85	79	74	69
470	94	87	81	76	72
480	96	89	83	77	72
490	98	91	84	79	74
500	100	93	86	80	75
510	102	95	88	82	77
520	104	96	90	84	78

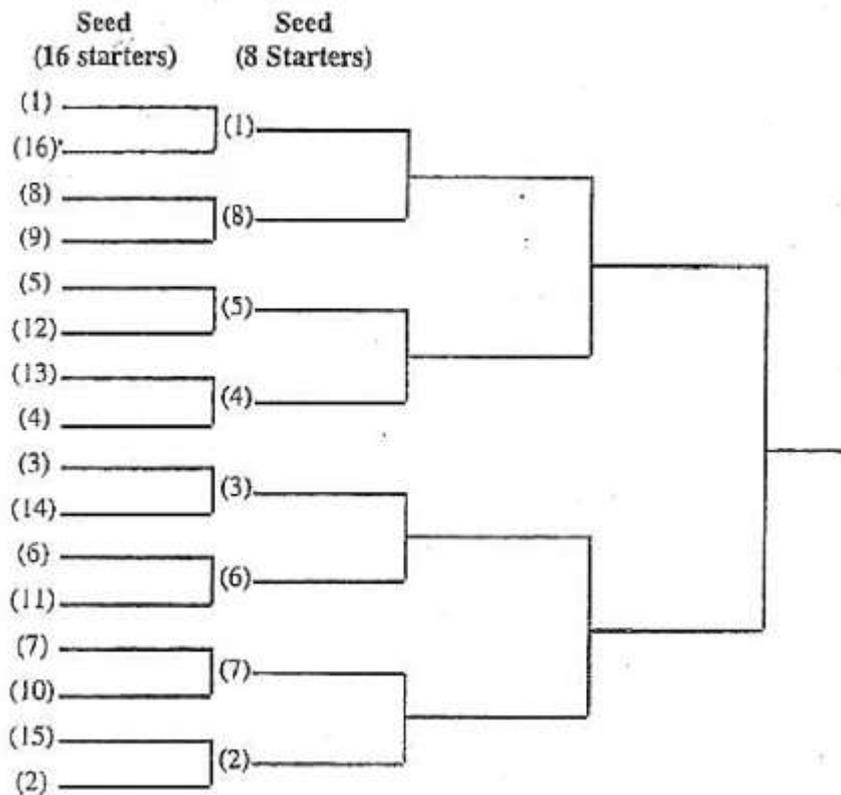
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540	108	100	93	87	81
550	110	102	95	88	83
560	112	104	96	90	84
570	114	106	98	92	86
580	116	108	100	93	87
590	118	109	102	95	89
600	120	111	103	96	90
610	122	113	105	98	92
620	124	115	107	100	93
630	126	117	108	102	95
640	128	119	110	103	96

Annex II
Annex III:
Annex IV:

Not applicable to Pony Club
Not applicable to Pony Club
Not applicable to Pony Club

"KNOCK-OUT" COMPETITION

Order of starting in the qualifying rounds (in accordance with the qualification course)



APPENDIX IV HEIGHT CONVERSION TABLE METRES TO FEET AND INCHES

HEIGHT CONVERSION TABLE - METRES TO FEET AND INCHES					
Metres	Feet/Inches	Metres	Feet/Inches	Metres	Feet/Inches
0.50	1' 7 1/2"	1.10	3' 7 1/2"	1.70	5' 7"
0.55	1' 9 1/2"	1.15	3' 9 1/2"	1.75	5' 9"
0.60	1' 11 1/2"	1.20	3' 11"	1.80	5' 11"
0.65	2' 1 1/2"	1.25	4' 1"	1.85	6' 1"
0.70	2' 3 1/2"	1.30	4' 3"	1.90	6' 3"
0.75	2' 5 1/2"	1.35	4' 5"	1.95	6' 5"
0.80	2' 7 1/2"	1.40	4' 7"	2.00	6' 6 1/2"
0.85	2' 9 1/2"	1.45	4' 9"	2.05	6' 8 1/2"
0.90	2' 11 1/2"	1.50	4' 11"	2.10	6' 10 1/2"
0.95	3' 1 1/2"	1.55	5' 1"	2.15	7' 1/2"
1.00	3' 3 1/2"	1.60	5' 3"	2.20	7' 2 1/2"
1.05	3' 5 1/2"	1.65	5' 5"	2.25	7' 4 1/2"
				2.30	7' 6 1/2"

COMBINED TRAINING - RULES FOR SHOWJUMPING PHASE

13. RULES

The Jumping Tests consists of One Round of the course judged under PCQ rules except where modified below:

Showjumping judged under Table A, **There is no jump off.** COMBINED GROUPS

The competitors will be combined according to their Dressage level but jump their own heights and same course. Once combined if the requirements of course differs for each group, riders jump as per requirements of lower group.

14. COURSE

The course should be approximately 500 metres long & is similar to an ordinary Jumping competition, but without any attempt to find a winner of this test on its own. The main objective is to prove that the horse & rider are well trained in the specialist discipline of jumping. The track should be suitable to the level of the competition.

15. OBSTACLES

The obstacles will be standard Jumping obstacles. The obstacles should have a balance of vertical & spread obstacles with approximately 8 to 12 numbered obstacles, including one double for heights up to & including 105cm. A tolerance of five (5) centimetres in height is acceptable, if dictated by the terrain or by the spacing of the cups.

16. SPEED

The test must be carried out at the following speed:

350mpm: 105cm

325mpm: 90cm

300mpm: 70cm, 12 & Under & 10 & Under, Unofficial

N.B. the time taken by each competitor must be recorded even if it is within the Time Allowed, as this may be the deciding factor in the event of a tie.

17. HEIGHTS

10 & under	50cm		
12 & under	60cm		
13 & under 26	Level 1:	A, B, C	60cm
	Level 2:	A, B, C,	80cm
	Level 3:	A, B, C	95cm
OPTIONAL	Level 4:	A, B, C	105cm

17. JUMPING PENALTIES:

Knocking down an obstacle	4 penalties
First run-out, refusal or unauthorised circle in the whole test	4 penalties
Second run-out, refusal or unauthorised circle in the whole test	8 penalties
Third run-out, refusal or unauthorised circle in the whole test	Elimination
First fall of horse or rider	Elimination
Exceeding Time Allowed	0.4 PENALTY FOR EVERY COMMENCED SECOND
Exceeding Time Limit	Elimination

HORSE TRIALS - RULES FOR SHOWJUMPING PHASE

76. RULES

The jumping test consists of one round of the course judged under the Rules of the FEI Table A, except where modified below. There is no jump-off.

The Test is *similar to* an ordinary Show Jumping Competition, *but without any attempt to find a 'winner' of this test on its own. Its main objective is to prove that, the horse and rider are well trained in the specialist discipline of showjumping.* It is also to prove that, after a test of endurance, the horses have retained the suppleness, energy and obedience necessary for them to perform.

The nature of the course, its length, the speed demanded and the dimensions of the obstacles depend not only on the degree of difficulty of the whole Competition and on the quality and state of preparation of the competitors, but also on the relative influence the Jumping Test is required to exert on the whole Event (see Horse Trials Rule 16).

77. SHOWJUMPING COURSE

Within the limits shown in Annex 1, Course Designers are free to plan a track suitable to the quality and standard of preparation of the competitors.

In exceptional circumstances it is permissible, with the approval of the Technical Delegate to add up to 10% of the maximum permitted distance.

Red and white boundary flags mark the start and finish but need not be used to mark the extremities of the obstacles, provided these are clearly defined.

The plan of the course, which must be posted not less than one hour before the jumping commences, must show:-

- position of starting and finishing lines
- relative position of obstacles
- type of obstacles (oxer, vertical, triple bar) and numbers
- the track to be followed marked by a series of arrows showing
- direction in which each obstacle must be jumped
- length of the course
- speed
- the time allowed and time limit
- alternative obstacles
- any decision made by the Technical Delegate with regard to the course.

Before commencement of each Class a break of 10 minutes minimum should be allowed for competitors to walk the course.

Starting and Finishing Lines

The starting and finishing lines may not be more than 15m nor less than 6m from the first entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).

Time of the Round

The time of the round is the time taken by a competitor to complete the round, plus time corrections. After the bell has been rung to signal permission to start, the competitor should cross the starting line within a 45 seconds countdown, after which his time will start. The competitor must not start before the signal has been given. It extends to the moment that the mounted competitor crosses the finishing line having jumped the last obstacle. Both these lines must be crossed in the direction indicated on the plan.

78. OBSTACLES

Refer to Annex 1.

79. SPEED

The test must be carried out at the following speeds:

1 Star classes - 350 mpm

Pre-Novice, Preliminary classes – 325

mpm Pre-Introductory – 300mpm

Introductory, 12 years & under - 300 mpm

80. PENALTIES

1. Faults on Course

Knocking down an obstacle, touching boundary mark
of water, or foot in water.....

4penalties First disobedience in wh
Elimination

.....

Exceeding Time Allowed 0.4 Penalty for Every Commenced Second

First fall of horse and/or rider..... Elimination

2. Time Faults

The length of the course and the speed demanded determine the time allowed.

Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalised by 0.4 penalty for each commenced second or part thereof in excess of the time allowed up to the time limit which is twice the time allowed.

Exceeding the time limit involves elimination.

After the bell is rung signaling the start of the round the competitor will have 45 seconds to pass through the start pegs and commence the round.

The clock will be started for the time of the round after the 45 seconds countdown has elapsed.

Time Corrections

The following time corrections should be added when a disobedience results in an obstacle being knocked down, and time-off is required:

4 seconds will be added to the time of the round.

The clock is stopped until the obstacle has been rebuilt. (EA has different penalties)

3. Additional Reasons for Elimination

- a) Elimination **must** be applied by the Showjumping judge in the following cases:
1. Jumping or attempting to jump an obstacle in the arena before the start of the Test.
 2. Starting before the signal is given and jumping the first obstacle of the course.
 3. A horse resisting for 45 consecutive seconds during the test. (Resistance includes: taking more than 45 seconds to jump a single obstacle or the first part of a combination and resistance continuously for 45 seconds during the test).
 4. Omitting to cross the starting and/or finishing lines between the flags or omitting the compulsory turning points.
 5. Failure to re-attempt an obstacle after a run-out or refusal;
 6. Jumping or attempting to jump an obstacle that does not form part of the course during the Test.
 7. Omitting to jump an obstacle of the course.
 8. Jumping an obstacle in the wrong order.
 9. Jumping an obstacle in the wrong direction.
 10. Jumping or attempting to jump an obstacle after an interruption without waiting for the bell.
 11. Not jumping all the fences of a combination again after a disobedience
 12. Not crossing the finishing line mounted before leaving the arena.
 13. A loose horse leaving the arena before the end of the Test, including before starting.
 14. Accepting, while mounted, any object whatsoever during the Test, except headgear and/or spectacles.
 15. exceeding the time limit;
 16. second runout or refusal
 17. Error of course not rectified.
 18. Competing with improper saddlery, or with a whip exceeding 75 cm.
 19. First fall of horse/rider
- b) Elimination is left to the discretion of the Showjumping judge in the following cases:
1. Not entering the arena when the competitor's number is called.
 2. Not entering the arena mounted or leaving the arena unmounted.
 3. All unauthorised assistance.
 4. Not stopping when the bell is rung during the test.

ANNEX A: Cross-country and Jumping Specifications for Low Level Eventing

Low Level Events	Ev45 cms (Newcomers)	Ev60 cms (Pre-Introductory)	Ev80 cms (Introductory, 12 & U Intro)
CROSS COUNTRY OBSTACLES			
Heights			
-Fixed	0.45 m	0.60 m	0.80 m
-Brush	0.60 m	0.75 m	1.00 m
Spreads			
-Highest Point	0.60 m	0.80 m	0.80 m
-Base	0.80 m	1.20 m	1.20 m
-Without Height	1.00 m	1.20 m	1.40 m
Drops			
-Maximum	0.60 m	0.80 m	1 at 1.00 m
Height of obstacle/bank into water			
- With drop	not allowed	not allowed	not allowed
- Without drop (Beach entry)	allowed	allowed	allowed
- (Beach exit only)	allowed	allowed	
Water			
- Maximum Depth	0.35m	0.35m	0.35 m
- Minimum width of crossing	6.00 m	6.00 m	6.00 m
Height of roof/solid barrier above ground	3.50 m	3.50 m	3.50 m
CROSS COUNTRY COURSE			
Speed	325 mpm	350 mpm	400 mpm
Distance	1950 m	1050-2015 m	1500-2500 m
Number of efforts	10 - 25	15 - 25	15 -25
JUMPING TABLE			
Length -Recommended	300- 450 m	300- 450 m	450-550 m
Speed	300 mpm	300 mpm	300 mpm
No. of Obstacles/Maximum Efforts	9/10	9/10	9/10
Maximum Height	0.45 m	0.60 m	0.80 m
Spreads			
Oxer spread	0.50 m	0.75 m	0.90 m
Triple Bar spread	0.80 m	1.00 m	1.20 m
Open Water	Not allowed	Not allowed	Not allowed
Combinations	1 x Double	1 x Double	1 x Double

Annex 1 – Horse Trials Specifications for ODE – as at January 2020
Cross Country Obstacles Maximum Dimensions

Obstacles	Preliminary	Pre-Novice	One Star	Two Star
Heights				
- Fixed	0.95m	1.05m	1.05m	1.10m
- Brush	1.15m	1.25m	1.25m	1.30m
Spreads				
- Top	1.00m	1.20m	1.20m	1.40m
- Base	1.50m	1.80m	1.80m	2.10m
- Without height	2.00m	2.40m	2.40m	2.80m
Drops – maximum	1.20m	1.40m	1.40m	1.60m
WATER:				
Height of obstacle into water				
- with drop or without drop	0.30m	0.80m	0.80m	1.10m
- depth entry to exit	0.35m	0.35m	0.35m	0.35m
- minimum width of crossing	6.00m	6.00m	6.00m	6.00m
Height of roof or fixed/solid barrier Above ground	3.50m	3.50m	3.50m	3.50m
Cross Country Course:				
Speed	450 mpm	500 mpm	520 mpm	520mpm
Time: Min. & Max.	4'26"-6'40"	4'00"-6'00"	4'00"-6'00"	5'00"-6'00"
Distance	2000-3000m	2000-3000m	2000-3000m	2600-3120m
Number of Efforts	15 – 25	20 – 25	20-25	25-30
Showjumping Course:				
Jumping Table	Preliminary	Pre-Novice	One Star	Two Star
Distance- Recommended	450-550m	550-600m	550-600m	550-600m
Speed **if arena is less than 2300 square m, max. speed for any level shall be 325mpm	325mpm	325mpm	350mpm**	350mpm
Height	0.95m	1.05m	1.05m	1.15m
Oxer spread	1.00m	1.20m	1.20m`	1.35m
Triple Bar spread	1.40m	1.50m	1.50m	1.55m
No.Obstacles/Max Efforts	9/10	9/10	9/10	10-11/13
Combinations	1 x Double	1 x Double	1 x Double	2 x Doubles or 1 x Double & 1 x Treble