

# HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.

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# SHOWJUMPING RULES

Effective: 1st January 1993

Includes all rule amendments up to and including those which came into  
effect on 1<sup>st</sup> July 2023

**1<sup>st</sup> July changes shown in red**



# HRC AV

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HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.

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## Section 6 Showjumping Rules

### TABLES OF HEIGHTS, WIDTHS AND SPEEDS

#### SHOWJUMPING

Description	Level Adv	Level One	Level Two	Level Three	Level Four	Level Five
Maximum Height cm	110*	105	95	80	65	50
Maximum Width	120	110	100	80	65	50
Speed in meters per minute (small arena - less than 2400m <sup>2</sup> )	300	300	275	275	275	250
Speed in meters per minute (Large arena)	325	325	300	300	275	250
Distance from start to 1st fence & last fence to finish m (min-max mtrs all levels)	6-15 all levels					

\*Note: Advanced level: maximum height for jump off of 2<sup>nd</sup> and subsequent classes: 115cm

These speeds may be lowered to allow for ground and/or weather conditions.

The maximum dimensions for the first three fences of the **first round of the day** shall be 5cm lower than the maximum laid down for each level as follows:

Level	Maximum Starting Height (cm)	Maximum Starting Width (cm)
Adv	105	115
1	100	105
2	90	95
3	75	75
4	60	60
5	45	45

Any jump off for these classes may be at usual maximum dimensions for the level (ie: 5cm greater than the values above).

## **PREAMBLE**

The following Rules have been adopted by the Horse Riding Clubs Association of Victoria (HRC AV) and must be followed by all bodies running Official Showjumping Events.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, it is the duty of the Ground Jury or the Organising Committee to make a decision in a sporting spirit whilst adhering as closely as possible to the intention of these Rules, so providing fair conditions for all Competitors.

The Rules have been drawn up in the broadest possible spirit to allow Organising Committees the fullest freedom in the management of their Events and in the preparation of their Programs. The Rules are established so that Competitors may compete against each other under fair and equal conditions.

These Rules are only complete when read in conjunction with all Rules and Regulations of the HRC AV.

### **1. GENERAL**

**1.1.** A Showjumping Competition is one in which the combination of horse and Rider is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill and its obedience in Showjumping and the Rider's horsemanship.

**1.2.** If a Competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time limit, etc. he/she incurs penalties. The winner of the Competition is the Competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of Competition.

### **2. SALUTE**

**2.1.** All riders must report to the judge immediately upon entering the arena and salute, unless the Ground Jury gives other instructions.

**2.2.** The Judge shall acknowledge all salutes.

**2.3.** The Judge may refuse to start a competitor who has not saluted.

**2.4.** For special reasons, the Ground Jury can decide reporting to the judge or the salute is not necessary.

**2.5.** Raising the whip or lowering the head will be considered a salute.

### **3. SADDLERY**

**3.1.** Any type of saddle may be used except side-saddle, however the stirrup leathers must hang free from the bar of the saddle and outside of the flap. If a single buckle girth is used, a surcingle must be fitted. There must be no other restrictions or attachments of any kind. Failure to comply will entail elimination.

**3.2.** Blinkers are forbidden.

**3.3.** Only unrestricted running martingales are allowed.

**3.4.** Any type of bridle may be used. Reins must be attached to the bit(s) or directly to the bridle. Gags and hackamores are permitted.

**3.5.** Competitors are forbidden to use a whip more than 75cms long or one which is weighted at the end, in the arena or anywhere on or in the immediate vicinity of the grounds. No substitute for a whip may be carried. Failure to comply with this Rule will incur elimination. When measuring a whip, the length of the flap/tassel is to be included.

**3.6.** ~~Medical armbands must be worn on the rider's upper arm.~~ See Event Rule 19.3

**3.7.** Any form of protective skin covering on the horse such as plaster/tape/belly band covering or towel, whether the skin is broken or not, is strictly forbidden at an event where the horse is under saddle during training, warm-up and competition and will entail elimination.

**3.8.** There are no restrictions on bits however, the Ground Jury has the right to forbid the use of a bit that may cause injury to a horse.

**3.9.** Spurs are not allowed for Level 5 riders. Spurs must be metal and the shank must point directly back or down from the centre. Arms must be smooth. If rowels are used they must be free to rotate and must not be sharpened.

**3.10.** An approved equestrian helmet with a fixed harness must be worn at all times whilst mounted. The penalty for failure to comply is elimination from the event.

**3.11.** Protective boots may be worn and the type of boot is optional. Bandages are not permitted.

**3.12.** Any other gadgets such as bearing, running, balancing or side reins are not permitted.

**3.13.** Ear bonnets are permitted and may also provide noise reduction. However, ear bonnets must not cover the horse's eyes and ear plugs are not permitted. Spot checks for ear plugs may be conducted by a gear steward, Technical Delegate, Judge or Ground Jury following completion of round.

Racehoods made from stretch fabric are permitted, with or without ear coverings, but without any eye coverings or cups. The hood must not be long enough to interfere with a noseband or bit.



## **4. ARENAS**

**4.1.** The Competition arena must be enclosed. While a horse is in the arena during a Competition, all entrances and exits must be closed. For outdoor arenas used for Level 2 and above, the minimum size shall be 2700 sq m. For rectangular arenas, the short side must be a minimum of 45m (ie: 45 x 60m min) . An oval of equivalent arena is also permitted, eg: approximately 60m across the widest part. Where possible, Level 3 classes should also use arenas of these dimension. For indoor arenas used for Level 2 and above the minimum size shall be 2500 sq metres, with a minimum short side of 35m (ie: 72 x 35m)

**4.1.2.** At the discretion of the Jumping Sub Committee, permission to use outdoor arenas slightly smaller than stipulated in 4.1 for use of L2+ may be granted. Requests must be submitted in writing to HRC AV office at least 2 months prior to the proposed event date listing the following information:

- Proposed venue location
- Arena Dimensions
- Proposed course builder
- Proposed classes

The JSC may require inspection of the relevant arena before making a decision and permission will only be granted if the proposed course builder has demonstrated experience in successfully designing courses for small arenas.

**4.2.** Unless permission is given by the Judge or Ground Jury, it is forbidden, under penalty of disqualification, for Competitors to enter the arena on foot once the Competition has started.

**4.2.1** Competitors may not re-enter the arena on foot before any jump off(s), however in Competitions over two rounds with different courses, Competitors may inspect the course before the second round.

**4.3.** Competitors are forbidden to exercise their horses in the arena, except as provided in Showjumping Rule 5.13, under penalty of elimination. Competitors are forbidden to jump or attempt to jump an obstacle in the arena before starting, except as provided for in Rule 5.14, under penalty of elimination from the Competition in which the Competitor was going to take part.

**4.4.** The Competitor must enter the arena when his number is called. Failure to do so may incur elimination at the discretion of the Judge or Ground Jury.

**4.5.** Competitors must enter and leave the arena mounted except with the permission of the Judge or Ground Jury or in case of an accident during the round.



Failure to do so will incur elimination. In the event of a fall of horse and/or rider, the Competitor is eliminated and must leave the arena unmounted.

**4.6.** A Competitor or horse leaving the arena before the completion of his round, including prior to starting, without the permission of the Judge or Ground Jury will be eliminated

## **5. EXERCISE AREAS AND PRACTICE FENCES**

**5.1.** The Organising Committee must provide at least one exercise area sufficiently large to provide good training conditions. The ground should be in good condition. The area should be a minimum of 30m by 20m.

**5.2.** The exercise area must only be used by Competitors preparing for immediate competition.

**5.3.** The exercise area should always be supervised when in use to ensure that the Rules are observed.

**5.4.** If crossed poles are used a gap of approximately 3cm must be left between the poles at the point of crossing to allow each pole to fall independently. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles, which must be at least 20cm higher than the height of the place where the poles cross each other.

**5.5.** The Organising Committee may provide material to simulate a water ditch (ie canvas).

**5.6.** There should be a minimum of one vertical and one spread fence. When there are many Competitors and sufficient space, additional fences should be provided. A separate schooling area without fences may be provided. When there is more than one competition area operating, separate practice fences must be provided for each arena.

**5.7.** All fences must be constructed in the usual manner. No part of the fence may be held by any person. The top rails of a fence (excepting crossed poles when only one end of the poles are in one cup each) must always be in cups at both ends.

**5.8.** All fences must be provided with red and white flags and may only be jumping in the direction for which they are flagged.

**5.9.** The dimensions of the practice fences must not exceed the maximum dimensions for the Level of Competition.

**5.10.** Combination fences are permitted if space is sufficient and they are built with correct distances.

**5.11.** Competitors may train their horses in gymnastic exercises using trotting poles on the ground and spacing poles, but obstacles used for this purpose may not exceed half the maximum height of the Competition. Competitors using such obstacles must not offend the Rules against rapping.

**5.12.** Gymnastic Poles: if there is sufficient space only single trotting poles may be used and placed not closer than 2.5m to a straight up fence not exceeding the

height for the level of Competition. A trotting pole not closer than 2.5m on the landing side may be used.

**5.13.** The Organising Committee of an indoor Event where facilities for exercising are severely limited, may give special permission for the arena to be used for exercising at specified times.

**5.14.** If the warm up area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. The practice obstacle should not exceed the dimensions for the Level of the Competition. It should be flagged but not numbered. The dimensions may not be altered during the course of the Level of the Competition. Only two attempts at the practice jump are allowed. Jumping or attempting to jump it more than twice may result in elimination. Jumping the practice jump in the wrong direction may incur elimination.

**5.14.1.** The Competitor is allowed 60 seconds maximum to make these attempts, counted from the time when the Judge or Ground Jury rings the bell.

**5.14.2.** A knock down, refusal or run out count as attempts. If there is a refusal at the first attempt with a knock down or displacing of the obstacle or flag, this obstacle and/or flag are to be reset and the Competitor is allowed to make a second and final attempt. (The clock is stopped while rebuilding of the practice jump or replacement of flag/s is undertaken.)

**5.14.3.** The Judge or Ground Jury must give the signal to start the round after the Competitor has made his attempt(s) at the practice jumps or after 60 seconds.

## **6. BELL**

**6.1.** The bell is used to communicate with the Competitors. The responsibility for its use rests with the Judge or Ground Jury.

**6.2.** The bell MAY be used:

**6.2.1.** to give permission to the Competitors to enter the arena when the course is ready to be walked.

**6.3.** The bell IS used:

**6.3.1.** to give the signal to start. After the bell has been rung, a 45 second countdown commences for the Competitor to commence their round.

**6.3.2.** to stop a Competitor for any reason or following an unforeseen incident.

**6.3.3.** to signal to him to continue his round after an interruption.

**6.3.4.** to indicate to him that an obstacle and/or flag knocked down or displaced following a disobedience has been replaced.

**6.3.5.** to indicate by prolonged and repeated ringing that the Competitor has been eliminated.

**6.4.** If the Competitor does not obey the signal to stop, he may be eliminated at the discretion of the Judge or Ground Jury except where specifically provided under Rule 34.2.

**6.5.** If, after an interruption, the Competitor starts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated.

**6.6.** It is the responsibility of the Competitor to remain near the obstacle when it is being rebuilt.

**6.7.** Should the Competitor not keep himself in the neighbourhood of the obstacle being rebuilt, the Judge/Ground Jury will not wait until he is in a good position and the bell will be rung when the obstacle is rebuilt.

## **COURSES**

### **7. COURSE AND MEASURING**

**7.1.** The course is the track which the Competitor must follow when competing from passing the starting flags up to the finishing flags. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.

**7.2.** Once the Competition has started, only the Judge or Ground Jury may decide that a gross error has been committed in the calculation of the time allowed for the course. An amended time may be set at the latest after the first three Competitors have completed the course without a disobedience or any other interruption and who started their course prior to the 45 seconds countdown elapsing, but not after the fourth Competitor has done so. The score of the Competitors concerned will then be adjusted accordingly. If the time allowed is increased, the score of the Competitors 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 Competitor having previously completed his round receives time penalties due to the alteration of the time allowed. If the condition of the ground becomes bad, the Judge/Ground Jury may alter the speed before the start of the first Competitor of the Competition.

**7.3.** The total length of the course in metres may never exceed the number of obstacles in the Competition multiplied by 60.

**7.4.** The starting line may not be more than 15m nor less than 6m from the first obstacle. The finishing line may not be less than 6m nor more than 15m from the last obstacle. In indoor arenas the finishing line may not be less than 10m from the 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.

**7.5.** It is desirable to place beside the starting and finishing flags markers with the letters S = Start and F = Finish.

**7.6.** The Tracks for different classes held in the same ring for the same level at an Event must differ by at least 50%. This can be achieved by reversing the direction in which fences are jumped.

### **8. COURSE PLAN**

**8.1.** A plan showing accurately all the details of the course should be posted as close as possible to the entrance of the arena at least half an hour before the beginning of each Competition. An identical copy must be given to the Ground Jury or Judge.

**8.2.** The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special Competitions. The numbers should be placed on the right hand side of the obstacle. Obstacles must only carry numbers of the current class.

**8.3.** Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury, Judge and Competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc.).

**8.4.** The plan must indicate the following:

- 8.4.1.** the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty.
- 8.4.2.** the relative position of obstacles, their type and numbering.
- 8.4.3.** any compulsory turning points marked by a white flag on the left side and a red flag on the right.
- 8.4.4.** the length of the course as measured.
- 8.4.5.** the track to be followed by Competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the Competitor is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan.
- 8.4.6.** the table of penalties to be used.
- 8.4.7.** the time allowed and time limit, if any; or the fixed time in certain special Competitions.
- 8.4.8.** the obstacles, the length, the time allowed and the time limit for the jump-offs if applicable.
- 8.4.9.** the combinations considered as completely closed or as partially closed.
- 8.4.10.** ~~under Table C the penalties in seconds for each jumping fault.~~
- 8.4.11.** all decisions and/or modifications made by the Ground Jury or Judge in regard to this course.

## **9. ALTERATIONS TO THE COURSE**

**9.1.** Should circumstances make it necessary to alter the plan of the course after it has been displayed, this may only be done with the agreement of the Ground Jury. In this case each individual Competitor must be advised of the alterations.

**9.2.** Once the Competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the Competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Competition over two rounds, Rule 51.5 applies.

**9.3.** Notwithstanding Rule 9.2, an obstacle may be resited during a round, or between rounds of a competition, if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles which cannot be resited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round the scores of all previous Competitors penalised during this round at that obstacles must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will, however, stand.

**9.4.** If necessary, a new time allowed and time limit shall be fixed for the course as altered under Rule 9.3.

## **10. FLAGS**

**10.1.** Completely red flags and completely white flags must be used to mark the following details of the course. The red flags must always pass on the right hand side of the Competitor and the white flags on his left hand side.

**10.1.1.** the start (it is also advisable to place an S marker).

**10.1.2.** flags must be used to mark the direction in which to jump the obstacles provided in the warm up areas or the practice jump in the arena.

**10.1.3.** compulsory turning points.

**10.1.4.** the finishing line (it is also advisable to place an F marker).

**10.2.** At the starting and finishing lines and at the compulsory turning points, the Competitor must pass between the red flag(s) (red on his right) and the white flag(s) (white on his left).

**10.3.** A Competitor, once the bell is rung, who goes through the start flags and jumps the first jump, may go through the start flags again without incurring any penalty. If a Competitor passes through the finish flags in either direction prior to jumping the last fence, no penalty is incurred.

**10.4.** If a Competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does this, he will be penalised as for a corrected deviation (penalised as a disobedience) from the course. If he does not correct this mistake, he will be eliminated

**10.5.** If one of the flags marking a compulsory turning point or the finishing line is knocked down or displaced as a result of a run-out or of a resistance without passing these lines, the clock must be stopped while the flag is replaced. A time correction of 6 seconds must be applied. Apart from the above, knocking down a flag anywhere in the arena does not incur a penalty.

**10.6.** In a jump-off, the starting and finishing flags must be placed at the required distance from the first and last obstacle. The same applies to the letters S (Start) and F (Finish) if they are used for the initial course.

**10.7.** In certain special Competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be marked with four flags; a red flag and a white flag at each end of these lines.

## **OBSTACLES**

### **11. GENERAL**

**11.1.** The obstacles must be inviting in their overall shape and appearance. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall. Obstacles must not be unsporting or cause an unpleasant surprise.

**11.1.1.** All elements of an obstacle must be constructed from solid material which will not move in windy conditions

**11.1.2.** Materials used to construct obstacles must avoid creating an optical illusion, eg: due to insufficient colour contrast with surroundings or misleading patterns on infills.

**11.2.** Poles and other elements of the obstacles are held up by supports (cups). The diameter of the supports must be slightly greater than that of the pole and no more than a third of the circumference, without gripping it. The pole must be able to roll on its support and should weigh between 10 and 15kg. For planks, dazzle boards, barriers, gates etc. the support cups must be flat. Inverted cups must not be used except where the obverse side is flat and designed for the purpose. For obstacles having one or more back rails, that form a spread fence, for level 2 and higher, FEI approved breakaway cups must be used on any rail not supported at both ends by the front pair of wings. This must be observed for practice fences where applicable.

**11.3.** The limits on the height and spread of obstacles for each Level laid down in these Rules must be observed with the greatest care. In no circumstances will marginally exceeding the maximum dimensions be acceptable, regardless of limitations caused by material used for construction and/or position of the obstacle on the ground.

**11.4.** Both maximum height and width at the same obstacle must not be used on the first two obstacles.



## **12. STRAIGHT OBSTACLE**

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

**12.2.** Walls may have a vertical or an inclined face. A wall with an inclined face may not be called a straight obstacle. Any wall obstacle must have a topmost element which can be dislodged, ie: a pole or capping. Any element with a 'lip' which limits the ability for the top element to fall is not permitted.

## **13. SPREAD OBSTACLE**

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

**13.2.** Cross Bars and Fan jumps where the height or width may differ in the centre of the obstacle should be measured off centre at two-thirds the length of the pole towards the higher end.

**13.3.** The back element of a spread fence must only consist of one (1) pole.

## **14. WATER JUMP**

**14.1.** For a spread obstacle to be called a water jump, it must have no obstacle in front, in the middle nor behind the water.

**14.2.** Only a pole on the ground or a take-off element fixed to the ground (brush, small wall) may be erected on the take-off side. The take-off element must be not more than 450mm in height. If a single pole is used, it must be a standard obstacle pole laid on and fixed to the ground.

**14.3.** The landing side of the water jump should be defined by a wooden lath or by any other adequate, white coloured arrangement such that the Judge at this obstacle may clearly determine whether the horse has marked it. The wooden lath must be placed at the edge of the water and properly fixed to the ground.

**14.4.** If the bottom of the water jump is made of concrete or hard material, it must be covered with a softer material such as rubber or coconut matting.

**14.5.** A lathe or other arrangement may not be used to define the limits of an obstacle when water is used at the base of an obstacle built over it. Such an obstacle is not considered to be a water jump.

**14.6.** It is a fault at the water jump:

**14.6.1.** when a horse puts one or more feet on the lath defining the limit of the water jump. It is only a fault when the foot or the shoe touches the lath; impression of the fetlock joint does not constitute a fault;

**14.6.2.** when a horse puts one or more feet in the water;

**14.6.3.** jumping the water between the two red flags or between the two white flags must be considered as a run-out and the water must be jumped again.

**14.7.** Striking, knocking down, or displacing the brush or take-off element on the take-off side is not a fault.

**14.8.** If one of the four flags is knocked down or displaced it is for the water jump Judge is 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 6 seconds will be added to the Competitor's time.

**14.9.** The decision of the water jump Judge is final. For this reason he must be a member of the Ground Jury:

## **15. COMBINATION OBSTACLES**

**15.1.** Double or treble combinations mean a group of two or three obstacles, with a minimum distance of one stride and a maximum distance of two strides and requiring two or three successive efforts. Treble combinations must not be used for levels 4 & 5.

**15.2.** 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.

**15.3.** In combinations, each element of the obstacle must be jumped separately and consecutively. Failure to do so incurs elimination. Faults committed at any obstacle of a combination are penalised separately.

**15.4.** When there is a refusal or run-out, the Competitor must retake all the elements unless it is a closed combination or partially closed combination. Failure to do so incurs elimination.

**15.5.** Penalties for faults made at each element and during different attempts, are counted separately and added together.

**15.6.** Combinations can be subdivided as follows:

- 15.6.1.** open combinations
- 15.6.2.** closed combinations
- 15.6.3.** partially open and partially closed combinations

**15.7.** In Level 5 Competitions only one combination of TWO obstacles within the course is allowed. The distance between the two obstacles must be two strides or the equivalent adjustment due to ground conditions, slope of terrain, etc.

**15.8.** Triple bars must not be used in combinations or in a related line of fences.

## **16. BANKS, MOUNDS, AND RAMPS**

**16.1.** With the exception of Rule 16.2 banks, mounds, ramps and sunken roads, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles.

**16.2.** A bank or mound without an obstacle or only with one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.

## **17. CLOSED COMBINATION, PARTIALLY CLOSED & PARTIALLY OPEN COMBINATIONS**

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

**17.2.** 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 or Judge.

**17.3.** If, once inside the enclosure, the Competitor leaves it by one of the wrong sides, he is considered to have jumped an obstacle which is not part of the course and is eliminated.

**17.4.** If, once inside the enclosure he refuses, the Competitor must jump out in the direction of the course. If he cannot do so within 60 seconds or after a number of attempts, making in all three disobediences during the round, he is eliminated.

**17.5.** If a Competitor himself displaces or causes to be displaced or in any way modifies any of the parts comprising the closed combination without trying to jump out, he is eliminated.

**17.6.** The Judge and Ground Jury 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. 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.

**17.7.** A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal or run-out, the following procedure applies:

**17.7.1.** if the disobedience occurred in the closed part, the Competitor must proceed as in Rule 15.4.

**17.7.2.** if the disobedience occurred in the open part, the Competitor must take the whole obstacle again. Failure to do so incurs elimination.

**17.8.** In the event of a disobedience with a knock down and/or displacing of the obstacle and/or flag at the first element or in the closed element, a time correction of 6 seconds must apply. If it occurs at the second or third of the open elements of a combination, a time correction of 8 or 10 seconds will be applied.

## **PENALTIES**

### **18. PENALTIES DURING A ROUND**

**18.1.** Penalties are incurred for:

**18.1.1.** Knocking down an obstacle and a foot in the water or on the lath defining the water jump.

**18.1.2.** A disobedience.

**18.1.3.** A deviation from the course.

**18.1.4.** A fall of a horse and/or rider.

**18.1.5.** Unauthorised assistance.

**18.1.6.** Exceeding the time allowed and time limit.

### **19. KNOCKING DOWN**

**19.1.** An obstacle is considered to have been knocked down when, through a mistake of the horse or rider:

**19.1.1.** the whole or any part of it falls, even if the part which falls is arrested in its fall by any element of the obstacle. Refer Showjumping Rule 20.

**19.1.2.** at least one of its ends no longer rests on any part of its support.

**19.2.** 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 or Judge should decide in favour of the Competitor. The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only. In the event of the displacement of any part of an obstacle, or its flags, as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. This does not count as a knock down and is only penalised as a disobedience and by time correction.

**19.3.** If any obstacle of the course, which has been struck by the horse or by the Competitor when jumping it, reaches the ground after the finishing line has been crossed, the Competitor is not penalised. But if this obstacle (single or combination) is the last on the course and if it starts to fall before the Competitor has crossed the finishing line, it counts as a fault, even if the obstacle reaches the ground after the finishing line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the Competitor has left the arena.

**19.4.** If any element of an obstacle which has been knocked down is likely to impede a Competitor in jumping another obstacle, the bell must be rung and the clock stopped while this element is picked up and the way is cleared.

**19.5.** If a Competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalised in accordance with the table for the Competition.

## **20. PENALTIES AT STRAIGHT AND SPREAD OBSTACLES**

**20.1.** When a straight obstacle or part of an obstacle comprises two or several elements placed one above the other and positioned in the same vertical plane, only the fall of the top element is penalised.

**20.2.** When a spread obstacle which requires only one effort comprises elements which are not positioned in the same vertical plane, the fall of one or several top elements only counts as one fault whatever the number and position of the elements which have fallen. Trees, hedges etc. used as filling are not liable for penalties.

## **21. DISOBEDIENCES**

**21.1.** The following are considered as disobediences and are penalised as such:

- 21.1.1.** a corrected deviation from the course.
- 21.1.2.** a refusal.
- 21.1.3.** a run-out.
- 21.1.4.** a resistance.
- 21.1.5.** a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason (except as set out in Rule 21.2.1). This is often referred to as crossing your tracks.

**21.2.** The following are not considered to be disobediences:

- 21.2.1.** circling around the last obstacle jumped before jumping the next obstacle, unless there is a fixed line between obstacles on the course plan.
- 21.2.2.** circling for up to 60 seconds after a run-out or a refusal without a knock down of an obstacle or a flag to get into position to jump an obstacle.
- 21.2.3.** coming to an obstacle, the finishing line or a compulsory turning point at an angle or while zigzagging or turning sharply to take it without going past it.

## **22. DEVIATION FROM THE COURSE**

**22.1.** It is a deviation from the course when the Competitor:

- 22.1.1.** does not follow the course as set out on the published plan.
- 22.1.2.** does not cross the starting line or the finishing line between the flags.
- 22.1.3.** omits a compulsory turning point.
- 22.1.4.** does not jump the obstacles in the order or in the direction indicated, except in certain special Competitions.
- 22.1.5.** jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle.

## **23. CORRECTED DEVIATION FROM THE COURSE**

**23.1.** To correct a deviation from the course, the Competitor must resume the course at the point where the deviation took place.

**23.2.** The following are considered as corrected deviations from the course and are penalised as for a disobedience:

**23.2.1.** a horse or part of a horse going past an obstacle to be jumped or a compulsory turning point or the finishing line and afterwards taking it in the correct direction.

**23.2.2.** crossing the finishing line or taking a compulsory turning point from the wrong side and afterwards taking it in the correct direction.

**23.3.** The following is not considered as a deviation from the course and incurs no penalties:

**23.3.1.** crossing the starting line in the wrong direction if, before jumping the first obstacle, this line is recrossed in the right direction. The clock is only started on the second occasion of crossing.

## **24. REFUSAL**

**24.1.** 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.

**24.2.** Stopping in front of an obstacle without knocking it down and without backing followed immediately by a standing jump is not penalised.

**24.3.** If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.

**24.4.** If a Competitor, who has knocked down the obstacle in stopping, jumps or attempts to jump it after the bell has been rung and before it has been rebuilt, he is eliminated.

**24.5.** If a horse slides through an obstacle, the Judge must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the Competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Judge decides that it is not a refusal, the bell is not rung and the Competitor must continue his round. He is then penalised as for an obstacle knocked down.

**24.6.** If the bell has been rung and the Competitor jumps other parts of the combination in his stride, it does not entail elimination or any further penalty should he knock down this part of the combination.

**24.7.** Deleted Jan 2015

## **25. RUN-OUT**

**25.1.** It is a run-out when the horse escapes the control of its Rider and avoids an obstacle which it has to jump.

**25.2.** It is considered to be a run-out and is penalised as such for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or of a part of a combination, or of the finishing line or of a compulsory turning point.

**25.3.** When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The Competitor is penalised as for a run-out and he must jump the obstacle again correctly.

**25.4.** If after a run-out, the Competitor does not attempt to jump or does not jump the obstacle again, he is eliminated.

## **26. RESISTANCE**

**26.1.** It is a resistance when the horse refuses to go forward, halts, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.

**26.2.** It is equally a resistance when the Competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle. A resistance is penalised as for a refusal except in the circumstances set out in Rule 26.3.

**26.3.** A Competitor is eliminated:

**26.3.1.** ~~who has not crossed the starting line 45 seconds after the bell has rung.~~

**26.3.2.** who takes more than 60 seconds to jump a single obstacle or the first part of a combination.

**26.3.3.** resists for 60 seconds continuously during a round

## **27. FALLS**

**27.1.** A fall of rider is considered to have occurred if any part of the rider's body makes unintentional contact with the ground or any solid surface.

**27.2.** A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

**27.3.** A fall of a horse or rider or both, after entering the arena and before crossing the finishing line, whatever the cause, is penalised by elimination from that class. A fall of horse or rider or both, after crossing the finishing line but before leaving the arena is not penalized by elimination, however, the combination is not permitted to take part in any jump-off or second round if applicable for that class and will be placed after combination taken part in any jump-off or second round. The combination is not eligible to earn performance points for the class.



**27.3.1.** All rider falls must be reported to the Event Office. An Incident Report form is to be lodged with the Event Secretary prior to the rider remounting or leaving the venue. Participation in subsequent classes is at the discretion of the competitor however, the Ground Jury, Technical Delegate or HRC AV Representative have the authority to eliminate a rider or horse from the event at any time following a fall, on the grounds that their further participation risks the health and safety of the rider or the welfare of the horse .

## **28. UNAUTHORISED ASSISTANCE**

**28.1.** Any intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the Competitor or his horse is considered to be an unauthorised assistance.

**28.2.** Any form of unauthorised assistance received by a mounted Competitor between the starting signal and crossing the finishing line will be penalised by elimination at the discretion of the Judge or Ground Jury.

**28.3.** In certain exceptional cases, the Ground Jury may authorise the Competitor to enter the arena on foot or with the help of a groom without this being considered as unauthorised assistance.

**28.4.** Any help given to a mounted Competitor to adjust his saddlery or bridle or to hand him a whip which he dropped while mounted during the round will incur elimination. To hand a mounted Competitor ~~his headgear and/or~~ spectacles during his round is not considered to be unauthorised assistance.

**28.5.** The act of Officials or other persons in the arena of warning a Competitor of a deviation from the course constitutes unauthorised assistance. In this event the Competitor may be eliminated at the discretion of the Ground Jury and the Official or other person may be subject to a penalty at the discretion of the Ground Jury.

## **29. DISOBEDIENCES DURING INTERRUPTED TIME**

**29.1.** The time of a round is interrupted only under the provisions of Showjumping Rules 34 and 35. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.

**29.2.** Disobediences are not penalised during interrupted time.

**29.3.** The provisions concerning elimination remain in force during interrupted time.

## **TIME**

### **30. TIME OF THE ROUND**

**30.1.** The time of a round is the time taken by a Competitor to complete the round, plus the time correction, if any. It starts at the precise moment either when the mounted competitor passes the starting line, providing the starting signal has been given, or upon expiration of the 45 second countdown, whichever occurs first and extends to the moment when the mounted competitor crosses the finishing line. Both these lines must be crossed in the direction indicated on the plan.

### **31. TIME ALLOWED**

**31.1.** The time allowed for a round in each Competition is determined in relation to the length of the course and the speeds shown in the Table of Heights and Speeds on the first page of this Rule Book.

**31.2.** The time allowed for a round must be clearly shown on the course plan.

**31.3.** Any Competitor exceeding the time allowed for the round is penalised according to the provisions regulating the type of Competition.

**31.4.** In certain special Competitions in which the Competitor has to take the greatest number of obstacles within a fixed time laid down in advance, this time may never exceed 90 seconds.

### **32. TIME LIMIT**

**32.1.** The time limit is equal to twice the time allowed for all Competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated.

### **33. RECORDING THE TIME**

**33.1.** The time is taken from the instant at which the mounted Competitor crosses the starting line to the moment when the mounted Competitor crosses the finishing line in the correct direction, except in certain special Competitions where the recording is made differently. If hand held timing equipment is used, time may be recorded in seconds and tenths of seconds. If fixed electronic timing is used, then time may be recorded to hundredths of a second.

**33.2.** Deleted

**33.3.** The time keeper is required to record the number of the horse and the time taken to complete his round.

**33.4.** Two stop watches must be available to allow for stopping and restarting. A third stop watch is required to measure the time taken to start after the bell has been rung, interruptions, and the time limit for a resistance.

**33.5.** In any Competition where the time is taken by stopwatches, the time is to be registered in tenths of a second.

## **34. INTERRUPTED TIME**

**34.1.** Judges must take great care that the clock is stopped and restarted in accordance with the conditions for the Competition in such a manner that the interrupted time can be subtracted from the total time taken for the round.

**34.2.** While the clock is stopped, the Competitor remains free to move around until ringing the bell gives him permission to start again. At this moment the clock is restarted.

**34.3.** The responsibility for starting and stopping the clock rests solely with the Judge and Ground Jury. The time keeper may not be made responsible for this function.

## **35. TIME CORRECTIONS**

**35.1.** If, as the result of a disobedience, a Competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and if this disobedience takes place at a single obstacle, or the first part of a combination or any part of a closed combination, the bell is rung and the clock is stopped until the obstacle has been rebuilt or the flag replaced; he will be penalised for a refusal and 6 seconds of time corrections will be added to the time taken by the Competitor to complete his round. The same procedure applies if one of the flags defining the limits of the finishing line or of a compulsory turning point is knocked down or displaced as the result of a run-out or a refusal at these features.

**35.2.** If, as a result of a disobedience, a Competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and this disobedience takes place at the second part of an open combination, the bell is rung and the clock will be stopped until the obstacle has been rebuilt or the flag replaced; he will be penalised for a refusal and 8 seconds of time corrections will be added to the time taken by the Competitor to complete his round. If this disobedience takes place at the third part of an open combination or if a flag defining the limits of the obstacle is knocked down or displaced, 10 seconds of time corrections will be added to the time taken by the Competitor to complete his round.

**35.3.** If a Competitor displaces or knocks down one of the obstacles of an open combination or a flag defining the limits of the obstacle and refuses or runs out at one of the following parts of this combination without knocking it down, the bell is rung and the clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the adding of 8 or 10 seconds of time corrections must be applied depending on whether the disobedience took place at the second or third part of the open combination.

**35.4.** If the second or third part of a partially closed combination is open, the addition of 8 or 10 seconds of time corrections plus the penalties for a disobedience are applied for a disobedience following a knock down or a displacement. If one of these parts or both are in the closed part of the combination the appropriate penalty of 6 seconds of time corrections only applies.

## **36. STOPPING DURING THE ROUND**

**36.1.** In the event of a Competitor not being able to continue his round for any reason or unforeseen circumstances, the bell should be rung to stop the Competitor. As soon as it is evident that the Competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the Competitor reaches the precise place where the clock was stopped.

**36.2.** If the Competitor does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Judge/Ground Jury must decide whether the Competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the Competitor 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 whether they are good or bad.

**36.3.** If the Competitor stops voluntarily to signal to the Judge/Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example; wrong dimensions, flags wrongly placed, etc.) the clock must be stopped and the obstacle in question must be checked.

**36.3.1.** If the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the Competitor will be penalised as for stopping during the round and the time of his round will be increased by 6 seconds;

**36.3.2.** If the obstacle or part of the obstacle needs to be rebuilt or if the flags have to be put back in place, the Competitor is not penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the Competitor takes up his track at the point where he stopped. Any delay incurred by the Competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

## TABLES PENALTIES AND SCORING

### 37. FAULTS

**37.1.** Faults are penalised in penalties or in seconds according to the Tables A or C herein.

**37.2.** Faults made between the starting line and the finishing line except as provided for in Showjumping Rule 19.3 must be taken into consideration. Disobediences committed during the time when the round is interrupted are not penalised.

**37.3.** Competitors riding at a lower level in accordance with Event rule 5.5 shall have the following penalties applied to their score.

Class	Penalty
<b>Table A classes</b>	
One round stakes	3 penalties
A1 (1 round)	3 penalties
A2 (1 round)	3 penalties
AM3	3 penalties in jump off
AM4	3 penalties in first jump off
AM5	3 penalties in jump off
AM6	3 penalties in first jump off
AM7	3 penalties in jump off
<b>Table C classes</b>	2 seconds
(1 round )	
<b>Other competitions</b>	
Fault & Out	1 penalty point
Hit & Hurry	1 penalty point
Top Score	10 penalty points
TYOL (Table C based)	3 seconds

Comp. over 2 rounds (Table A based)	
51.3.1	3 penalties if no jump off, otherwise 3 penalties in jump off
51.3.2	3 penalties if no jump off, otherwise 3 penalties in jump off
51.3.3	3 penalties in 2nd round
Accumulator	3 penalty points
2 Phase	
55.2.1	3 penalties in 2nd phase
55.2.2	3 penalties in 2nd phase
55.2.3	3 penalties in 2nd phase
55.2.4	2 seconds in 2nd phase
55.5.5	2 seconds in 2nd phase
55.5.6	3 penalties in 2nd phase

**38. TABLE A - TABLE OF PENALTIES**

1. Description	2. Penalty
First disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the Water Jump or on the lath defining its limits	4 penalties
Second disobedience	8 penalties
First fall of horse or Rider or of both	Elimination
First disobedience plus knocking down and obstacle	4 penalties plus 6 seconds
Second disobedience plus knocking down an obstacle	8 penalties plus 6 seconds
Third disobedience	Elimination
Exceeding the time allowed	1 penalty for each second or commenced fraction of a second
Exceeding the time-limit-	Elimination
Exceeding the time allowed in all jump-offs against the clock	1 penalty for each commenced second

**38.1.** Penalties for the disobediences accumulate not just at the same obstacle but throughout the entire round.

**38.2.** A fall of Horse or Rider is penalised by elimination. The Rider must not remount.

### **39. SCORES UNDER TABLE A**

**39.1.** Adding together the penalties for faults at the obstacles and the time penalties gives the score obtained by the Competitor for his round. Time may be taken into consideration to separate equality for first place and/or lower places according to the conditions laid down for the Competition.

### **40. METHODS OF DETERMINING THE SCORES UNDER TABLE A**

#### **40.1. One Round Stakes (Competition against the clock)**

**40.1.1.** Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, equal placings will be awarded. No jump-off to take place.

*This means that it is simply the fastest clear round that will win this competition. All competitors who jump clear will be placed in accordance with their time taken. Likewise if two competitors are placed with four faults for example, the fastest combination will be placed above the slower.*

#### **40.2. Table A.1 (Competition not against the clock but with a time allowed.)**

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

*This means, equal first placing's in the first round go into a jump off, if still equal first placing's they go into a second jump off, if still equal first placing's they can NOT be split by the time taken in the jump offs and are declared equal first. If not enough in second jump off to fill all placing's, minor placing's can be filled by those with fewest faults in first jump off and can NOT be split by their time. If still not enough to fill all placings, rest of placing's can be filled by fewest faults in first round and can NOY be split by their time.*

#### **40.3. Table A.2 (Competition against the clock.)**

**40.3.1.** Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, a jump-off against the clock may take place.

*This means, similar to One Round Stakes, the fastest clear round will win this competition, however if two or more riders have exactly the same time, and the same penalties for first place they may have a jump off to determine the winner*

#### **40.4. Table AM.3**

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

*This means, equal first placing's in the first round go into a jump off, if still equal first placing's they can be split by the time taken in the jump off. If not enough in jump off to fill all placing's, minor placing's can be filled by those with fewest faults in first round but NOT split by their time.*

#### **40.5. Table AM.4**

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

*This means, equal first placing's in the first round go into a jump off, if still equal first placing's they go into a second jump off, if still equal first placing's they can be split by the time taken in the second jump off. If not enough in second jump off to fill all placing's, minor placing's can be filled by those with fewest faults in first jump off but NOT split by their time. If still not enough to fill all placing's, rest of placing's can be filled by fewest faults in first round but NOT split by their time.*

#### **40.6. Table AM.5**

**40.6.1.** A Competition against the clock, but in the event of equal penalties for first place there will be one jump-off against the clock. Other Competitors are placed according to their penalties and time in the first round.

*This means, equal first placing's in the first round go into a jump off, if still equal first placing's, they can be split by the time taken in the jump off. If not enough in jump off to fill all placing's, minor placing's can be filled by those with fewest faults in first round and split by their time if necessary.*

*Eg #1: After the first round, there are four clear rounds and six competitors with one rail down. The four riders with clear rounds will go through to the jump off. Any remaining places are filled from the competitors with one rail down, with the time taken in the first being the deciding factor.*

*Eg #2: There are no clear rounds and seven competitors with one rail down. All seven advance to the jump off. Three jump clear in the jump off and are split by their time to determine the first three placings. The remaining four are split by their penalties attained in the jump off only and, if necessary, their time.*



#### **40.7. Table AM.6**

**40.7.1.** A Competition against the clock as for AM.5, but if, in the first jump-off against the clock there are Competitors with equal penalties for first place, there will be a second jump-off against the clock. Other Competitors are placed according to their penalties and time taken in the first jump-off and if necessary according to their penalties and time in the first round.

*This means, equal first placing's in the first round go into a jump off, if still equal first placing's they go into a second jump off, if still equal first placing's they can be split by the time taken in the second jump off. If not enough in second jump off to fill all placing's, minor placing's can be filled by those with fewest faults in first jump off and split by their time if necessary. If still not enough to fill all placing's, rest of placing's can be filled by fewest faults in first round and split by their time if necessary.*

#### **40.8. Table AM.7**

**40.8.1.** A competition judged under Table A, not against the clock with a time allowed in the first round.

**40.8.2.** 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 that he/she is ready for the competitor to start the jump-off of the competition. A competitor who fails to pass through the start of the jump-off within 30 seconds of the bell incurs elimination.

**40.8.3.** In the case of equality of faults in the jump-off, time will decide the placing's. In the case of equality of faults and time, equal placing's will be awarded.

**40.8.4.** If the number of competitors who reach the jump-off is insufficient to fill all placing's, the additional placing's will be decided on faults from the first round, with equal placing's being awarded as necessary.

**40.9.** In all Competitions when the placings 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, (providing that maximum heights and widths for each Level are adhered to) depending on the Program. If no provision for a jump-off is laid down in the Program, it is considered that the Competition will be run with no jump-off.

**40.10.** Nevertheless, if in a jump-off against the clock which is judged to a hundredth of a second, two or more Competitors obtain exactly the same time, a second jump-off may not take place. The Competitors are then placed equal.

**41. TABLE C**

**41.1.** Points under Table C are penalised in seconds which are added to the time taken by the Competitor to complete his round. ~~The penalty for each jumping fault is fixed in seconds, in relation to the length of the course and to the number of efforts to be made by the horse during its round.~~

**41.2.** ~~A Table showing the penalty seconds to be awarded for different lengths of courses and different numbers of jumps or efforts will be found in Showjumping Rules Appendix 5.~~

**42. TABLE C – TABLE OF PENALTIES**

<b>3. Description</b>	<b>4. Penalty</b>
Obstacle knocked down while jumping	4 seconds
A foot or more in the water jump or on the lath defining its limits	
First disobedience	None
Second disobedience	None
<i>First and second disobediences are penalised by the time taken.</i>	
Third disobedience or other infringement laid down under Rule 44.	Elimination
1st fall by horse or rider or both	Elimination
First disobedience & knocking down an obstacle	6 seconds
Second disobedience & knocking down an obstacle	6 seconds
<del>Exceeding the time allowed (First round and jump-off)</del>	<del>1 second for each commenced second</del>
Exceeding the time limit	Elimination

**42.1.** There is no time allowed under table C, however the following time limits are applicable:

- Three minutes, if the length of the course is 600 m or more; or
- Two minutes, if the length of the course is 400 to 600 m or more; or
- 90 seconds if the length of the course is less than 400 m.

## **43. SCORES UNDER TABLE C**

~~43.1. Add the time of the round plus the seconds for jumping faults to give the score obtained, in seconds, by the Competitor for this round. Adding, in the following order, the time of the round, plus the time penalties in seconds for exceeding the time allowed, plus the seconds for jumping faults, gives the score obtained, in seconds, by the Competitor for his round.~~

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

**43.3.** At the jump-off, the course may be shortened and held over obstacles which may be increased in height and/or in spread in line with the appropriate Levels. The penalties for a knock down must conform to the figures as shown under Appendix 5.

## **44. ELIMINATIONS**

**44.1.** Unless otherwise specified in the Rules, or in the conditions for the Competitions, elimination means that the Competitor may not continue in the current Competition, but the Competitor does have the right to jump one single fence which he has already jumped or attempted to jump, after retiring or after being eliminated except if eliminated for a fall.

**44.1.1.** If a Competitor (Rider) declares a horse unfit to compete in a jumping Competition, the horse in question is then NOT eligible to compete in any other jumping Competitions on the same day.

**44.2.** The following paragraphs lay down the reasons for which Competitors are eliminated in all Showjumping Competitions. Elimination is left to the discretion of the Judge and/or Ground Jury in the following cases:

**44.2.1.** not entering the arena when the Competitor's number is called.

**44.2.2.** not entering the arena mounted or not leaving the arena mounted except after a fall.

**44.2.3.** all unauthorised assistance except for paragraph 44.3.19 below.

**44.2.4.** not stopping when the bell is rung during the round.

**44.3.** Elimination must be applied by the Judge/Ground Jury in the following cases:

**44.3.1.** 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;

**44.3.2.** starting before the signal is given and jumping the first obstacle of the course.

**44.3.3.** taking more than 45 seconds after the starting signal to cross the starting line.

- 44.3.4.** a horse resisting for 60 consecutive seconds during the round
- 44.3.5.** taking more than 60 seconds to jump an obstacle, or the first part of a combination.
- 44.3.6.** omitting to cross the starting and/or finishing lines between the flags or missing the compulsory turning points.
- 44.3.7.** Attempting to or jumping any obstacle in the arena (except where permitted under rules 5.13 and 5.14), which is not on the course plan for the level entered may be penalised by elimination at the discretion of the judge or Ground Jury.

- 44.3.8.** omitting to jump an obstacle of the course
- 44.3.9.** jumping an obstacle in the wrong order.
- 44.3.10.** jumping an obstacle in the wrong direction.
- 44.3.11.** exceeding the time limit.
- 44.3.12.** jumping an obstacle which has been knocked down before it has been rebuilt.
- 44.3.13.** jumping or attempting to jump an obstacle after an interruption without waiting for the bell.
- 44.3.14.** not jumping all the fences of a combination again after a refusal or run-out except in the case of the closed part of a combination.
- 44.3.15.** not taking each element of a combination separately and consecutively.
- 44.3.16.** jumping the first obstacle of a Competition without having crossed the starting line.
- 44.3.17.** not crossing the finishing line mounted before leaving the arena.
- 44.3.18.** Competitor and/or horse leaving the arena without the permission of the Judge/Ground Jury, including prior to starting.
- 44.3.19.** accepting while mounted any object whatsoever during a round except ~~headgear and/or~~ spectacles.
- 44.3.20.** using a whip of more than 75cms in length or weighted at the end, in the arena.
- 44.3.21.** an accident to a Competitor or to a horse which prevents him from completing the Competition.
- 44.3.22.** not leaving a closed combination in the right direction or displacing a closed combination.
- 44.3.23.** third disobedience during the course of a round.
- 44.3.24.** first fall of horse and/or rider whilst in the arena.
- 44.3.25.** after a run-out, failing to attempt to jump again the obstacle where the fault was committed.
- 44.3.26.** Deleted Jan 2015.

## **DISQUALIFICATIONS**

### **45. DISQUALIFICATIONS**

**45.1.** Disqualification means that a Competitor and his horse or horses may take no further part in a Competition or in any other Competition of the Event.

**45.2.** The Ground Jury may disqualify a Competitor in the following cases:

**45.2.1.** Rapping horses.

**45.2.2.** All cases of cruelty and/or ill treatment reported by a member of the Ground Jury, Judge or HRC AV Delegate.

**45.2.3.** In all cases laid down by the Vet.

## **RAPPING OF HORSES**

### **46. RAPPING OF HORSES**

**46.1.** In general, rapping may be construed as the use of certain artificial techniques in preparation (as distinct from normal schooling or practice), intended to induce the horse to jump higher or more carefully in Competition.

**46.2.** It is not practicable to list every possible means of rapping. In general, they consist of the Competitor and/or dismounted assistant(s) - either hitting the horse's legs manually with something no matter with what or by whom; or by deliberately causing the horse to hit something itself, whether by building fences 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 a fence or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.

**46.3.** It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds or to leave the grounds for that purpose during that period extending from the day before the Event commences until the end of the Event.

**46.4.** If a case of rapping is reported to the Ground Jury and is confirmed by this body within their period of jurisdiction, the Competitor and the horse concerned will be disqualified from all Competitions for the succeeding twenty-four (24) hours. The Ground Jury can take any further action which they deem appropriate to the particular circumstances.

## TYPES OF COMPETITIONS

### 47. FAULT-AND-OUT COMPETITION

**47.1.** This Competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are excluded. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall, etc.).

**47.2.** When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The Competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but he is not given a point for the obstacle jumped after the bell has rung.

**47.3.** In this Competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.

**47.4.** When the fault which ends the round is other than a knock down, such as a disobedience, a fall or when the Competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The Competitor is then placed last of those who have obtained the same number of points.

**47.5.** The winner of the Competition is the Competitor who obtains the greatest number of points. In the event of equality, the Competitors' times are taken into consideration and the Competitor with the shortest time will be declared the winner.

**47.6.** A Fault-and-Out Competition may be organised in two ways:

**47.6.1.** Over a set number of obstacles:

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

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

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

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

If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing.

If the Competition takes place with a fixed time, the time for a jump-off must be reduced.

## 48. HIT-AND-HURRY COMPETITION

~~48.1. The Competition takes place with a fixed time of 45-60 seconds. The Competitor takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached. In this Competition, instead of being eliminated at the first fault, the Competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. No combination obstacles are allowed.~~

~~48.2. All rounds must be timed, starting either when the competitor passes over the start line of 45 seconds after the bell, whichever is the sooner. 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 Competitor, but three disobediences stop the Competitor. In this case, the Competitor will be placed last of the Competitors who have obtained the same number of points.~~

~~48.3. No combination obstacles are allowed. If a Competitor has a disobedience and displaces or knocks down an obstacle, the time must be decreased by 6 seconds and the bell rung accordingly.~~

~~48.4. When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung. The winner of the Competition will be the Competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.~~

~~48.5. If the time limit 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. When the fixed time is reached, the bell is rung. The Competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.~~

~~48.6. The Competitor gets two points for an obstacle correctly jumped and one point for each obstacle and one point for an obstacle knocked down. 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 time is taken at the next obstacle as in Rule 48.4~~

~~48.7. Disobediences are penalised by the time lost by the Competitor, but three disobediences stop the Competitor. In this case, the Competitor will be placed last of the Competitors who have obtained the same number of points. When the Competitor does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The Competitor is then placed last of those who have obtained the same number of points.~~

~~48.8. If a Competitor has a disobedience and displaces or knocks down an obstacle, the clock is stopped whilst the obstacle is re-built and the bell is rung accordingly. The fixed time is decreased by 6 seconds.~~

~~48.9. The winner of the Competition will be the Competitor who has acquired the greatest number of points in the fastest time.~~



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

## **49. TOP SCORE**

**49.1.** In this Competition, a certain number of obstacles, without a combination obstacle, are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Vertical fences must be built to be jumped in either direction. Oxers may only be used if they are built and marked on the course plan as only being able to be jumped in one direction so that there is only one back rail.

**49.2.** 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.

**49.3.** The Competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.

**49.4.** Each Competitor has 60 to 90 seconds (minimum of 45 seconds indoors). During this time, the competitor may jump all the obstacles he wishes in any order. Vertical obstacles may be jumped in either direction but oxers may only be jumped in the direction marked on the course plan. He must cross the starting line in either direction.

**49.5.** Ringing the bell declares the end of the round. The Competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the Competitors with the same number of points.

**49.6.** If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.

**49.7.** Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the Competitor. The same applies for knocking down an obstacle and for displacing a flag or a lower element positioned in the same vertical plane.

**49.8.** Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the Competitor does not score the points allocated to this obstacle.

**49.9.** All disobediences are penalised by the time lost by the Competitor.

**49.10.** The Competitor who has obtained the greatest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.

**49.11.** An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; double points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points are deducted.

**49.12.** In the event of a refusal or run-out with a knock-down at this obstacle, the Judge or Ground Jury will act as in the case of similar disobediences which occur at other obstacles on the course: no points will be deducted from the Competitor's score.

## **50. TAKE-YOUR-OWN-LINE COMPETITION**

**50.1.** In this Competition the obstacle may be jumped only once in the order chosen by the Competitor. Any Competitor who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.

**50.2.** Competitors may:-

cross the starting line in either direction, jump all obstacles once, verticals in either direction and oxers in the direction marked on the course plan, then cross the starting line again in either direction. This Competition takes place without a laid down speed under Table C. Whatever the length of the course and the number of jumps or efforts, a uniform penalty of 5 seconds will be applied for each obstacle knocked down. If after 2 minutes the Rider has not completed his course, he will be eliminated.

**50.3.** All disobediences are penalised by the time lost by the Competitor. The first fall eliminates the Competitor.

**50.4.** Deleted Jan 2017

## **51. COMPETITION OVER TWO ROUNDS**

**51.1.** This Competition comprises two courses, identical or different, whether in track or in the dimensions of the obstacles, which each Competitor must complete with the same horse. Competitors who do not take part in the second round cannot be placed. Competitors who have been eliminated or who have retired during the first round, may not take part in the second round.

**51.2.** All the Competitors take part in the first round. The following go forward to the second round according to the conditions of the entry:

**51.2.1.** either all Competitors except for those who have been eliminated or who have retired during the first round;

**51.2.2.** or a limited number of Competitors (at least 25%, in any case all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the Program).

**51.3.** The manner of judging this Competition must be specified on the Program in accordance with one of the following formulae:

**51.3.1.** under Table A not against the clock with a time allowed. Competitors are placed by adding the penalties of both rounds. For those sharing the first place, a jump-off against the clock will be held over a shortened course over obstacles which may be increased in height and/or in spread;

**51.3.2.** under Table A against the clock. Competitors are placed by adding the penalties and the time for the two rounds. In case of equality of penalties for first place, a jump-off against the clock may be held, according to the Program, over a shortened course over obstacles which may be increased in height and/or in spread;

**51.3.3.** under Table A, not against the clock with a time allowed for the first round, and against the clock for the second round. The number of Competitors stipulated in the Program to jump the second round, over a reduced and possibly raised course, will do so in reverse order of penalties incurred in the first round. The second round will consist of 8 to 10 obstacles from the first round, with not more than 12 efforts. Competitors will be classified according to aggregate penalties and the time incurred in the second round.

**51.4.** When the course of the second round is different from that of the first round, Competitors may inspect the course before the second round.

**51.5.** If the Judge or Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. The Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first Competitor enters the arena in one round or the other.

**52.HRCAV DERBY COMPETITIONS – MOVED TO HT/CT RULE 42**

## **53. ACCUMULATOR COMPETITION**

**53.1.** This Competition takes place over 6, 8, or 10 obstacles which are progressively more difficult. No combination obstacles are allowed. The progressive difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.

**53.2.** 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 points are awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.

**53.3.** In the event of equality of points for first place, there will be a jump-off against the clock over a shortened course, over obstacles which may be increased in height and/or spread according to the Levels. 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.

**53.4.** This Competition may also take place directly against the clock.

**53.5.** For the last obstacle of the course, an alternative obstacle may be provided, of which one part 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, the points must be deducted from the total.

### **53.6. Double Accumulator**

**53.6.1.** This Competition is similar to the Accumulator Competition and the first round is run according to Rules 53.1 & 53.2. Only those Competitors who have completed the first round without faults are eligible to take part in the second round.

**53.6.2.** 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.

**53.6.3.** 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.

## **54.ALTERNATIVE OBSTACLES AND JOKER**

**54.1.**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:

**54.1.1.** if there is a refusal or run-out without a knock down or displacing of the obstacle and/or flag, 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;

**54.1.2.** if there is a refusal or run-out with a knock down or displacing of the obstacle and/or flag, he may only restart his round when the obstacle and/or flag knocked down or displaced has been replaced and when the Judge or Ground Jury gives him the signal to start. He may then jump the obstacle of his choice;

**54.1.3.** red and white flags must be placed at each of the elements of this alternative obstacle.

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. Twice the points for the last obstacle must be allotted to it in the Accumulator Competition.

## 55. COMPETITION IN TWO PHASES

**55.1.** 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.

**55.2.** 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.

**55.3.** Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed of the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line except when formula 55.5.6 is being used for judging (Super 2 – Phase).

**55.4.** For all judging formulas except 55.5.6, only Competitors not penalised in the first phase continue the course which finishes after crossing the second finishing line.

**55.5.** The manner of judging this competition must be specified in the program in accordance with one of the following formulas:

In all formulas, there must be a time allowed in both Phases with a penalty for exceeding the time allowed of 1 penalty per second or commenced fraction of a second.

First phase	Second phase	Placing
55.5.1 Table A Not against the clock	Table A Not against the clock	According to penalties in the second phase and, if necessary, to penalties in the first phase.
55.5.2 Table A Not against the clock	Table A Against the clock	According to penalties and time in the second phase, and, if necessary, penalties in the first phase
55.5.3 Table A Against the clock	Table A Against the clock	According to penalties and time in the second phase, and, if necessary, penalties and time in the first phase
55.5.4 Table A Not against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties in the first phase
55.5.5 Table A Against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties and time in the first phase
55.5.6 Table A Not against the clock Min 5 max 7 obstacles in first phase (Super 2-Phase)	Table A Against the clock  Remaining obstacles (Total min 11 max 13 obstacles over both phases)	According to penalties in the first phase (faults at obstacles and exceeding time allowed) and, if necessary, according to penalties and time of the second phase

~~55.6. This Competition may take place in accordance with the conditions of entry stated on the Program as follows:~~

- ~~55.6.1. both phases under Table A not against the clock with a time allowed for each phase;~~
- ~~55.6.2. the complete course of two phases under Table A against the clock with a total time allowed and a time allowed for the first phase;~~
- ~~55.6.3. the first phase under Table A not against the clock with a time allowed and the second phase under Table A against the clock;~~
- ~~55.6.4. the first phase under Table A not against the clock with a time allowed and the second phase under Table C with a time allowed.~~

~~55.7. The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles which may include a single simple combination.~~

~~55.8. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed of the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.~~

~~55.9. Competitors not penalised in the first phase continue the course which finishes after crossing the second finishing line.~~

~~55.10. Competitors are placed as follows:~~

- ~~55.10.1. under Rule 55.2.1, according to penalties in the second phase;~~
- ~~55.10.2. under Rule 55.2.2, according to penalties in the second phase and time in both phases;~~
- ~~55.10.3. under Rule 55.2.3, according to penalties and time in the second phase;~~
- ~~55.10.4. under Rule 55.2.4, by adding the time for the second phase and the seconds awarded for any jumping faults.~~

~~55.11. In the event of equality for first place, a jump-off against the clock over six obstacles of the first and/or of the second phase may be held according to the Program. The obstacles of the jump-off may be increased in height and/or spread.~~

**55.12.** Competitors stopped after the first phase may only be placed after Competitors who have taken part in both phases.

**56.** Unofficial Relay Events may be held and run according to EA Rules. However relay Events cannot be classified as Official HRC AV Events and points cannot be attained by individual team Riders.

**56.1. Rider over Obstacles – Combinations** are to compete at their assessed level for Show Jumping. Riders may elect to compete one level lower than their assessed level. A penalty of 10 marks will be deducted from their overall score. This will not be a points-earning class.

**56.2.** The course shall be simple and flowing and consist of 7 fences. Maximum dimensions of the obstacles shall be the same as those set out in the Show Jumping rules for the first 3 fences of the first round of the day, ie 5cm lower than the maximum for the level.

**56.3.** The course shall consist of:

- 1 combination
- 3 spread fences
- 3 upright fences

**56.4.** The Competition shall be judged as follows:

**56.4.1** A score of 10 shall be allocated for each obstacle. The combination shall be judged as 1 obstacle. There will be a time allowed.

- a) In determining the obstacle score, the approach, jumping effort and depart will be considered. The judge shall take into consideration the style of the rider and horse.
- b) Rider considerations include but are not limited to: Balance and position. Correct presentation to fence (meets all fences squarely with correct striding). Correct use of the aids.
- c) The horse should be willing and steady. Show good form (bascule) over the fence. Show balance and confidence. Approach fences on appropriate canter lead, change leads in a manner appropriate for level of combination'.

**56.4.2 –** In addition to marks for each obstacle, a mark out of 10 shall be allocated for the following:

- a) Overall impression. Horse and rider working as a team. Flowing. Supple. Good tempo and rhythm.
- b) Rider – position and control over the course.
- c) Horse – jumping ability, style and scope'.

**56.4.3 –** Faults as per Table A shall be deducted from the style total to give the final score.



**56.5.** The judge shall take into consideration the Show Jumping Level expectations for the combination. Expectations can be found in the Level Assessment section of the Manual.

**56.6.** If there are equalities of scores and penalties, places shall be determined by the highest collectives. If the collectives are also equal, then equal places shall be awarded.

**OPTIMUM TIME COMPETITION** -Deleted from list of official events

## **JUMP-OFFS**

### **57. GENERAL**

**57.1.** Only Competitors who are in equal first place after one or several preliminary rounds of the same Competition may take part in a jump-off. One or two jump-offs may be scheduled to determine the winner of a Competition.

**57.2.** 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. It must be held immediately after the original round of the Competition.

**57.3.** Unless otherwise laid down in these Rules, no Competition may involve more than two jump-offs. If, after the final jump-off, there is no result, the tied Competitors will be placed equal first.

**57.4.** The first or the first and the second jump-offs may take place against the clock.

**57.5.** In all Competitions in which the score is determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place. The jump-off must be over a shortened course over obstacles which may be increased in height and/or in spread, according to the provisions of the Program. If no provision for a jump-off is laid down in the Program, it will be considered that the Competition is run with no jump-off.

**57.6.** Nonetheless, if in a jump-off against the clock judged to a tenth of a second, two or more Competitors obtain exactly the same penalties and the same time, a second jump-off may not take place. The Competitors are then placed equal.

**57.7.** The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the Program.

**57.8.** The obstacles in a jump-off may only be increased in height and spread if those Competitors involved have had no jumping penalties in the previous round.

**57.9.** A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection. These obstacles may consist of two oxers or two verticals or one oxer and one vertical. It must be clearly indicated on the course plan whether the vertical(s) may be jumped from either side or just from one side.

**57.10.** The obstacles in the jump-off(s) may never be increased in height and/or spread (partially or totally), to exceed the limits laid down as maximum heights and widths for HRCAV Levels.

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

**57.12.** In all Competitions the number of obstacles in a jump-off may be reduced to six (combinations count as one obstacle).

**57.13.** The shape, the type of obstacles and their colour may not be altered but it is permitted to leave out one of the obstacles of a combination. If the combination is a treble, only the first or last element of this combination may be omitted. New obstacles may not be provided except as set out in Rule 57.9. The order of the obstacles may be altered.

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

## **58. REFUSING TO TAKE PART IN A JUMP-OFF OR JUMP-OFFS**

**58.1.** If a Competitor refuses to take part in a jump-off he must ask the permission from the Ground Jury. If he does not start and has not obtained the permission of the Ground Jury to withdraw he will be placed last of those still qualified (on the result of the previous round) or may be disqualified from the Competition.

**58.2.** If before a deciding jump-off, two or more Competitors decline to compete in the jump-off, the Ground Jury will decide whether this request can be accepted or must be rejected. If the Ground Jury accepts the request, the Organising Committee will award the trophy by lot and the prize money (if applicable) for the vacant places will be added together and shared equally between the Competitors. If the request is rejected by the Ground Jury and this ruling is not followed by the Competitors no trophy will be offered and Competitors will only get the placing equivalent to the last placed of the previous round.

**58.3.** A Competitor who is eliminated in a jump-off will be placed last of the Competitors who have completed the jump-off.

**58.4.** A Competitor, who with the permission of the Ground Jury withdraws from a jump-off, must always be placed after a Competitor eliminated or who retires for a valid reason on the course. Competitors, who retire for no valid reason or who have themselves eliminated on purpose, are placed equal with Competitors who have withdrawn from the same jump-off. At the discretion of the Ground Jury, Competitors who refuse to start for no valid reason or have themselves eliminated on purpose can be disqualified.

**58.5.** 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.

## **PLACINGS**

### **59. PLACINGS**

**59.1.** The placing of an individual Competitor is decided according to the Table in use and the instructions of the Program for the Competition or amendments noted on the course plan.

**59.2.** Any Competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during the round.

**59.3.** Competitors who are unable to complete the first round of a Competition have no right to any prize except in special Competitions involving only one round eg. Top Score.

## **ACCIDENTS**

### **60. ACCIDENTS**

**60.1.** In the event of an accident preventing either the Competitor or a horse from finishing the Competition, they are both eliminated. If despite the accident, the Competitor completes the round but does not leave the arena mounted, he does not incur elimination. An accident involving a fall of rider or horse and rider shall result in elimination.

## **COURSE DESIGN**

### **61. COURSE DESIGNER**

**61.1.** The Course Designer is responsible to the President of the Ground Jury, for laying out the course, building the obstacles and the measurement of the course.

**61.2.** When the Course Designer is satisfied that the course is ready in all respects, he shall report to the President of the Ground Jury.

**61.3.** The Ground Jury may only order the Competition to start when the Course Designer, and if applicable the Technical Delegate, has reported that all is ready. Thereafter the Ground Jury has the sole responsibility for the conduct of the Competition.

**61.4.** The Course Designer named on the program must supervise course construction and should be present on the day to supervise alterations for levels and conditions. This does not preclude them from competing if host club agrees.

**61.5.** For a Show Jumping event to be accorded Official status, an Official HRCVA Course Designer, as listed at Appendix SJ1, must be used. If the Club cannot obtain the services of an Official HRCVA Course Designer an application to use a non accredited Official must be sent to the HRCVA on the form at Event Rule Appendix

## **62. MAIN OBJECTIVES - COURSE DESIGN**

- Create interesting and rhythmical tracks (lines) with attractive obstacles that encourage free forward movement.
- Look for a maximum of variation and diversity (avoid repetition).
- Try to avoid any risk of accidents.
- Support the development of inexperienced Horse/Rider Combinations in the lower Levels to develop the feeling for rhythm and free forward movement.
- Look to balancing the different kinds of skill in the horse and Rider.
- Assist inexperienced Riders and young horses to obtain positive experiences and confidence.
- Consider and verify the type of Competition (Speed class, Table A or Jumping Equitation).
- Only introduce distance tests when Competitors are ready and experienced enough to deal with them.
- Create an exciting sport to attract spectators and sponsors.

## **63. SAFETY FACTORS**

- The last fence should not be in line with the exit gate.
- Cup depth of approximately 22mm and flat cups must be used for planks, dazzle boards, etc.
- Suggested pole length 3.6m, 10cm in diameter, and weighing 10-15 kg
- Rail resistance should be checked as rails should fall freely.
- Ground conditions should be checked and distances adjusted if required.
- False ground lines (eg. Pole on the ground set behind the face of a fence) should not be used.
- Check equipment for nails, screws and any sharp objects.
- Check that picket fences/gates and solid jumps do not have hoof traps.
- Only one pole may be used in the back element of spread obstacles. Back rails in spread fences must be clearly visible at all times on approaching the obstacle, ie: must not be hidden behind infills
- Check that spare equipment, eg. poles and cups, are not left on the course.

- Star pickets, if used, must be capped and kept clear of jumps.
- The arena rope must be clearly visible, eg. use bunting or similar materials.
- The use of blue plastic sheeting, canvas etc. should not be used in a Level 5 Competition.
- An infill of any type **MUST NOT** be used on the second or third element of a combination unless an infill of similar type has been used on the first element
- Obstacles containing infills and triple bars must not be introduced in the course earlier than the 3<sup>rd</sup> fence for levels 3 – 5, so as to provide inviting fences to settle inexperienced horses early in the course. Walls should not be used in the first half of the course.
- One end of the pole may touch the ground
- The use of blue plastic sheeting, canvas etc., when used, must not exceed the spread of the obstacle. If used as infill, all edges must be suitably secured.

## **64. DISTANCES**

### **64.1.** Distances may need to be shortened when:

- Uphill gradient.
- Gripping and elastic soil.
- Deep and/or slippery soil.
- Going away from the exit gate.
- At the end of a long course.
- Small fences are jumped.
- Jumping indoors.
- The ground is hard.

### **64.2.** Distances may need to be lengthened when:

- Downhill gradient.
- Going home, eg. the direction of the exit gate.
- After a spread or water jump.

**TABLE OF FAIR DISTANCES BETWEEN ELEMENTS OF A COMBINATION IN  
 NORMAL CONDITIONS FOR LEVELS 5-3**

All measurements are in metres.

FIRST ELEMENT	Strides	SUBSEQUENT ELEMENTS		
		Vertical	Parallel Oxer	Ascending Oxer/
Vertical	One	6.90 - 7.30	6.80 - 7.10	6.40 - 6.70
	Two	9.90 - 10.30	9.80 - 10.10	9.80 - 10.1
Parallel Oxer	One	6.90 - 7.10	6.70 - 7.00	6.40 - 6.70
	Two	9.90 - 10.30	9.70 - 10.00	9.80 - 10.1
Ascending Oxer/	One	7.00 - 7.30	6.90 - 7.10	6.40 - 6.70

**LEVEL 2 - TEND TOWARDS MAXIMUM DISTANCES**

**FOR LEVELS 1 AND ADVANCED - ADD 30CM TO THE DISTANCES  
 RECOMMENDED ABOVE.**

**LEVEL 5 – ONLY ONE 2 STRIDE DOUBLE COMBINATION IS PERMITTED**

**NORMAL DISTANCES (IN METRES) BETWEEN OBSTACLES FOR ALL  
 LEVELS**

Number of strides between obstacles	Minimum	Maximum
3	14.10	14.80
4	17.00	18.20
5	20.50	21.50
6	24.00	25.20

FOR LEVELS 5 -2 USE THE LOWER END OF THE RANGE,

FOR LEVELS 1 AND ADVANCED, USE MAXIMUM END OF RANGE

## JUMPING EQUITATION

### 65. JUMPING EQUITATION

**65.1.** Refer to EFA Jumping Equitation Manual for a description of rules, score sheet and scale of marks HRC AV SHOWJUMPING ACCREDITATION SCHEMES

### 66. SHOWJUMPING COURSE DESIGNER ACCREDITATION

The HRC AV has a list of Course Designers (refer Appendix SJ1) who have undergone the necessary training to build courses at Official Events.

The aim of the training process is to provide new Candidates with as much experience as possible with different types of courses at the various Levels. Experienced Candidates or those with recognised qualifications may be exempted from completing components of the accreditation process subject to Jumping Sub Committee approval.

#### 66.1. Show Jumping Course Designer Accreditation requirements

- a) All Candidates must be financial members of the HRC AV.
- b) All Candidates must have access to the HRC AV Manual, which contains the Rules of the Association.
- c) All Candidates must forward a completed Expression of Interest to become an HRC AV Official (Appendix G14) to the HRC AV Office.
- d) Pathways:
  - Candidates with limited or no previous Course Designing experience (**New Candidates**), go to **66.1.1**
  - Candidates with Course Design experience but no formal qualifications with a recognised Association (**Experienced Candidates**), go to **66.1.3**
  - Candidates with current formal Course Design qualifications with a recognised Association (**Qualified Candidates**), go to **66.1.4**

##### 66.1.1. Training requirements for New Candidates

- a) Candidates must assist in the construction of a course designed by a qualified designer on a minimum of four separate occasions and, if possible, attend a theory training session. This may be conducted by HRC AV, EA or PCAV.
  - Each construction occasion and theory session must be recorded in the Show Jumping Course Designer Accreditation Scheme Logbook (Logbook), Appendix SJ13
  - The qualified designer must sign the Candidate's logbook on each occasion. A qualified designer is any person who is an Official HRC AV, EA or PCAV Course Designer.
  - At least one occasion must be with a Senior Show Jumping Course Designer.

- Courses constructed at the same event in different rings by different designers qualify as separated occasions. Different rings by the same designer would not qualify. Courses may be constructed for official or unofficial events. Freshmans events at EA Showjumping Clubs are applicable provided a qualified designer is present to oversee course construction.
  - The four occasions must demonstrate variety in both the type of competition and level. Eg: Table A, Combined Training and Fault & Out for Levels 5, 4 and 2. All courses must be of a defined track, eg: Table A or C, not free courses such as Top Score or Take your Own Line.
- b) Upon completion of the training requirements, the Candidate must forward their Logbook to the HRCAV office. This must be received within 6 months of completion to ensure that the Candidate's experience is current.
- c) Where possible Candidates must provide copies of each of the courses they have helped to construct (including jump off, if applicable). A hand drawn facsimile is acceptable. A written commentary may be provided stating the suitability of the course, bearing in mind the level of competitors, ground conditions, etc. The commentary should include a description on how the course rode, eg: which lines/fences rode well, which did not and the Candidate's theories as to why it rode in such a way.

#### 66.1.2. Exam process

- a) **Open Book Exam:** Upon receipt of a correctly completed logbook, candidates will be forwarded an Open Book exam to be completed by a specified date. A 90% pass in each of the two sections is required. The Candidate shall be notified of their result and, if a pass in the OB exam is attained, the candidate shall progress to step b). Candidates failing to achieve the required pass mark in the Open Book exam shall be notified of the required action.
- b) **Course Plans:** Candidates must submit two course plans on the HRCAV Course plan document, (Appendix SJ7), one course being for an outdoor arena and one for an indoor arena. If the course plans are approved, the Candidate shall progress to step c). If the plans are not approved, the Jumping Sub Committee shall advise the Candidate of the required action.



- c) **Mentored Course Design (MCD):** Candidates must attend two HRC AV Mentored Course Design (MCD) training sessions, one of which must be away from their home ground. The Candidate shall be required to provide their own course design plans for a practical course building session overseen by a Senior Show Jumping Course Designer appointed by the JSC. The courses must be for classes with a defined track, eg Table A or Table C and at least one should include a jump off course. The Senior Show Jumping Course designer will submit a written report to the JSC. Candidates must be present when their course is being jumped.

**66.1.3. Accreditation pathway for Experienced Candidates:** Candidates who have extensive course construction/design experience but no formal qualifications with another recognised organization and who have the written recommendation of a Senior Show Jumping Course Designer may enter the above exam process (66.1.2). without needing to complete a logbook. They may be also exempted from elements other than the Open Book exam at the discretion of the Jumping Sub-Committee, depending on individual circumstances.

**66.1.4. Accreditation pathway for Qualified Candidates:** Candidates holding appropriate qualifications with other recognised organisations (as determined by the HRC AV) will be required to sit a 'fast-track' open book theory examination on the HRC AV Showjumping Rules. A pass mark of at least 90% is required. (As a guide, the Candidate for Fast Tracking will need to be EA Level 2, or higher, or the FEI equivalent, or well established at EA Level 1.)

**66.2.** Candidates who do not pass the examination requirements will be advised by the JSC on further training to be completed.

**66.3.** Upon successfully passing both written and practical (MCD) examinations, the Candidate will obtain accreditation and be placed on the Official Showjumping Course Designer list.

**66.4.** In order to maintain their official status, Course Designers must:

- Remain financial members of an affiliated Club and
- Attend a seminar led by an expert recognised by the Jumping Sub Committee at least once every two years. This may have been arranged by Equestrian Australia or PCAV as well as HRC AV and
- Design Show Jumping courses for official HRC AV events (including Combined Training and Horse Trials events) at least twice per calendar year.

- Complete the Show Jumping Personnel Audit form annually.

Course Designers who fail to maintain their official status may regain it by:

- Attending a seminar led by an expert recognised by the Jumping Sub Committee as above and
- Successfully designing and constructing two courses under the supervision of an examiner nominated by the Jumping Sub Committee. The examiner is to report back to the Jumping Sub Committee on how the courses rode and were received by competitors and
- Sitting an open book theory examination on the HRC AV rules for Show Jumping and the Show Jumping rules relating to Horse Trials and Combined Training. A pass mark of at least 90% is required.

## **67. SHOWJUMPING JUDGES ACCREDITATION**

The HRC AV has a list of Showjump Judges who have undergone the necessary examinations and training to judge Competitions at Official Events. Accreditation examinations are conducted by the HRC AV at regular intervals, dates of which are advertised in the HRC AV newsletter.

The aim of the pre-requisites is to provide Candidates with practical experience with different types of Competitions at the various Levels. All pre-requisites must be recorded in a Showjump Judge Accreditation Scheme Logbook, attached at Appendix 12.

### **67.1. Pre-requisites**

- a) Candidates must be financial members of the HRC AV
- b) Candidates must have access to the HRC AV Manual which contains the Rules and Regulations of the Association.
- c) Candidates must forward a completed Expression of Interest to become a HRC AV Official to the HRC AV Office. The form is available from the HRC AV.
- d) Candidates must pencil for a qualified Judge on a minimum of two occasions. Qualified Judges are Official HRC AV, EFA and PCAV Judges. The Event may be any showjumping competition, eg. Freshmans, Official HRC AV, EFA, PCAV. The qualified Judge must complete and sign the Candidate's logbook.
- e) Candidates must judge under the supervision of a qualified Judge on a minimum of four occasions, at least two of which must be under HRC AV Rules. The following types of Competition must be represented at least once:
  - Table A
  - One other type of HRC AV Competition (eg. Fault & Out)
  - The showjumping phase of either Horse Trials or Combined Training.

If two different Competitions are judged on the same day, this counts as two occasions. The qualified Judge must complete and sign the Candidate's logbook

- f) Candidates must provide a copy of the course plans (including the jump off course, if applicable) of the Competitions they have judged and write a commentary on any issues which may have arisen, eg.
- The need to change the location of the start and/or finish flags prior to commencing the class, due to problems sighting them from the judge's box.
  - Requests from the Judge to the Course Designer to modify the course and why.
  - Any difficulties in interpreting the Rules.
- g) Candidates must attend two HRC AV training sessions, one of which must be a practical course building session. In the event that no HRC AV training sessions are run in the appropriate period, the Jumping Sub-Committee may waive the attendance requirement as a examination pre-requisite.

## **67.2. Showjumping Judges' Examination**

- 67.2.1.** Candidates who have met all the pre-requisites must submit their logbook and paperwork to the HRC AV. This information will be passed to the Jumping Sub-Committee.
- 67.2.2.** The submission must be received within 6 months of the pre-requisites being met in order that the Candidates experience is current.
- 67.2.3.** The Jumping Sub-Committee will review the information provided. The Candidate may be requested to discuss their submission. Following the review, the Jumping Sub-Committee will advise the Candidate as to whether they are met the pre-requisite requirements and whether they may progress to undertake the formal examinations.
- 67.2.4.** Candidates will be required to sit a open book theory examination on the HRC AV Rules. The scope of the examination shall encompass all aspects of showjumping including the showjumping phase of Combined Training, Horse Trials and all relevant aspects of running an Event which includes the Event and Disciplinary Rules. (This scope of coverage of the Rules is required as Judges must be aware of breaches of the Rules which may occur whilst in charge of their ring; also, Judges may be also be a member of the Ground Jury at and Event). A pass mark of at least 90% is required.
- 67.2.5.** Candidates must judge under HRC AV Rules whilst being assessed by a HRC AV examiner. This practical examination may occur either under examination conditions or at any Event where a HRC AV Examiner is present.

**67.2.6.** Candidates who do not pass the examination requirements must judge a minimum of three Competitions under the supervision of a HRCAV examiner. Upon the HRCAV examiner deeming the Candidate's ability as satisfactory, the Candidate will obtain accreditation and be placed on the Official Showjump Judges Listing.

### **67.3. Exemptions**

Candidates who can demonstrate significant experience in judging at EFA or PCAV Events may be exempted from 67. Pre-requisites d) to g).

### **67.4. Retaining Official Status**

Judges must remain financial Members of an affiliated Club to maintain their Official Status. They must also undertake an open book refresher exam and attain a 90% pass every two calendar years and complete the Show Jumping Personnel Audit form as required (annually).

## **68. SHOWJUMPING OFFICIALS PROBATIONARY PERIOD**

**68.1.** Candidates when listed on the Showjumping Course Designer and/o Showjumping Judge list for the first time will be subject to a Probationary Period of 12 months duration

**68.2.** During the Probationary Period the new Course Designer or Judge may be subject to visits, while officiating at events, by a person nominated by the Jumping Sub Committee for the purpose of reviewing their course design and building and/or judging performance. The nominated person shall report back their findings to the Jumping Sub Committee. The review may recommend

- a) The new Course Designer or Judge undergo further training o
- b) Any further action deemed necessary.

## **69. SENIOR SHOW JUMPING COURSE DESIGNER**

**69.1.** Appointment as a Senior Show Jumping Course Designer may be offered to accredited HRCAV Show Jumping Course Designers satisfying at least two of the following criteria:

- Minimum five (5) years exemplary service as HRCAV Show Jumping Course Designer,
- Minimum EA accreditation of Level 2,
- Acknowledged professionalism in the conduct of their duties as a Show Jumping Course Designer

### **69.2. Selection Process**

- The nominator shall be a current Senior Show Jumping Course Designer, or
- Nominations may be made from the Jumping Sub Committee or the Show Jumping Examiner
- Nominations must be made in writing to the HRCAV Jumping Sub Committee including supporting information / recommendations
- Should the Jumping Sub Committee support the nomination, it shall be referred to the Executive committee for endorsement.

69.3. Role of the Senior Show Jumping Course Designer. A Senior Show Jumping Course Designer:

- Is permitted to undertake assessments of Show Jumping Course Designer Candidates at their practical judging examination
- May be invited to contribute to the writing and assessment of new candidate and refreshing examination papers
- Must be willing to conduct Show Jumping Course Designer training and exam Days including participation in the Mentored Course Design program.
- May be invited to contribute to the review of Jumping rules and be called upon to provide feedback to the Jumping Sub Committee on issues related to jumping from time to time.

69.4. To retain Senior status, the Senior Show Jumping Course Designer must maintain accreditation and membership of the HRCVA and be must to undertake the duties listed under rule 69.3. Recommendations to withdraw senior status shall be made by the Jumping Sub Committee and become effective upon endorsement of the recommendation by the Executive Committee. A Senior Show Jumping Course Designer may resign from the role or take a leave of absence by notifying the Jumping Sub Committee in writing.

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