

JUMPING RULES

200 GENERAL

200.1 A jumping competition is one in which the combination of horse and competitor is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill, its speed and its obedience in jumping and the competitor's horsemanship.

200.2 If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he incurs penalties. The winner of the competition is the 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.

200.3 It is not intended to standardize jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs.

200.4 Other competitions or variations to the special competitions may be authorized by the HAK Technical Committee provided their conditions comply with the requirements laid down in the General Regulations and the Rules for Jumping Events. Detailed conditions of each competition must be set out clearly in the schedule and in the program of the event. Organisers are not permitted to organize new competitions unless the HAK Technical Committee has approved the conditions according to which these competitions may be run.

200.5 Competitions must be fair for all competitors. It is, therefore, essential that strict and detailed Rules are established to regulate them. For this reason, the Rules, which follow must be respected.

200.6 The term "penalties" (instead of "faults") is used throughout the text of these Rules as this term is used in the Rules of the other disciplines. The term "fault" is used to cover all incidents during a round that are liable to penalties.

201 ARENA

201.1 The arena should be enclosed. When a horse is in the arena during a competition, all entrances/exits whenever possible should be physically closed.

201.2 A competitor must enter the arena within 45 seconds of his name or number being called.

201.3 A competitor and/or horse leaving the arena without official permission, including a loose horse or prior to starting will incur elimination. A competitor not mounted when entering or leaving the arena may be eliminated at the discretion of the Jury.

202 ACCESS TO THE ARENA AND PRACTICE OBSTACLE IN THE ARENA

202.1 Competitors on foot may only be admitted to the arena before each competition:

202.1.1 The course should be open for inspection by competitors preferably at least 15 minutes before the start of the competition. This includes competitions with jump-off(s).

202.1.2 Entry into the arena may be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell. There may also be a notice "Arena Open". An announcement should also be made over the public address system.

202.1.3 In competitions over two rounds with different courses, competitors may inspect the course before the second round.

202.1.4 Competitors may inspect the course but may not touch anything in order to change it.

202.2 Where facilities for exercising are severely limited, the show may, with the agreement of the Ground Jury give special permission for the arena to be used for exercising at specified times.

202.3 If the schooling (exercise) area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances practice obstacles are not allowed in the arena before the start, in any competition.

202.4 Practice obstacles in the competition arena must conform to the following parameters.

202.4.1 The obstacle must be a spread obstacle not exceeding the maximum height and spread of the competition or a vertical obstacle not exceeding the height of the competition and should not be numbered. These dimensions may not be altered during the course of the competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible disqualification (241.2.3 and 242.1.5).

202.4.2 Jumping the practice obstacle in the wrong direction may incur disqualification (241.2.8).

202.4.3 The competitor is allowed 90 seconds maximum to make these attempts, counted from the time the Ground Jury rings the bell.

202.4.4 A knock down, refusal or run out count as an attempt. If there is a refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the competitor is allowed to make a second and final attempt. The time taken to reset the obstacle is not included.

202.4.5 The Ground Jury must give the signal to start the round after the competitor has made his attempt(s) or after 90 seconds. After the sound of the bell, the competitor who has attempted only once is allowed the second attempt but he must cross the starting line in the correct direction within the 45 second countdown. Failure to do so will start the time of the round.

202.5 Competitors may not jump or attempt to jump any obstacle in the arena during a parade before the competition. Failure to comply with this paragraph may incur disqualification (241.2.4).

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

203 THE BELL

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

203.1.1 To give permission to the competitors to enter the arena when the course is ready for inspection and to signal that the inspection time is over.

203.1.2 To give the signal to start and activate the 45 seconds countdown. The 45 seconds countdown sets the time that the competitor is allowed before commencing his round. The Ground Jury has the right to interrupt the 45 second countdown if unforeseen circumstances occur.

203.1.3 Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalized.

203.1.4 After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as disobedience. However, under special circumstances, the Ground Jury has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the count-down.

203.1.5 To stop a competitor for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption.

203.1.6 To indicate to him that an obstacle knocked down following a disobedience has been replaced.

203.1.7 To indicate by prolonged and repeated ringing that the competitor has been eliminated.

203.2 If the competitor does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury (240.4.5) except where specifically provided for under Rule 233.2.

203.3 If, after an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated.

204 COURSE AND MEASURING

204.1 The Ground Jury must walk the course to inspect the track and obstacles before the start of the competition. Competitors with doubt that the course complies with the parameters of the Rules or competition or is safe must make a representation to a member of the Ground Jury only. He will consult with the Course Designer and decide if any adjustment is necessary. Any adjustment must be made on the course plan and drawn to the attention of all competitors.

204.2 The course and the jump off course, is the track, which the mounted competitor must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacles.

204.3 In exceptional cases, the Ground Jury may alter the time, if the following apply.

204.3.1 Once the competition has started only the Ground Jury in consultation with the Course Designer, and the Technical Delegate if present, may decide that a gross error has been committed in the measurement of the course. No person may demand re-measurement of the course.

204.3.2 This may be done after the third competitor, having completed the course without a disobedience or any other interruption and before the next competitor has started.

204.3.3 In this case, the Ground Jury has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.

204.3.4 The new time allowed may not be altered to a time which would penalize a competitor who has already completed his round.

204.3.5 The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.

204.4 The starting and finishing lines may not be more than 15 m or less than 6 m from the first and last obstacle. These two lines must each be clearly marked by easily visible flags and / or signs

204.5 The round starts when the competitor crosses for the first time in the correct direction the starting line, after the bell has been rung.

204.6 The time awarded to the competitor starts running either upon crossing the starting line for the first time or upon expiration of the 45 second countdown whichever occurs first.

205 COURSE PLAN

205.1 A plan showing accurately all the details of the course must be posted as close as possible to the entrance of the arena, at least half an hour before the beginning of each competition. An identical copy must be given to the Ground Jury. The Course Designer must also have a current plan.

205.2 The obstacles are numbered consecutively in the order, in which they must be jumped, except in certain special competitions.

205.2.1 Combination obstacles carry only a single number. Each element must also be marked with letters (A and B or A, B and C etc). The number may be repeated at each element for the benefit of the Ground Jury and competitors (8A, 8B, etc).

205.3 The plan must indicate the following:

205.3.1 The position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without penalty.

205.3.2 The relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles.

205.3.3 Any compulsory turning points marked by a white flag on the left side and/or a red flag on the right.

205.3.4 The track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped, in which case the competitor is free to choose his own track. Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan. **The track as measured by the Course Designer should be shown on the course plan as a dashed line.**

205.3.5 The Table of penalties to be used.

205.3.6 The time allowed and time limit, if any; or the fixed time in certain special competitions.

205.3.7 The numbers of obstacles, the length, the time allowed and the time limit for the jump-offs.

205.3.8 If combinations are to be judged as Closed or Partially Closed.

205.3.9 All decisions and/or modifications made by the Ground Jury in regard to the course.

206 ALTERATIONS TO THE COURSE

206.1 Should force of circumstances make it necessary to alter the plan of the course after it has been posted or alter distances between obstacles on the course after it has been inspected, the change may only be made after the agreement of the Ground Jury. In this case, all the individual competitors and/or Chefs d'Equipe must be advised of the alterations.

206.2 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 (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.

206.3 Notwithstanding 206.2, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Ground Jury deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, such as water jumps, ditches or permanent obstacles must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous competitors penalized during this round at that obstacle must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.

206.4 If necessary, a new time allowed and time limit shall be fixed for a course altered under 206.3.

207 FLAGS

207.1 Completely red flags and completely white flags must be used to mark only the following details of obstacles and the course:

207.1.1 The limits of the obstacles provided in the schooling (exercise) areas or of the practice obstacle in the arena. In the schooling (exercise) area it is also allowed to use wings/uprights with a red or white top.

207.1.2 The limits of the obstacles if it is required to jump only a certain limited area of the obstacle.

207.1.3 On the front and landing faces of a water jump. The flag poles of these must be safe and not shatter or splinter and must bend when hit.

207.1.4 At compulsory turning points.

207.2 Where there are flags, the competitor must pass the flags, red on his right and white on his left or both.

207.3 If a competitor passes the flags on the wrong side, he must return and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated (220.3).

207.4 Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a disobedience or resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag need not be replaced immediately; the competitor must continue his round and the obstacle / compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next competitor will be given the signal to start.

207.5 However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury will interrupt the round of the competitor. The clock must be stopped while the flag is replaced and a time correction of 6 (six) seconds will be applied.

208 OBSTACLES GENERAL

208.1 The obstacles must be inviting in their overall shape, appearance and be varied. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured. A first-round course must consist of at least 6 obstacles.

208.2 The obstacles must be designed with horsemanship and fairness in mind.

208.3 Obstacles will be built to comply with the maximum parameters permitted by various competitions and grades. Under no circumstances, except in Puissance or in Power and Skill may any obstacle exceed 1.70 m in height. Spread obstacles must not exceed 2m in spread with the exception of triple bars, which may have a maximum spread of 2.20 m. This also applies to the case of one or several jump offs. The water jump may not exceed 4.50 m in spread including the take off element.

208.4 Poles and other parts of the obstacles are held up by supports (cups) or in the case of a wall on the parts below. A pole must be able to roll on or fall from its support. The support must have a depth of 18 mm minimum and a depth of 30 mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or flat.

208.5 Limits on the height and spread of obstacles are set forth in Annex J I for each height and grade and must be observed with the greatest care. However, if a maximum dimension has been marginally exceeded as a result of the material used and/or by the position of the obstacle on the ground, the maximum dimensions set forth will not be considered to have been exceeded. This is providing every effort has been made not to exceed the maximum dimensions specified in the schedule or Annex J 1 with the material available.

208.6 The dimensions of obstacles in competitions other than those specifically in the rules, must be according to HAK Grading rules.

208.7 A ground line is a pole or element at or in front of the base of an obstacle. It is not faultable.

208.8 The height of an obstacle is measured at the centre of the obstacle or where a horse would normally jump, from the ground to the highest point (front or rear element).

209 VERTICAL OBSTACLE

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

210 SPREAD OBSTACLE

A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. Only poles may be used on the middle or back element of a spread obstacle. FEI-approved safety cups must, if possible, be used as support for the back poles of spread obstacles and in a triple-bar to support the centre and back poles of the obstacle. Safety cups should also be used for spread obstacles in the practice area. Where safety cups are not available, it must be stated on the entry form and entrants must sign to signify their acceptance.

211 WATER JUMP

211.1 For an obstacle to be called a water jump, it must have no obstacle in front, in the middle or behind the water except the take-off element. The water must have a minimum spread of 2.50 metres and must be dug in if the jumping spread is more than 3.20 m.

211.2 A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm must be erected on the take-off side. The face of the front of the water jump, which may include (floral) decorations, must be at least 30 percent more than the width.

211.3 The landing side of the water jump must be clearly defined by a lath, strip or flat defining element, at least 6 cm and not exceeding 8 cm in width. This must be placed at the edge of the water, properly fixed to the ground. A contrasting colour of lath should be used.

211.4 If the water jump is made of concrete or hard material, the bottom should be covered with a softer material such as a coconut or rubber mat.

211.5 **Obstacles placed over a Water Jump.** Only a vertical obstacle of not more than 10 cm less than the maximum height of the competition, having any number of poles but with the use of FEI approved safety cups can be placed over a water jump. The vertical obstacle must not be placed further than 2m from the front of this obstacle. The water or take off element are not penalized. For this reason, a lath or other arrangement may not be used to define its limits.

211.6 **Liverpool.** If water or a water tray is used under, in front of or behind an obstacle, the total width of the obstacle (including the water and/or tray) may not exceed 2.00 metres. The water (tray) or take off elements are not penalized.

212 COMBINATION OBSTACLES

212.1 Double, treble combinations (or those with more than three obstacles), means a group of two or more obstacles, with distances between the obstacles of 7 m min. and 12 m max. (except for specific competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7 m). These require two or more successive jumping efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

212.2 In combinations, each obstacle of the group must be jumped separately and consecutively, without circling around any of the obstacles.

212.3 When there is a refusal or run-out, the competitor must retake all the obstacles unless it is a closed combination or partially closed combination or a Six Bar competition.

212.4 Penalties for faults made at each obstacle and during different attempts, are counted separately and added together.

212.5 In a combination, a triple bar may only be used as the first obstacle

213 BANKS, MOUNDS, AND RAMPS

213.1 With exception of Rule 213.2, banks, mounds 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.

213.2 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.

214 CLOSED COMBINATIONS AND PARTIALLY CLOSED COMBINATIONS

214.1 A combination is considered to be completely closed if the sides, which surround it, can only be accomplished by jumping the obstacles as defined.

214.2 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. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed.

214.3 The 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.

214.4 If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

215 ALTERNATIVE OBSTACLES AND JOKER

215.1 When, in a competition, two obstacles of the course carry the same number, the competitor has the choice of jumping either of the obstacles:

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

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

215.2 The Joker is a difficult obstacle, but must not be unsporting. It may only be used in certain competitions and only when specified in the schedule. It may not be more than 15 cm higher than the maximum height allowed in the competition. It should be a vertical obstacle.

215.3 In any competition where a Joker is to be included as part of the competition, this must be so stated in the schedule.

216 PENALTIES

During a round, penalties are incurred for:

216.1 Knocking down an obstacle or a foot in the water or on the defining limits of the water jump on the landing side.

216.2 A disobedience.

216.3 A deviation from the course.

216.4 A fall of a horse and/or competitor.

216.5 Unauthorized assistance.

216.6 Exceeding the time allowed or the time limit.

217 PENALTIES FOR KNOCK DOWN

217.1 A penalty is given for a knock down of an obstacle, through a mistake of the horse or competitor when:

217.2 The whole or any upper part of the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle.

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

217.4 Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, is not penalised.

217.5 If in any doubt the Ground Jury should give the benefit of the doubt to the competitor.

217.6 The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only.

217.7 In the event of the displacement of any part of an obstacle, (except flags), as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is readjusted. This does not count as a knock down and is only penalized as a disobedience with a time correction of 6 (six) seconds added.

217.8 Penalties for knock downs are those provided for under Tables A and C (236 and 239).

217.9 If any part of an obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared with no penalty to the competitor.

217.10 If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down the obstacle he will be penalised in accordance with the Table in use for the competition.

218 PENALTIES AT OBSTACLES AND WATER JUMPS

218.1 **Vertical Obstacles.** When a vertical obstacle which, is comprised of one or more parts placed one above the other and positioned in the same vertical plane is knocked down, only the fall of the top part is penalised.

218.2 **Spread Obstacles.** When a spread obstacle which requires only one effort, comprises parts which are not positioned in the same vertical plane, the fall of one or several top parts is only penalized once, whatever the number and position of the parts which have fallen. Trees, hedges etc. used as filling are not liable for penalties.

218.3 **Water Jumps.** If a horse touches the water with one or several feet or touches the lath defining the limit of the water jump with the foot or the shoe or the fetlock joint or boot, only one touch is penalized.

218.3.1 Striking, knocking down, or displacing the brush or take-off element is not penalized.

218.3.2 The decision of the water jump Judge is final. For this reason, he must be a member of the Ground Jury. The water jump Judge must register the identification number of horses penalised at the water jump and the reason for the penalties.

219 DISOBEDIENCES

219.1 The following are considered as disobediences and are penalised:

219.1.1 A refusal.

219.1.2 A run-out.

219.1.3 A resistance.

219.1.4 A more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a disobedience to circle around the last obstacle jumped unless the track is so designated.

219.2 It is not considered a disobedience and not penalized to circle for up to 45 seconds after a run-out or a refusal (no matter if the obstacle has to be rebuilt or not) to get into position to jump an obstacle.

219.3 Disobediences at Closed and Partially Closed Combinations.

In the event of a disobedience in a closed or partially closed combination, the following procedure applies:

219.3.1 If the disobedience occurred in the closed part, the competitor must jump out in the direction of the course;

219.3.2 If the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination.

219.3.3 In the event of a disobedience with a knock down and/or displacing of an obstacle at any part, the time correction of 6 seconds will be applied.

219.3.4 If, once inside the enclosure, the horse refuses the competitor must jump out in the direction of the course. The 6 second penalty is added to the time when the clock is restarted and the rider resumes his round.

219.4 Disobediences at the Water Jump

219.4.1 If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed.

219.4.2 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 the time correction of 6 seconds will be added.

219.4.3 The decision of the water jump Judge is final. (218.3.2).

220 DEVIATION FROM THE COURSE

220.1 It is a deviation from the course when the competitor:

220.1.1 Does not follow the course as set out on the published plan:

220.1.2 Does not cross the starting line or the finishing line in the correct direction.

220.1.3 Omits a compulsory turning point.

220.1.4 Does not jump the obstacles in the order or in the direction indicated, except in certain special competitions.

220.1.5 Jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course need not be crossed off and will not preclude the elimination of a competitor for jumping an obstacle not forming part of the course.

220.2 An uncorrected deviation from the course incurs elimination.

221 REFUSAL

221.1 It is a refusal when a horse halts in front of an obstacle, which it must jump whether or not the horse knocks it down or displaces it.

221.2 Stopping in front of a compulsory turning point or an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.

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

221.4 If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt and the bell has been rung.

221.4.1 If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalised as for an obstacle knocked down.

221.4.2 If the bell has been rung and the competitor jumps other obstacles of the combination in his stride, it does not entail elimination or any further penalty should he knock down this obstacle of the combination.

222 RUN-OUT

222.1 It is a run-out when the horse escapes the control of the rider and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.

222.2 When a horse jumps an obstacle between the front and back poles of a spread obstacle, the obstacle has not been jumped correctly, the competitor is penalised as for a run-out and he must jump the obstacle again.

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

223 RESISTANCE

223.1 It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason anywhere on the course.

223.2 It is equally a resistance when the competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Jury (233.3.2).

223.3 This includes a halt to adjust any saddlery.

223.4 Resisting for 45 consecutive seconds during the round or taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line incurs elimination.

223.5 A resistance is penalised as for a disobedience except in the circumstances set out in 240.3.3 or to be given his helmet or spectacles.

224 FALLS

224.1 A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen from the time the signal to start is given for the competitor to begin his round until the horse and rider have passed through the finish line. He is considered fallen if he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. If it is not clear that the competitor has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the competitor. Dismounting to retrieve his headgear is not penalized. [Rule 1011]

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

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

225 UNAUTHORISED ASSISTANCE

225.1 Any physical intervention by a third party between crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the competitor or his horse is considered “unauthorized assistance”.

225.2 In certain exceptional cases, the Ground Jury may authorize the competitor to enter the arena on foot or with the help of another person, without this being considered as unauthorized assistance.

225.3 Permitted Physical Assistance is as follows:

225.3.1 To hand a mounted competitor his headgear and/or spectacles during his round is not considered to be unauthorized assistance (240.3.20).

225.3.2 To receive Veterinary or Medical attention.

225.3.3 To prevent danger to the competitor or public.

226 TIME OF THE ROUND

226.1 The time of a round, recorded in seconds and in hundredths of a second, is the time taken by a competitor to complete the round, plus the time correction (232) if any.

226.2 **The time** starts at the precise moment when the mounted competitor passes the starting line in the correct direction **for the first time after** the starting signal has been given, or at the moment 45 second count-down expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle.

A competitor will not be eliminated if no time can be recorded for his round but will be placed equal to a competitor with the same number of penalties or just below a competitor in special competitions with the same number of points.

227 TIME ALLOWED

The time allowed for a round in each competition is determined in relation to the length of the course and the speeds laid down according to the schedule or Rules for that grade. (Annex J I or II).

228 TIME LIMIT

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

229 RECORDING THE TIME

229.1 Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is preferred. The timekeeper is only responsible to record the number of the horse, the time taken to complete his round and the Jury's final time.

229.2 Three stopwatches, which can be stopped and restarted without the hand returning to zero, must be provided. Two digital watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance. The President or a member of the Ground Jury must have a digital stopwatch.

229.3 In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a back up.

229.4 In case of a breakdown of the automatic timing equipment, the time of any competitor affected by the breakdown shall be determined by a stopwatch in hundredths of a second.

229.5 A video recording may never be used to establish the time of a competitor's round.

229.6 If the crossing of the starting and/or finishing line by the competitor cannot be clearly judged from the Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Ground Jury box.

230 INTERRUPTED TIME

230.1 While the clock is stopped, the competitor remains free to move around until the ringing of the bell gives him permission to start again. The clock is restarted when the competitor reaches the place where the clock was stopped. Except in the case of a disobedience with a knock-down where 232 applies.

230.2 The responsibility for starting and stopping the clock rests solely with the Judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.

230.3 The automatic time keeping should not only register the time ridden by the competitors but also the time, including time corrections.

231 DISOBEDIENCES DURING INTERRUPTED TIME

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

231.2 Disobediences are not penalised during interrupted time.

231.3 The provisions concerning elimination remain in force during interrupted time.

232 TIME CORRECTIONS

232.1 If, as the result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of an obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt.

232.2 When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the competitor can continue the round. The competitor is penalised for a refusal and a time correction of 6 seconds is added to the time taken by the competitor to complete his round.

232.3 The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred or has a second refusal.

232.4 If a disobedience with the knock-down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground or has a refusal at the first obstacle of the combination.

233 STOPPING AND RESTARTING

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

233.2 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 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 or penalties obtained at the obstacles proceeding and following the order to stop will count.

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

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

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

233.4 Only in very exceptional circumstances (i.e. extreme weather or danger to the competitor) will a competitor be allowed to start all or part of the course again. In this case the competitor may elect where he wishes to recommence. In this case, previous scores at obstacles already jumped will stand and his time will be restarted from the place where the round was stopped.

234 SPEED

The speeds for competitions are laid down according to the provisions of the competition and the grade/eligibility of the horse or pony. (Annex IV).

235 FAULTS

Faults made between the starting line and the finishing line must be taken into consideration. "Exception: A knock down of the last obstacle (even if the last element of a combination) will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence his round, whichever occurs first".

235.1 Disobediences committed during the time when the round is interrupted are not penalised.

235.2 Disobediences, falls etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.

236 TABLE A

236.1 Faults are penalised in penalty points or by elimination according to this Rule.

First disobedience	4 penalties
Second disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the water jump or any imprint on the lath defining its limits on the landing side	4 penalties
Exceeding the time allowed in the first and second rounds and jump-offs not against the clock for every four seconds commenced.	1 penalty
Exceeding the time allowed in a jump-off against the clock for each second or commenced fraction of a second	1 penalty
First fall of horse or competitor or both in all competitions	Elimination
Third disobedience or other infringement under 240	Elimination
Exceeding the time limit	Elimination

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

237 SCORES UNDER TABLE A

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

238 METHODS OF DETERMINING THE SCORES UNDER TABLE A

238.1 Competitions not against the clock

238.1.1 Penalties only [A1]. A competition not against the clock with a time allowed. The schedule must state either:

- Without jump off.
- With one jump off not against the clock.
- With two jump offs not against the clock.

The competitors with equality of penalties share the prizes.

238.1.2 Penalties and time in the jump off [A3]. 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.

238.1.3 Penalties and time in the second jump off [A2]. A competition not against the clock with a time allowed but in the event of equality of penalties, there will be a first jump-off not against the clock. In the event of further equality of penalties, there will be a second jump-off against the clock. Other competitors are placed according to their penalties in the first jump-off or if necessary in the first round.

238.2 Competitions against the clock

238.2.1 Penalties and time [A4]. 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 there will not be a jump-off, the competitors will share the prizes.

238.2.2 Penalties and time in the jump off, others - penalties and time in the first round. A competition against the clock, but in the event of equality of penalties, there will be one jump-off against the clock. Other competitors are placed according to their penalties and time in the first round.

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

238.3 In all competitions when the placing is determined against the clock, in the event of equality of penalties and time for first place no further jump-offs will take place. The competitors are placed equal.

238.4 Non-Grading individual competitions at less than 1.00 m. may never be run against the clock either in the first round or rounds or in any jump off. This includes all Table C type competitions and rounds and Points on Time unless no time is included in the score. The only exception to this is in FEI competitions when the first round is 0.95 m.

239 TABLE C

239.1 Faults under Table C are penalised in seconds, which are added to the time taken by the competitor to complete his round or by elimination.

239.2 Penalties under Table C

Obstacle knocked down or faults at water jump	4 seconds
Except: Two Phase and Knock-Out Competitions	3 seconds
Any jump-off under table C	3 seconds
First disobedience	None
Second disobedience	None
Disobedience, with a knock down and/or displacing of an Obstacle time correction	6 seconds
Third disobedience or other infringement laid down under 240 or both	Elimination
First fall of horse or competitor or both in all competitions	Elimination
Time penalties	None

239.3 Exceeding time limit (3 min if course more than 600 m.
2 min if less than 600 m) Elimination

239.4 **Scores under Table C:** Adding, the time of the round (including the seconds for time correction if any), plus four seconds for each obstacle knocked down (or three seconds as above), gives the score obtained, in seconds, by the competitor for his round.

239.5 In the event of equality for first place, there will be no jump off. The competitors will be placed equal first.

239.6 Non-Grading individual competitions may never be run under Table C or under “Points on Time” competitions. (e.g. Rules 313 – 314) or any individual competition, round or jump off against the clock.

ELIMINATIONS, DISQUALIFICATIONS AND FINES

240 ELIMINATIONS

240.1 Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor and the horse in question may not continue in the current competition.

240.2 The competitor has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This however does not apply to elimination resulting from a fall of horse or competitor.

240.3 The Ground Jury MUST Eliminate in the following cases:

240.3.1 Jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorized by the Ground Jury (202.3)

240.3.2 Starting before the bell and jumping the first obstacle of the course (202.5. and 203.1.2)

- 240.3.3 Taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the competitor (203.1.2)
- 240.3.4 A horse resisting for 45 consecutive seconds during the round (223.4)
- 240.3.5 Taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line (223.4)
- 240.3.6 Jumping the first obstacle having omitted to cross the starting line in the correct direction (220.1.2)
- 240.3.7 Omitting a compulsory turning point or not following precisely, the track indicated by a continuous line on the course plan (220.1.3/205.4.4)
- 240.3.8 Attempting to or jumping an obstacle which does not form part of the course during the round (220.1.5)
- 240.3.9 Omitting to jump an obstacle of the course or after a run-out or a refusal, failing to attempt to jump again the obstacle where the fault was committed (220.1.5)
- 240.3.10 Jumping an obstacle in the wrong order (220.1.4)
- 240.3.11 Jumping an obstacle in the wrong direction (220.1.4)
- 240.3.12 Exceeding the time limit (236 and 239)
- 240.3.13 Following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt (221.4)
- 240.3.14 Jumping or attempting to jump an obstacle after an interruption without waiting for the bell (203.3)
- 240.3.15 Not jumping all the obstacles of a combination again after a refusal or run-out (212.3) except in the case of the closed part of a combination (219.3)
- 240.3.16 Not taking each obstacle of a combination separately and consecutively (212.2)
- 240.3.17 Not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena (226.2)
- 240.3.18 Competitor leaving the arena without official permission, including prior to starting or a horse (even if loose) leaving the arena before the end of the round (201.3)
- 240.3.19 Failure to replace headgear (162.3)
- 240.3.20 Accepting while mounted any object whatever during a round except headgear and/or spectacles (225.3)
- 240.3.21 Using a whip of more than 75 cm in length or weighted at the end, in the arena, the exercise and schooling areas or elsewhere on or in the immediate proximity of the showground. Using a substitute for a whip (172.3) (exception 172.6)
- 240.3.22 An accident to a competitor or to a horse which prevents him from completing the competition (258)

240.3.23 Not leaving a closed combination in the right direction or displacing a closed combination (214)

240.3.24 Third disobedience during the course of a round (236 and 239);

240.3.25 Fall of competitor or horse during the round (224, 236 and 239)

240.3.26 If the Ground Jury feels that for any reason horse or competitor is unfit to continue in competition or out of control (63)

240.4 Elimination is left to the discretion of the Ground Jury in the following cases:

240.4.1 Not entering the arena when either the competitor's name and/or number is called (201.2).

240.4.2 Not entering the arena mounted or not leaving the arena mounted (201.2, 224.3).

240.4.3 All physical unauthorized assistance, except (240.3.20 /225.1).

240.4.4 Improper dress or saddlery (162 - 189).

240.4.5 Not stopping when the bell is rung during the round (203.2. and 233.2).

241 DISQUALIFICATIONS

241.1 Disqualification by the Jury is a sanction imposed for misconduct. It means that a competitor and his horse or horses may take no further part in a competition or may be disqualified from all or any other competition of the event (64 and 67).

241.2 The Ground Jury MAY disqualify a competitor in the following cases:

241.2.1 Entering the arena on foot once the competition has started without permission of the Ground Jury (202.1).

241.2.2 Exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury (202.2, 5 and 6).

241.2.3 Jumping or attempting to jump the practice obstacle in the arena more times than authorized (202.4, 242.1.5. and 262.1.9).

241.2.4 Jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (202.5).

241.2.5 Retiring, before a jump-off, without permission of the Ground Jury or without valid reason.

241.2.6 Rapping horses (243.3).

241.2.7 Exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (242.1.4. /244).

241.2.8 Jumping in the wrong direction the obstacles in the exercise and schooling areas (244) and the practice obstacle, if any, in the arena (202.4).

241.2.9 All cases of horse abuse and/or ill treatment reported by a member of: the Ground Jury or the Jury of Appeal; or by a steward (62 and 243).

241.2.10 All cases laid down in the Veterinary Regulations.

241.2.11 All cases of misconduct laid down in the General Regulations.

242 YELLOW WARNING CARDS AND FINES

242.1 The President of the Ground Jury, the President of the Appeal Committee or Chairman of the SOC (if there is no Appeal Committee) AND the Chief Steward or TD, are authorized to issue a yellow warning card (Rule 68.1) and in addition the Ground Jury may impose fines in accordance with the rules in the following cases: (Appendix II)

242.1.1 A competitor who has been eliminated or at the end of his round does not leave the arena without delay (240.2).

242.1.2 A competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena (240.2).

242.1.3 A competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (202.6).

242.1.4 A competitor who uses in the exercise and in the schooling areas obstacles different from those provided by the Organising Committee (241.2.7. and 244).

242.1.5 A competitor who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (202.4, 241.2.3 and 262.1.9).

242.1.6 A competitor who does not salute the Ground Jury or the official personalities on entering the arena (150).

242.1.7 Failure to display the identification number in case of repeated offence (252.5).

242.1.8 A competitor who disrespects the advertising Rules or does not comply with the Rules laid down (55).

242.1.9 A competitor who disrespects the directives of the SOC (62).

242.1.10 A competitor who touches an obstacle to the effect of changing it (202.1).

242.1.11 A competitor who does not follow orders of officials or shows incorrect behavior towards officials (62).

242.1.12 A competitor who repeats offences after a warning (62).

242.1.13 A competitor who disrespects the Rules regarding dress and saddlery (161 - 189).

242.1.14 A case of abuse of horses in any form (62.4, 62.5 and 243).

242.2 All fines imposed by the Ground Jury are payable at the show to the SOC or HAK as laid down in Appendix II or will be reported to the Executive Committee who may take further action (68).

243 ABUSE IN TRAINING OF HORSES

243.1 All forms of cruel, inhumane or abusive treatment of horses, including, but not limited to the various forms of rapping, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event (241.2.6, 241.2.9. and 241.2.10).

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

243.3 It is forbidden to jump unauthorized obstacles or to rap a horse in any way and in any place on the grounds of the event or to leave the grounds of the event for that purpose during the period of the event.

243.4 In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the competitor and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition, the Ground Jury can take any further action it deems appropriate to the particular circumstances.

244 EXERCISE / SCHOOLING AREAS AND PRACTICE OBSTACLES

244.1 The Exercise and Schooling Areas

244.1.1 The show must provide at least one exercise or schooling area sufficiently large for good training conditions with adequate footing.

244.1.2 When there are two or more jumping competitions taking place simultaneously in separate arenas, a separate practice arena should be designated for each competition.

244.1.3 There must be a minimum of one vertical and one spread obstacle (offset oxers (Swedish) are not permitted).

244.1.4 When there are many competitors and sufficient space, additional obstacles should be provided (simple combination obstacles are permitted).

244.1.5 All obstacles must be constructed in the usual manner and provided with red and white flags or painted/clearly marked tops. Practice obstacles may only be jumped in the correct, flagged direction.

244.1.6 If space permits a separate schooling area may be designated.

244.1.7 The practice arena is not to be used for prolonged schooling or training when being used for warming up for competitions.

244.2 **Practice Obstacles:** The use of obstacle material not provided by the show is forbidden under penalty of disqualification and/or fine (241.2.7 and 242.1.4). No part of the practice obstacles may be held by anyone.

244.2.1 A ground line may be placed directly underneath the first part of an obstacle or up to 1 m away on the take-off side.

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

244.2.3 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must **only rest** on the far edge.

244.2.4 Practice obstacles may never exceed by more than 10 cm the max. height and width of the obstacles of the competition in progress.

244.2.5 The use of walking poles is forbidden on the show grounds.

244.2.6 The show may provide a Liverpool in the warm up arena.

244.2.7 NO Gymnastic Exercises of any kind may be used in any arena being used for warm up by competitors before or during competition. Daily, arenas may be used for Gymnastic Training but only until 30 minutes before ALL competitions begin and after ALL competitions are completed. Trotting poles (1.2 m – 1.6 m apart) may be used but placed not closer than 2.5 m (2.0 m for ponies) to a vertical obstacle not exceeding 1.20 m in height. Single poles may be used if not closer than 2.50 m to an obstacle if approached in trot or 3.0 m if approached in canter. A landing pole at a vertical may be used not closer than 2.50 m from trot and 3.0 m if canter. (Adjust to 2.0 m and 2.5 m for ponies).

244.2.8 Combinations are permitted if there is enough space in the arena and if they are built with correct distances as set by the Course Designer.

244.2.9 If a warm up area is very crowded or small, competitors may only be able to have the use of a single obstacle.

244.3 If possible, a steward or member of the Ground Jury should always supervise the schooling area(s) (practice/warming up ring) when in use. It is permitted for a Steward or other official to examine and remove boots or bandages after competitions to examine for weight or forbidden substances.

245 JUMP OFFS

245.1 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. Competitors must start the same horse in the jump off as in the initial round.

245.2 A competitor may not jump off against himself. If he is the only rider and has two or more horses qualified for the jump off, he must nominate the horses in the order he wishes the horses to be placed. In the absence of such nomination the horses will be placed equal first.

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

245.4 Unless otherwise laid down in these Rules (Power and Skill competitions) no competition may involve more than two jump-offs.

245.5 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 schedule or the Rule Book.

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

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

246 JUMP OFF OBSTACLES AND DISTANCE

246.1 The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), by a maximum of 10 cm. This only applies if the competitors sharing first place have completed the previous round without jumping penalties.

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

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

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

246.5 The order of the obstacles for a jump-off may be altered, compared to the original course. If a higher number becomes the first obstacle, the height or width may be reduced.

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

246.7 A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection or will be built from the obstacles of the previous round or rounds. These obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. An obstacle included in the previous round may be jumped in the opposite direction in the jump off or a vertical in the first or second round may be converted to a spread obstacle or vice-versa from either direction in the jump off (provided it does not alter related distances). In these cases, the obstacle(s) is (are) considered as one (or two) of the two additional obstacles permitted.

247 ELIMINATION OR WITHDRAWAL FROM A JUMP-OFF

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

247.2 A competitor, who with 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.

247.3 If before a deciding jump-off, two or more competitors decline to take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the show will award the trophy by lot and the prize money will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is not followed by competitors, no trophy will be awarded and the competitors will each only receive the prize money and the lowest placing for which they would have jumped-off.

248 INDIVIDUAL PLACING, SETTING OF STANDARDS

248.1 The placing of an individual competitor or a team is decided according to the table in use and the instructions of the general schedule and Rules for the competition or amendments noted on the course plan.

248.2 The Ground Jury may at their discretion Set a Standard and stop any competitor who has no chance of receiving a prize or having his score count for a team or gain a qualification. The competitor may be stopped at any time during his round.

248.3 Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions and if stipulated by the schedule.

248.4 If no competitor completes the course in the first round or phase of a competition, the Ground Jury will declare the competition null and void.

252 DRAWS AND STARTING ORDER

252.1 A draw for the order of starting must be made and published in the programme and/or posted before the start of each competition.

252.2 In the case of Post Entries they must always be drawn first or added to the draw in the first positions.

252.3 In the case of Hors Concours entries they must always be drawn in the last positions of the competition.

252.4 If a Post Entry is also Hors Concours it will be treated as the latter.

252.5 If a rider has more than one horse in the competition, there should be a minimum of five horses between the horses of that rider. If this is not possible then the Jury will allow the rider ten minutes between horses.

252.6 Unless the conditions of the competition dictate otherwise the order of starting for the jump offs will remain the same as in the first round.

252.7 When the order of starting has been drawn, a competitor may only compete out of order by special permission of the Jury. When time is the deciding factor the Jury will not normally allow a competitor to start in a later position in the order than that in which he was originally drawn. Starting out of order may incur elimination at the discretion of the Jury.

End