

JUMPING CATEGORIES, ELIGIBILITY AND COMPETITIONS

300 GENERAL

300.1 There are many different jumping competitions for both individuals and teams. The following Rules cover the competitions most normally used.

300.2 Unless otherwise stated in the competition Rules, the general Rules for jumping and judging apply to all competitions with the exception that only horses/ponies 5 years old and over are eligible to compete in classes where the first round is 1.00 m. for Horses or 0.90 m. for Ponies.

300.3 If it is intended to depart in any way from the Rules for Special competitions, this must be clearly stated in the schedule. The Technical Committee must approve all variations from the Rules.

300.4 If there is any conflict between the general Rules and those applied to the special competition, the General Regulations [GR] and Rule Book take precedence unless the new conditions are clearly stated in the schedule.

301 CATEGORIES AND ELIGIBILITY FOR HORSES: (Ponies 604)

301.1 Jumping classes which do not count for grading will be run with one jump off not against the clock under Rule 238.1.1. Graded horses may compete Hors Concours in these classes on a class by class basis.

301.1.1 .70 cm **Ad. Restricted I.** Horses with 0 grading points.

301.1.2 .80 cm **Ad. Restricted II.** Horses with less than 75 grading points.

301.1.3 .90 cm **Ad. Restricted III.** Horses with less than 75 grading points

301.2 Jumping classes which count for Grading have first rounds or jump offs which may be run against the clock under the Rules of competitions.

301.2.1 1.00 m **D Grade.** Horses with less than 250 grading points.

301.2.2 1.10 m **C Grade.** Horses with 50 - 499 grading points.

301.2.3 1.15 m **Proud Command:** Horses with 50 - 749 grading points.

301.2.4 1.20 m **B Grade.** Horses with 50 - 749 grading points.

301.2.5 1.15 m. **Open Jumping:** Horses with 50 or more grading points.

301.2.6 1.25 m **Courageous:** Horses with 500 or more grading points.

301.2.7 1.30 m **A Grade.** Horses with 500 or more grading points.

302 12 AND UNDER JUMPING [THELWELL TYPE]

302.1 For children until the end of the calendar year in which they reach their 12th birthday, riding mares or geldings not exceeding 140 cm (13.3 hh).

302.2 Riders in this competition are only eligible to compete in other jumping competitions at the same show where the maximum height of the obstacles in the first round does not exceed 0.60m.

302.3 The competition is judged under 238.1.1 with three jump offs. There is no speed set or time allowed.

302.4 The course consists of 6–8 obstacles. Combinations are not permitted.

302.5 The maximum height of obstacles in the first round is 30 cm. For the first and subsequent jump offs, the obstacles will be raised 10 cm.

302.6 Prizes will be allocated as follows: Clear in the first round a 4th place rosette. Clear in the first round and in the first jump off a 3rd place rosette. Clear in the first round and in the first two jump offs a 2nd place rosette. Clear in the first round and all three jump offs a 1st place rosette.

303 HANDICAPS

303.1 Handicap competitions may be run if there are insufficient entries for a competition and the competitors have no alternative competition to enter. If there are four or more competitors in one of the grades, a separate competition should be held.

303.2 No competition judged under Table C may be a handicap. Any competition under Table A may be used.

303.3 A handicap may not exceed 15 cm. If three grades are amalgamated, the highest grade may jump lower than their normal grade. If four grades are amalgamated the top two grades will jump at the lower of the two grades and the bottom two grades will jump at the higher of their two grades.

303.4 The Speed is set as to the lowest grade taking part.

303.5 In any competition with a jump off, the lower grade will go first.

304 OPEN JUMPING

304.1 This competition is run under Table A with at least one jump off against the clock. It may not be a handicap.

304.2 The horse competition is open to horses with 50 or more points. Maximum height of obstacles in first round will be 1.15 m at 325 ppm.

304.3 The pony competition is open to ponies with 50 or more points. Maximum height of obstacles in first round will be 1.05 m at 325 ppm.

304.4 Not less than 50% of fences to be raised in the jump off. (246.1).

305 ACCUMULATOR

305.1 This competition takes place over 6, 8 or 10 obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track and in higher categories, difficulty of distances.

305.2 Points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.

305.3 This competition may take place not against the clock with a jump-off. In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.

305.4 The winner of the jump off is the competitor with the greatest number of points in the fastest time. Competitors not qualified for the jump-off are placed according to points obtained in the first round, not their time.

305.5 This competition may take place directly against the clock. In this case competitors are placed by points and time. The winner is the competitor with the greatest number of points in the fastest time.

305.6 For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained by the competitor.

306 TWO PHASE

306.1. This competition comprises two phases run without interruption, each at the same or a different speed, the finishing line for the first phase being identical with the starting line for the second phase.

306.2 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.

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

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

306.5 If so stated in the schedule, all competitors may be permitted to continue to the second phase, at the discretion of the Ground Jury. This must be confirmed and announced before the competition begins.

(N.B. PROVISIONS of 306.6 in competitions 306.5.1 - 3).

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

306.6.1 **[Non Grading] First phase** -Table A with a time allowed.

Second - Table A with a time allowed. Not against the clock

Placing - According to the penalties in the second phase and if necessary, by the penalties in the first phase.

- 306.6.2 **First phase** -Table A with a time allowed.
Second phase – Table A against the clock.
Placing - According to penalties and time in the second phase and if necessary, by the penalties in the first phase.
(Not recommended as may result in many ties.)
- 306.6.3 **First phase** – Table A against the clock.
Second phase – Table A against the clock.
Placing – According to penalties and time in the second phase and, if necessary, by penalties and time in the first phase.
- 306.6.4 **First phase** – Table A against the clock.
Second phase - Table C.
Placing – The time (including time penalties) of the second phase. if necessary, to the penalties and time in the first phase.
- 306.7 Competitors stopped **or continuing with penalties** after the first phase are placed **AFTER** competitors who were clear in the first phase
- 306.8 In the event of equality for any place, the tied competitors will be placed equal.

307 POWER JUMPING GENERAL

- 307.1 The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles.
- 307.2 In the event of equality for first place, there must be successive jump offs.
- 307.3 Obstacles in the jump-offs must always be the same shape, the same type and the same colour as in the initial round.
- 307.4 If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the competition. After the fourth jump-off, the Ground Jury must stop the competition. The competitors left in the competition are placed equal.
- 307.5 If, after the third jump-off, the competitors do not wish to continue, the Jury must stop the competition.
- 307.6 There will not be a fourth jump-off unless the competitors have a faultless round in the third jump-off.
- 307.7 Time is never a deciding factor in the case of equality of penalties. If an obstacle is displaced by a disobedience, no time penalty is applied.
- 307.8 These competitions are judged under Table A not against the clock. There is no time allowed and no time limit.
- 307.9 A practice obstacle is not permitted in the arena.
- 307.10 If the dimensions of the arena and the number of competitors permit it, the Ground Jury may decide that the competitors still in the competition may remain in the arena after the first or second jump-off.

308 PUISSANCE (Refer to 307)

308.1 The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle, preferably a wall. Combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).

308.2 A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.

308.3 In the event of equality for first place, there must be successive jump offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle (246.1).

308.4 In the jump-offs, both obstacles should be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if competitors equal for first place have not been penalised in the preceding round.

309 TWO FENCE CHALLENGE (Refer to 307)

309.1 The first round and the jump offs will comprise of two single obstacles. The first must be a vertical. The other must be a triple bar.

309.2 Before the competition starts formally, there will be a practice round and no penalties will be incurred.

309.3 In the event of equality for first place, there must be successive jump offs over the two obstacles.

309.4 In the jump-offs, both obstacles should be increased regularly in height and the triple bar also in spread. The obstacles may be increased in height or width only if competitors equal for first place have not been penalised in the preceding round. After the practice round all the competitors will remain in the arena.

310 SIX BAR (Refer to 307)

310.1 In this competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of poles of the same type. The number of obstacles may be reduced depending on the size of the arena.

310.2 All the obstacles may be the same height or at progressive heights.

310.3 In the event of a refusal or a run-out, the competitor must restart the course at the obstacle where the fault was made.

310.4 The first jump-off must take place over the six obstacles which must be raised unless the competitors who are equal for first place have been penalized in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them may not be changed (the lower obstacles should be withdrawn).

310.5 Alternative options for determining the result.

310.5.1 **Six Bar Accumulator.** When the competition is run and an outright winner is desirable, in the final jump off each fence is allocated points. 12 points are scored for the last (highest) fence, 10 points for the second last (second highest), 8 points for the third last (third highest) and 6 points for the first fence. The winner in the final jump off is the one with the highest number of points. Those with equal points will be tied.

310.5.2 **Six Bar Precision Jumping.** Where the competition is run with a limited number of competitors and as a display, each competitor clear after the first round will be allowed to jump in all the jump offs and faults incurred in each round will be added together. Those equal in penalties will be tied.

311 SCURRY [Speed and Handiness]

311.1 The competition is judged under Table C.

311.2 The course is a set course with a track allowing many turns for competitors to take short routes when possible. Alternative obstacles, natural obstacles, combinations including those with a non-jumping stride and water jumps are permitted.

311.3 No fixed line is permitted on the course plan except at combinations.

311.4 The winner is the competitor who jumps all the obstacles in the fastest time including added time for penalties and time corrections.

312 TAKE YOUR OWN LINE

312.1 The competition is judged under Table C.

312.2 The obstacles are numbered for judging purposes only and may be jumped from either direction except that spread obstacles may be designated to be jumped in one direction only if so designated on the course plan. Water jumps and combinations are not permitted.

312.3 The competitors must jump each numbered obstacle once in either direction or the direction designated and in any order.

312.4 The start and finish lines may be crossed in either direction.

312.5 Following a disobedience at an obstacle, the competitor is not required to re-attempt the same obstacle again immediately.

312.6 If the obstacle has been displaced by the disobedience, the bell will be rung, the jump rebuilt and the competitor may start his round again. He is not required to start again where the error was made. The time correction of six seconds will be added.

312.7 A third or subsequent disobedience does not incur elimination, but the Jury may retire a competitor if he has no chance of winning a prize.

312.8 Failure to jump all the numbered obstacles or jumping any obstacle more than once or jumping in the wrong direction incurs elimination.

312.9 The winner is the competitor who jumps all the obstacles in the fastest time including added time for penalties and time corrections.

313 HIT AND HURRY

313.1 The competition is judged by table C but points and time with a time allowed of between 60 and 90 seconds. The time should be shown on the Course Plan.

313.2 The course comprises of a minimum of 8 obstacles. Combinations and water jumps are not permitted.

313.3 Each competitor jumps the course in the correct order and gains three points for each obstacle clear and one point for any obstacle knocked down. 0 points are scored for a displaced and/or obstacle not jumped. If a competitor completes the course in less than the time allowed, he begins the course again.

313.4 If an obstacle is displaced as a result of a disobedience, even if the displacement is of a lower element in the same vertical plane, the competitor will proceed to the next obstacle and 0 points will be awarded for that obstacle.

313.5 Disobediences do not count as they increase the time. Except at the third disobedience or any fall, the competitor will be stopped and will be placed last of the competitors who have the same number of points.

313.6 When the fixed time is reached, the bell will be rung and the competitor must then jump the next obstacle on the course as his timing fence.

313.7 The number of points allotted to the last obstacle jumped will be included in the competitor's score provided the horse has already started to take off at the moment when the fixed time is reached.

313.8 He will then jump the next obstacle (the timing fence) and his time will be taken from when the horse's FRONT feet touch the ground on landing. He is given no points for an obstacle jumped after the bell has rung.

313.9 When the competitor has a disobedience at the timing fence, the round is ended and he is placed last of those who have obtained the same number of points.

313.10 The winner is the competitor with the greatest number of points in the fastest time.

314 TOP SCORE

314.1 The competition is judged by Table C but points and time with a time allowed of 60 seconds.

314.2 Each obstacle is clearly marked with a number of points from 10 to 120 according to its difficulty. Water jumps and combination obstacles are not allowed.

314.3 A Joker may be included but must be stipulated in the schedule. The Joker may be jumped twice. If jumped clear, 200 points are added to the score but if the Joker is knocked down, 100 points are deducted from the score.

314.4 The round starts when the competitor crosses the starting line in either direction.

314.5 The competitor jumps the obstacles he chooses in either direction.

314.6 An obstacle which is knocked down or displaced for any reason is not rebuilt. This includes the displacement of a lower element.

314.7 Each obstacle and the Joker if included may be jumped twice to score. Jumping, voluntarily or otherwise, an obstacle for the third or subsequent time or jumping or passing through an obstacle already knocked down or displaced, does not incur elimination but scores no points.

314.8 Disobediences are not penalised. Following a disobedience, a competitor may either attempt the same obstacle again or proceed to another. The Jury may retire a competitor if he has no chance of winning a prize.

314.9 The bell is rung as soon as the time allowed is reached. The competitor must then cross the finish line in either direction. A competitor who fails to cross the finish line will be placed last of other competitors with the same number of points.

314.10 The number of points allotted to the last obstacle jumped clear will be included in the competitor's score provided the horse has already started to take off at the moment when the time allowed is reached.

314.11 Jumping an additional obstacle or obstacles after the bell has been rung is not penalised.

314.12 The competitor scores the number of points allotted to each obstacle provided it is jumped clear. No points are scored for an obstacle knocked down.

314.13 The winner is the competitor with the greatest number of points in the fastest time.

315 COMPETITION OVER COMBINATIONS

315.1 The course must consist of six obstacles; a single obstacle as first obstacle and five combinations. At least one obstacle must be a treble combination.

315.2 The competition may be judged under Table A or Table C.

315.3 If there is a jump-off, according to the conditions of the schedule, the jump-off course must comprise six obstacles. It must include a double, a treble and four single obstacles, or three doubles and three singles. To achieve this, some elements of the combination obstacles for the first round must be removed.

315.4 The provisions of article 204.4 do not apply to this competition. The length of the course may not exceed 600 metres.

316 KNOCK OUT

316.1 This competition takes place with pairs of competitors against each other under Table C. There must be 8 or 16 entries. The SOC must state in the schedule, which prior competition of the show will be the qualifying competition in the case of too many entries.

316.2 The two competitors will compete against each other simultaneously over two identical or mirrored courses placed side by side or end to end. Combination obstacles are not allowed.

316.3 If one competitor enters the other competitor's course and as a result, interferes with that competitor, the competitor responsible for the interference will be eliminated.

316.4 The winners of each eliminating round are qualified to compete in pairs in the next eliminating round and so on until the finals.

316.5 If a competitor finds that his opponent has withdrawn from any round, the competitor remaining in the competition must complete the round in question alone.

316.6 The eliminating rounds, where there is a refusal with or without a knock-down the competitor will continue his round without jumping that obstacle or waiting until it has been rebuilt. 3 seconds will be added to his time in this case. Each knockdown is penalised by three seconds.

316.7 The competitor who passed the finishing line in the fastest time including seconds added for faults will be qualified for the next round and so on until the two finalists meet to decide the winner. Competitors defeated in the corresponding rounds are placed equal.

316.8 A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which competitor crosses this line first.

316.9 If, at the end of the eliminating round, there is a dead heat between two competitors, the round must be started again.

316.10 There must be a time-keeping installation for each competitor. The draw for start position of each round will be by the toss of a coin.

316.11 The starting order in the eliminating rounds will be decided according to the table printed below.

Table 316. Organisation of Rounds for a Knock-Out Competition.

First Round (16) Quarter Final (8) Semi Final Final Winner

(1)_____				
	(1)_____			
(16)_____				
(3)_____				
	(8)_____			
(14)_____				

(5)_____				
	(3)_____			
(12)_____				

(7)_____				
	(6)_____			
(10)_____				

(9)_____				
	(5)_____			
(8)_____				

(11)_____				
	(4)_____			
(6)_____				

(13)_____				
	(7)_____			
(4)_____				
(15)_____				
	(2)_____			
(2)_____				

317 PAIR COMPETITIONS GENERAL

317.1 Pairs may be drawn by the SOC or chosen by the competitors. This must be so designated in the show schedule.

317.2 Batons or whips as batons are not to be used in any competition.

318 PAIR ABREAST JUMPING

318.1 The competition will be held under Table A2, A3 or A4.

318.2 Pairs will jump abreast.

318.3 Should both horses knock down an obstacle, only four faults will be incurred. However, if both horses refuse at the same obstacles, two disobediences will be incurred. The third disobedience will incur elimination.

318.4 If one horse refuses, the other horse does not rejoin the one which has refused until it has jumped the obstacle at which the refusal took place, but will be allowed to circle to rejoin its partner, when they will again continue as a pair. Penalties will be incurred for a refusal as well as four dressing faults.

318.5 Dressing will be judged at each obstacle, with one fault for each length out of dressing but not more than four faults for dressing at any one obstacle. Pairs will not be eliminated for dressing faults.

319 FOLLOW MY LEADER

319.1 This competition is judged as in Pair Jumping (Rule 317), but one competitor follows the other and no marks are given for dressing. The leader may become the follower and there is no elimination if the leader jumps an obstacle before the follower has jumped the one behind, i.e. if the leader jumps obstacle number 6 before the follower jumps obstacle number 5.

319.2 Circles are penalised as disobediences.

320 ODDS AND EVENS

320.1 This competition is judged under Table A 238.2.1 or Table C.

320.2 Two competitors go through the start together. One competitor jumps obstacle number 1, the other competitor jumps obstacle number 2 and so on, with the first jumping all the odd-numbered obstacles and the second jumping all the even-numbered obstacles. The obstacles must be taken in correct sequence and both competitors must go through the finish.

320.3 If there is a displacement of an obstacle in refusal, the competitor will go to his next obstacle and in Table A 4 penalties or in Table C six seconds are added to the time.

320.4 Disobediences are cumulative and the third refusal of the pair incurs elimination. If one competitor jumps his next obstacle before his partner has jumped his lower numbered obstacle, the pair is eliminated.

320.5 The time will be taken from when the first competitor goes through the start until the second competitor goes through the finish.

321 TEAM COMPETITIONS GENERAL

321.1 In competitions when a base or box is used, a competitor may not leave the box until the bell rings commencing his turn to jump. Competitors will not be penalised for being temporarily outside the box, provided that when the bell rings they return to the box before commencing their round.

321.2 Batons are not to be used in any competition.

322 NATIONS CUP

322.1 This competition is for teams of three and/or four competitors as stated in the schedule.

322.2 It is judged under Table A with a time allowed over two rounds with a jump off if necessary, during the course of the same day.

322.3 Jumps may be raised in the second round, and the course may be changed. In cases of unforeseen circumstances the Ground Jury must consult with the Course Designer and some obstacles may be reduced or re-sited. Further the speed may be reduced.

322.4 At least two combination obstacles must be included but none may require more than three jumping efforts. No more than three doubles or one double and one treble may be included. A water jump should be used.

322.5 The team starting order must be drawn. The first competitor from each team starts in the position drawn by his team; the second competitor of the first team follows the first competitor from the last team, and so on.

322.6 Any team member who does not compete in the first round may not compete in the second round or a jump off except the fourth team member may withdraw under the provisions of Rule 322.9.

322.7 The penalties of the best three competitors in each team are added together to determine the team's score for the round. Where there are two rounds, each team's first round score is added to its second round score.

In the event of equality of team scores after two rounds (or one round if the competition is judged under Table A3), the teams sharing first place will jump off against the clock.

322.9 If a team cannot improve its placing in any the second round or jump off after the team's third competitor has completed the course, the team's fourth competitor may withdraw from that round or jump off. A competitor who withdraws may still take part in a subsequent round or jump off.

322.10 Except if disqualified (Rule 241) or Eliminated under rule 224 for a fall, all members of a team may take part in the jump off whether or not they completed or competed in the previous round. The faults of the best three competitors in the team are added together to determine the team score for the jump off. In the event of equality of team scores for any place in the

jump off, the times of the three competitors with the fewest faults in each team are added together and the fastest team wins.

322.11 A competitor who is eliminated or retires is awarded 20 faults plus the faults of the worst horse in any team to complete the course during the same round. He may start in the next round or jump off unless eliminated for a fall under rule 224.

322.12 The score of any competitor who is disqualified is not included in the team score for the round in which he was disqualified and he may take no further part in the competition. If the disqualification reduces the team to less than three competitors, the team is eliminated.

322.13 The order of starting for the teams will be drawn. The number one from each team will go first in succession followed by the number twos and so on. The order for the second round will be by team in reverse order of merit or if on equal penalties in the same order as the first round. Team members will retain the same order as in the first round.

323 TEAM GAMBLERS

323.1 Team Gamblers competitions are judged under the Rules for Top Score (Rule 314).

323.2 Teams are made up of 3 or 4 competitors.

323.3 Fences knocked down are re-erected during the round.

323.4 The time allowed is 45 seconds per competitor and no obstacle may be jumped more than TWICE to score. Team members not jumping must remain in a base or box (318.1).

323.5 If one of the other competitors leaves the arena, his score does not count except that any penalty points incurred for knocking down the joker will be deducted from the team score.

323.6 If a competitor has three refusals he is NOT eliminated and his score does count, but he should if the last competitor, go through the finish after the bell has sounded.

323.7 A team will not be eliminated if no time can be taken but will place last of any team with the same score.

324 INVITATIONAL COMPETITIONS

324.1 Shows may choose to run special Invitational Competitions.

324.2 The Rules and parameters for invitation must be clearly set out in the schedule. If the class is a post entry class it must be so advertised.

324.3 If prize money is offered, an entry fee must be paid.

324.4 Invitational classes do not count for Grading.

325 GRAND PRIX (CHAMPIONSHIP) RULES

325.1 This competition comprises two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles to be run at the same speed. Each competitor must participate with the same horse

325.2 Horses, who have been eliminated or have retired during the first round, may not take part in the second round and may not be placed.

325.3 All the competitors must take part in the first round. The following go forward to the second round according to the conditions of the schedule:

325.3.1 Either all competitors.

325.3.2 Or a limited number of competitors (at least 25% and in any case, even if it is not mentioned in the schedule, all clear rounds) in accordance with their placing in the first round (penalties only including time penalties).

325.4 The manner of judging this competition must be in accordance with the following formula:

First round	Second round	Jump-off
Table A - with time allowed	Table A - time allowed	Table A against the clock.
Starting order Drawn	Starting order Same as 1 st Round	Starting order Reverse order of Merit Same as 2 nd Round if Equal Penalties

325.5 Placing

325.5.1 Competitors will be placed according to the penalties and time in the jump-off. The remaining competitors will be placed according to aggregate penalties over the first two rounds.

325.5.2 If a tie is not desired for minor placings and so stated in the schedule, the second round may be run under Table A - Against the Clock, in which case the placing of the competitors not qualified for the jump off will be on aggregate penalties of the first two rounds and their time in the second round.

326 CHAMPIONSHIP QUALIFIERS

326.1 Championship Qualifiers may be held throughout the year for various heights to qualify for Championships at the Horse of the Year Show. All shows should offer qualifiers in all categories.

326.2 Qualifiers will be competitions for the following categories but may not necessarily be inclusive to:

326.2.1 Category 1.00 m. and Category 1.10 m.

326.2.2 **Proud Command** – 1.15m.

326.2.3 **Courageous Cup** – 1.25 m.

326.3 All Height Qualifiers must be run under Table A with a jump off (238.1.2 or .3/238.2.2 or.3) or first round 238.1.1 with a second round against the clock (238.2.1). Proud Command and Courageous Qualifiers should have two jump offs. Speed Qualifiers must be run under Table C competitions or Table A 238.2.1 or 305.5

326.4 A minimum of four obstacles must be set at the maximum height.

327 CHAMPIONSHIPS

327.1 Championships are held at The Horse of the Year Show for horses qualified in the previous 12 months.

327.2 The Championships will be competitions at the following heights and under the following Rules but are not necessarily inclusive to:

327.2.1 **1.00 m. Championship** (Rule 325).

327.2.2 **1.00 m. Speed Championship** (Table C). For horses with less than 250 grading points which have finished 1st – 3rd in Table 238.2.1, 305.5 or Table C competitions. (327.1).

327.2.3 **The Young Riders Championship** (Handicap Rule 238 and 303). For riders on horses from the beginning of the calendar year in which they reach 14 years to the end of the calendar year when they gain 21 years.

327.2.4 **1.10 m. Championship** (Rule 325).

327.2.5 **1.10 m. Speed Championship** (Table C). For horses with less than 500 grading points which have finished 1st – 3rd in Speed classes

327.2.6 **The Proud Command** – 1.15m. (Rule 238.1.3).

327.2.7 **The Impey Trophy** – 1.20 m (Rule 238.1.3). For horses with 500 – 749 horse grading points.

327.2.8 **The Courageous Cup** – 1.25 m. (Rule 238.2.1).

327.2.9 **The Elite Stakes** – 1.30 m. (Rule 238.1.3). For horses with 750 or more horse grading points.

327.2.10 **The Championship of Kenya** – 1.30 m. (Rule 325).

327.3 **Pony Championships** may be held for various heights for Ponies at the Horse of the Year Show in the following categories not inclusive to:

327.3.1 **0.90 m. Pony Championship** (Rule 325). For ponies with 1–150 grading points, which have been awarded points in the previous 12 months.

327.3.2 **The Children's/Pony Championship of Kenya** 1.05 m/1.10 m (Rule 325) for ponies, with 50 or more pony jumping grading points.

327.4 Defending Champions if eligible are automatically qualified.

327.5 The Grading Group has the right to set and alter the eligibility for championships as circumstances demand. In all cases any horse jumping a double clear in a qualifier during the previous 12 months will be qualified.

327.6 The initial draw for any Championship will be done at least one hour before the competition.

ANNEX J II HAK Time Allowed Calculations (Minutes and Seconds)

DISTANCE Metres	SPEEDS 300 mpm	325 mpm	350 mpm	375 mpm	400 mpm
200	:40	:37	:35	:32	:30
210	:42	:39	:36	:34	:32
220	:44	:41	:38	:36	:33
230	:46	:43	:40	:37	:35
240	:48	:45	:42	:39	:36
250	:50	:47	:43	:40	:38
260	:52	:48	:45	:42	:39
270	:54	:50	:47	:44	:41
280	:56	:52	:48	:45	:42
290	:58	:54	:50	:47	:44
300	1:00	:56	:52	:48	:45
310	1:02	:58	:54	:50	:47
320	1:04	1:00	:55	:52	:48
330	1:06	1:01	:57	:53	:50
340	1:08	1:03	:59	:55	:51
350	1:10	1:05	1:00	:56	:53
360	1:12	1:07	1:02	:58	:54
370	1:14	1:09	1:04	1:00	:56
380	1:16	1:11	1:06	1:01	:57
390	1:18	1:12	1:07	1:03	:59
400	1:20	1:14	1:09	1:04	1:00
410	1:22	1:16	1:11	1:06	1:02
420	1:24	1:18	1:12	1:08	1:03
430	1:26	1:20	1:14	1:09	1:05
440	1:28	1:22	1:16	1:11	1:06
450	1:30	1:24	1:18	1:12	1:08
460	1:32	1:25	1:19	1:14	1:09
470	1:34	1:27	1:21	1:16	1:11
480	1:36	1:29	1:22	1:17	1:12
490	1:38	1:31	1:24	1:19	1:14
500	1:40	1:33	1:26	1:20	1:15
510	1:42	1:35	1:28	1:22	1:17
520	1:44	1:36	1:30	1:24	1:18
530	1:46	1:38	1:31	1:25	1:20
540	1:48	1:40	1:33	1:27	1:21
550	1:50	1:42	1:35	1:28	1:23
560	1:52	1:44	1:36	1:30	1:24
570	1:54	1:46	1:38	1:32	1:26
580	1:56	1:48	1:40	1:33	1:27
590	1:58	1:49	1:42	1:35	1:29
600	2:00	1:51	1:43	1:36	1:30

Annex III

Calculation of time allowed

Speed : 300m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90	Tens Units
Hundreds	1	20"	22"	24"	26"	28"	30"	32"	34"	36"	38"	Hundreds
	2	40"	42"	44"	46"	48"	50"	52"	54"	56"	58"	
	3	60"	62"	64"	66"	68"	70"	72"	74"	76"	78"	
	4	80"	82"	84"	86"	88"	90"	92"	94"	96"	98"	
	5	100"	102"	104"	106"	108"	110"	112"	114"	116"	118"	
	6	120"	122"	124"	126"	128"	130"	132"	134"	136"	138"	
	7	140"	142"	144"	146"	148"	150"	152"	154"	156"	158"	
	8	160"	162"	164"	166"	168"	170"	172"	174"	176"	178"	
	9	180"	182"	184"	186"	188"	190"	192"	194"	196"	198"	

Annex III

Calculation of time allowed

Speed : 325m/minute

Tera Units	m	0	10	20	30	40	50	60	70	80	90	Tera Units
Hundreds	1	19"	21"	23"	24"	26"	28"	30"	32"	34"	36"	Hundreds
	2	37"	39"	41"	43"	45"	47"	48"	50"	52"	54"	
	3	56"	58"	60"	61"	63"	65"	67"	69"	71"	72"	
	4	74"	76"	78"	80"	82"	84"	85"	87"	89"	91"	
	5	93"	95"	96"	98"	100"	102"	104"	106"	108"	109"	
	6	111"	113"	115"	117"	119"	120"	122"	124"	126"	128"	
	7	130"	132"	133"	135"	137"	139"	141"	143"	144"	146"	
	8	148"	150"	152"	154"	156"	157"	159"	161"	163"	165"	
	9	167"	169"	170"	172"	174"	176"	178"	180"	181"	183"	

Annex III

Calculation of time allowed

Speed : 350 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90	Tens Units
Hundreds	1	18"	19"	21"	23"	24"	26"	28"	30"	31"	33"	Hundreds
	2	35"	36"	38"	40"	42"	43"	45"	47"	48"	50"	
	3	52"	54"	55"	57"	59"	60"	62"	64"	66"	67"	
	4	69"	71"	72"	74"	76"	78"	79"	81"	83"	84"	
	5	86"	88"	90"	91"	93"	95"	96"	98"	100"	102"	
	6	103"	105"	107"	108"	110"	112"	114"	115"	117"	119"	
	7	120"	122"	124"	126"	127"	129"	131"	132"	134"	136"	
	8	138"	139"	141"	143"	144"	146"	148"	150"	151"	153"	
	9	155"	156"	158"	160"	162"	163"	165"	167"	168"	170"	

Annex III

Calculation of time allowed

Speed : 375 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90	Tens Units
Hundreds	1	16"	18"	20"	21"	23"	24"	26"	28"	29"	31"	Hundreds
	2	32"	34"	36"	37"	39"	40"	42"	44"	45"	47"	
	3	48"	50"	52"	53"	55"	56"	58"	60"	61"	63"	
	4	64"	66"	68"	69"	71"	72"	74"	76"	77"	79"	
	5	80"	82"	84"	85"	87"	88"	90"	92"	93"	95"	
	6	96"	98"	100"	101"	103"	104"	106"	108"	109"	111"	
	7	112"	114"	116"	117"	119"	120"	122"	124"	125"	127"	
	8	128"	130"	132"	133"	135"	136"	138"	140"	141"	143"	
	9	144"	146"	148"	149"	151"	152"	154"	156"	157"	159"	

Annex III

Calculation of time allowed

Speed : 400 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90	Tens Units
Hundreds	1	15"	17"	18"	20"	21"	23"	24"	26"	27"	29"	Hundreds
	2	30"	32"	33"	35"	36"	38"	39"	41"	42"	44"	
	3	45"	47"	48"	50"	51"	53"	54"	56"	57"	59"	
	4	60"	62"	63"	65"	66"	68"	69"	71"	72"	74"	
	5	75"	77"	78"	80"	81"	83"	84"	86"	87"	89"	
	6	90"	92"	93"	95"	96"	98"	99"	101"	102"	104"	
	7	105"	107"	108"	110"	111"	113"	114"	116"	117"	119"	
	8	120"	122"	123"	125"	126"	128"	129"	131"	132"	134"	
	9	135"	137"	138"	140"	141"	143"	144"	146"	147"	149"	

ANNEX J IV, CT I, E II, P I

Maximum Dimensions Obstacles (First Round) Jumping / Jumping Phase: CT /Event. Speeds (Second Round and Jump Offs Maximum 0.10 higher/wider. Permitted tolerance Rule 208).

NB. Combinations for Ponies must not have a spread obstacle after one stride only after two.

Classes	Height	Spread (Oxers)	Triple Bar	Water	Speed
0.60 Pony NG (Div.I)	0.60	0.70	0.80	X	300
0.65 (no official Classes)	0.65	0.75	0.90	X	300
0.70 Horse NG (Div.I)	0.70	0.80	0.95	X	300
Horse Pre-Novice CT				X	300
Pony NG (Div.II)				X	300
Pony U.12/Nov CT				X	300
0.75 u12/Pony Novice Event	0.75	0.85	1.00	X	300
0.80 Horse NG (Div.II)	0.80	0.90	1.05	X	300
Pre-Novice Event				X	300
Novice C.T.				X	300
Pony NG (Div.III)				2.10	300
Pony Intermediate C.T.				X	300
0.85 Pony Int. Event	0.85	1.00	1.15	X	300
0.90 Horse NG (Div.III)	0.90	1.05	1.20	2.20	300
Novice Event				X	300
Intermediate C.T.				X	325
Pony (JC)				2.20	300
Pony Open C.T.				X	325
0.95 Pony Open Event	0.95	1.10	1.25	2.40	325
1.00 Jumping (D)	1.00	1.15	1.40	2.60	300
Intermediate Event				2.60	325
Open CT				X	325
Pony (JB)				2.60	325
1.05 Open Event	1.05	1.20	1.45	X	325
Pony Open and Champ.				2.80	325
1.05/1.10 Pony (JA)	1.05 Oxers 1.10 Verticals	1.20	1.45	2.90	325
1.10 Jumping (C)	1.10	1.25	1.50	3.00	325
Champ. CT				X	325
1.15 Proud Command FEI CIC 1*	1.15	1.30	1.55	3.30	325
		1.35		X	350
1.20 Jumping (B)	1.20	1.35	1.60	3.40	325
1.25 Courageous	1.25	1.40	1.70	3.50	350
1.30 Jumping (A)	1.30	1.45	1.80	3.50	350
Champ of Kenya					350