

CHAPTER 2 - JUMPING GENERAL RULES

200 GENERAL

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

200.2 If an athlete makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he incurs penalties. The winner of the competition is the athlete who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.

200.3 Variety in Jumping Competitions is encouraged. Therefore, while these rules are intended to standardise the rules and regulations which apply to the most commonly used Jumping Competitions, they are not intended to standardise the nature of the Competitions since variety provides a precious element of interest for athletes and spectators alike.

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

201 ABUSE OF HORSES [GR. 62.1 – 62.4]

201.1 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 **anywhere** on the show grounds. In **all cases where blood is visible a horse or pony in practice or competition arenas the Veterinary Officer or Veterinary Panel will examine it.**

Any act or series of actions that in the opinion of the Ground Jury can be deemed as abuse of a horse or pony shall be penalized according to the General Regulations with one or more of the following penalties [201.2]:

- A Yellow Warning Card [68, 244]
- A Fine. [244, Appendix II]
- Elimination [245]
- Disqualification [65, 246]

201.2 The following are considered to be abuse of a horse:

201.2.1 Abuse of whip, spurs or any artificial aid whether the horse is marked or not [62.1, 246.2.1].

201.2.2 "Rapping" is construed to include all techniques artificial or by the athlete, intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping. This consists of the athlete and/or any dismounted assistants for whose behaviour he is deemed responsible, either hitting the horse's legs manually with **anything** or

deliberately causing the horse to hit something itself. This can be by building obstacles too large and/or wide, setting false ground lines, placing trotting poles or obstacles of a combination at false distances, or intentionally pulling or pushing the horse into **an unreasonable take off distance**, making it difficult or impossible for the horse to jump the obstacle without hitting it.

201.2.3 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 or any other abusive** purpose during the period of the Event.

201.2.4 In the case of any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the athlete and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition, the Ground Jury may take any further action it deems appropriate to the particular circumstances [65].

202 SCHOOLING AREAS AND PRACTICE OBSTACLES

202.1 Exercise and Schooling Areas

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

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

202.1.3 The practice arena is not to be used for prolonged schooling or training when being used for warming up for competitions. [62.16].

202.1.4 If a warm up area is very crowded or small, athletes may only have the use of a single obstacle.

202.1.5 If possible, a steward or member of the Ground Jury should always supervise the schooling area(s) (practice/warming up ring(s) when in use.

202.1.6 It is permitted for a Steward or other official (preferably after a round) to remove/examine boots/bandages to check for weight or forbidden adjustment or to examine the horse or any of its equipment for other rule infractions and consult with the Ground Jury on possible cases incurring **retroactive** elimination or disqualification.

202.2 Practice Obstacles

202.2.1 The use of obstacle material anywhere on the showground, **not** provided by the show is forbidden under possible penalty of disqualification and/or fine.

202.2.2 No part of the practice obstacles may be physically held by any person while being jumped.

202.2.3 There should be a minimum of two practice obstacles: one vertical and one spread (with safety cups on the oxers or triple bars if possible) offered [202.1.4], constructed in the usual manner. Offset / Swedish Oxers are **not** permitted. The show may provide material to simulate a water ditch "Liverpool" in the warm up arena for practice.

202.2.4 When there are not many athletes and/or sufficient space, additional obstacles should be provided. Simple double combinations are permitted provided they are built with correct outline and normal distances.

202.2.5. The top poles of all obstacles must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and **never** on the take off side edge.

202.2.6 Any obstacle 1.30 m or higher must have a minimum of two poles, in cups, on the take-off side of the obstacle, regardless of whether or not a ground line is used. The lower pole must always be below 1.30 m.

202.2.7 **NO** Practice obstacles may **ever** exceed by more than 10 cm the maximum height and width of the obstacles of the competition in progress.

202.2.8 Ground lines may be placed directly underneath the first part of an obstacle or up to 1 m away on the take-off side. If there is a ground-line on the take off side of a vertical obstacle, a ground-line may be placed on the landing side but only at an equal distance up to maximum 1 m. A ground line may never be used on the landing side of a spread obstacle.

202.2.9 Cross Poles when used as an obstacle 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 cross poles but it must be at least 20 cm higher than the height of the place, where the poles cross.

202.2.10 **FLAGS:** The limits of the obstacles provided must be marked with red and white flags, the wings/uprights painted red or white or with a red or white clearly marked top. Practice obstacles must only be jumped in the correct, flagged direction or may be disqualified.

202.3 Gymnastic Training [201.1]

202.3.1 NO Gymnastic Exercises of any kind may be used in any arena being used for warm up by athletes before or during competitions. Arenas may be used for Gymnastic Training but only until 30 minutes before all competitions begin and after all competitions of the day are completed

202.3.2 It is forbidden to walk or trot horses over poles, led or ridden when these are elevated or placed in cups at one or both ends on the show grounds.

202.3.3 Athletes may train their Horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed 1.30 m in height. Exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted. For these exercises a maximum of three obstacles with a height not exceeding 1.00 m may be used; the minimum to maximum distance between obstacles is 2.50 m. to 3.00 m.

202.3.4 Placing Poles: if there is enough space placing poles may be used and placed on the ground not closer than 2.50 m on the take-off side of a vertical obstacle not exceeding 1.30 m in height. A placing pole may be used on the landing side not closer than 2.50 m when the obstacle is jumped at the trot or 3 m. if at the canter. Any pole placed approximately 6 metres or more from an obstacle on either side or on both sides is not considered a placing pole and is allowed to be used with both vertical and spread obstacles.

203 DRAWS AND STARTING ORDER

203.1 A draw for the order of starting must be made and published in the programme and/or posted at least 30 minutes before the start of a competition.

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

203.3 If an athlete has more than one horse in a competition, there should be a minimum of five horses between each horse of that athlete. If this is not possible then the Jury **must allow the athlete 10 minutes between each horse. If the athlete chooses to start in less than 10 minutes between his horses, he does so at his own risk.**

203.4 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.

203.5 When the order of starting has been drawn, an athlete may only compete out of order with special permission of the Jury. When time is the deciding factor unless in most exceptional circumstances, the Jury will not allow an athlete to start in a later position than that place in which he was originally drawn. Starting out of order without permission of the Jury may incur elimination at the discretion of the Jury [245.8].

204 THE ARENA, ACCESS AND PRACTICE OBSTACLE IN THE ARENA

The arena when possible must be enclosed. While a horse is in the arena during a Competition, all entrances and exits should be physically closed

204.1 Athletes on foot may only be admitted to the arena during the course walk time before each competition [161.2]. This includes competitions with jump-off(s). In Competitions over two rounds with different courses, with permission of the Ground Jury, athletes may inspect the course for the second round [204.1.4] or in extenuating circumstances, athletes may inspect the course a second time.

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

204.1.2 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. An announcement should also be made over the public address system. There may also be a notice "Arena Open".

204.1.3 An athlete and/or horse leaving the arena without official permission, including a loose horse, prior to starting will incur elimination. An athlete not mounted when entering or leaving the arena may be eliminated at the discretion of the Ground Jury except as in 225.2 [245.5.1].

204.1.4 In competitions over two rounds with different courses, athletes may if new obstacles be permitted to inspect the course before the second round.

204.1.5 Athletes may inspect the course but must not touch anything in order to alter or change it [244.9.2].

204.1.6 An athlete must enter the arena within 45 seconds of his name/number being called or may not be allowed to start and may be eliminated [245.8].

204.2 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/schooling at specified times.

204.3 If the exercise/schooling area(s) are inadequate or cannot be used, one practice obstacle, which is not part of the course, must be placed in the arena. In other cases, practice obstacles are not allowed in the arena for any competition.

204.4 The 1 (one) practice obstacle in the competition arena must conform to the following parameters:

204.4.1 The flagged practice 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. It should not be numbered and the dimensions may not be altered. Only two attempts at the practice obstacle are allowed. Jumping or attempting to jump it more than twice or jumping it in the wrong direction may entail a fine or possible disqualification [246.2.4].

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

204.4.3 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 displacement of the obstacle, this obstacle will be rebuilt and the athlete is allowed to make a second and final attempt. The time taken to reset the obstacle is not included in his 90 sec.

204.4.4 The Ground Jury must give the signal to start the round after the athlete has made his attempt(s) or after 90 seconds. After the starting bell, the athlete who has made only one attempt is allowed his second attempt but he must cross the start line in the correct direction within the 45 second countdown or the time of his round will be started [226.2].

204.5 Athletes may not jump or attempt to jump any obstacle in the arena during a parade or at any time before the competition or after a round or will incur elimination and may incur disqualification.

204.6 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 [246.2.2]. This practice should not be encouraged.

205 THE BELL

The bell (**or a similar signal: hooter, whistle or electronic bell**) is used to communicate with the athletes. One of the members of the Ground Jury, normally the President of the competition, is in charge of the bell and responsible for its use.

205.1 The bell is used:

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

205.1.2 To give the signal to start and activate the 45 seconds countdown.

Starting the round before the signal to start incurs elimination.

The 45 seconds countdown sets the time that the athlete is allowed before commencing his round. 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 countdown.

205.1.3 After the bell has rung, crossing the start line in the correct direction for a second time before jumping the first obstacle will be penalized as a disobedience [221.2]

205.1.4 To signal incidences, including but not limited to disobediences, occurring between the signal to start and the moment the athlete crosses the start line in the correct direction, are not penalized. Except if there is a fall of an athlete and/or horse at any time from the moment they enter the arena until they cross the start line in the correct direction, [205.1.7, 224].

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

205.1.6 To indicate to him that an obstacle knocked down following a disobedience has been displaced.

205.1.7 To indicate by prolonged, repeated ringing that the athlete may not start, including all falls before passing the start or has been eliminated and must leave the arena promptly [224, 244.9.5].

205.2 If the athlete does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury except where specifically provided for under these Rules [220.4.2, 233.2].

205.3 After an interruption of time, if an athlete restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated.

206 THE COURSE, MEASURING AND COURSE PLAN

206.1 **The Course:** The Ground Jury must walk the course to inspect the track and obstacles before the start of the competition. A first round course must consist of at least 6 obstacles.

206.1.1 The course and the jump off course, are the tracks, which a mounted athlete must follow when competing from passing the start in the correct direction to the finish. This normal line must pass through the middle of the obstacles and include any compulsory turning points.

206.1.2 **Flags:** Completely red flags on the right and completely white flags on the left must be used to mark the following details of obstacles and the course:

206.1.2.1 The limits of the obstacles if it is required to jump only a certain limited area of the obstacle and/or a compulsory turning point.

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

206.1.3 Athletes with any doubt that the course complies with the parameters of the Rules or competition or is safe must only address this to a member of the Ground Jury. After consultation with the Course Designer the Ground Jury will decide if any adjustment is necessary. Any adjustment (except dimensions) must be made on the course plan and drawn to the attention of all athletes.

206.2 Measurement and Time Allowed: The length must be measured accurately to the nearest metre (normally rounded to the nearest 10 metres) taking into account, particularly turns, the normal line of the course to be followed by the horse.

206.2.1 In exceptional cases, the Ground Jury may alter the time, if the following circumstance (or 207.4) applies.

206.2.2 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.

206.2.3 This may be done after the third athlete has completed the course without a disobedience or any other interruption and before the next athlete has started or if the length of the course has perforce been altered (207.4).

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

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

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

206.4 The start and finish 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.

206.5 Course Plan: THREE Plans are required. One 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 a competition. The second identical copy of the plan must be given to the Ground Jury. The Course Designer must keep the third identical plan for the competition. If possible is most useful for all those assisting the Course Designer, the timekeepers and 2 spares for the jury box to have copies of the same plan.

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

206.5.2 Combination obstacles have a single number. Each element must be marked with letters (A,B or A, B, C etc.). The number may be repeated at each element for the benefit of the Jury and athletes (8 A, 8 B, etc.).

206.5.3 **The Course Plan must indicate the following:**

206.5.3.1 The position of the start and finish lines. During a round, unless otherwise indicated, these may be re-crossed without penalty.

206.5.3.2 The relative position, type of obstacle (spread, vertical, triple bar, Liverpool or water jump) and the numbering / lettering of obstacles.

206.5.3.3 Any compulsory turning points

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

206.5.3.5 The Table of penalties to be used.

206.5.3.6 The Time Allowed and Time Limit, if any; or the fixed time in certain special competitions.

206.5.3.7 The numbers of obstacles, the length, the time allowed and the time limit **for all second rounds and the jump-off(s)**.

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

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

207 ALTERATIONS TO THE COURSE

207.1 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 with the agreement of the Ground Jury. In this case all the individual athletes and/or Chefs d'Equipe must be advised of the alterations.

207.2 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.

207.3 Notwithstanding 207.2, 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(s) has been taken out of the course during a round, the scores of all previous athletes penalized at **that** obstacle(s) **MUST** be adjusted: by deleting jumping penalties time corrections incurred. All Time penalties incurred over the full original course and all eliminations will stand.

207.4 If necessary, a new distance, time allowed and time limit shall be fixed for a course altered [207.3] and announced and all competitors advised.

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

208.2 Obstacles will be built to comply with the maximum parameters permitted by various competitions. Under no circumstances, except in Rules 307-310 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 jump offs. The water jump may not exceed **4.00** m in spread including the take off element.

208.3 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 minimum depth of 18 mm and a maximum depth of 30 mm. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be flat or shallower.

208.4 Limits, which must be observed on the height and spread of obstacles are set forth in Annex J - I for each type of Jumping competition. The dimensions of obstacles in competitions other than those specifically in the Rules must be according to appropriate HAK rules for levels and standards.

208.5 If a maximum dimension has been marginally exceeded as a result of 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. Providing every effort has been made not to exceed the dimensions specified in the schedule or Annex JI with the material available a maximum tolerance of 3 cm is permitted.

208.6 The height is measured at the centre of an obstacle or where a horse would normally take off, from the ground to the highest point of the obstacle.

208.7 A ground line is a pole or element at or less than 30 cm in front of the base of an obstacle. **Displacement of a ground line does not incur a fault.**

209 VERTICAL OBSTACLE

An obstacle whatever its construction can only be called a vertical when faults are judged on the same vertical plane, excluding ground lines [208.7].

210 SPREAD OBSTACLE

A spread obstacle is an obstacle, which is built so it requires an effort both in width 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. Where safety cups are not available, it should be stated on the entry form and entrants 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. A water jump must be a minimum of 2.50 m. and a maximum of 4.00 m., including the take off element. If it is more than 3.20 m. it must be dug into the ground.

211.2 A take-off element (brush or small wall), with a minimum height of 40 cm and a maximum height of 50 cm must be placed on the take-off side. The face of the front of the water jump must be at least 30 % more than the width. Striking, displacing or knocking down the take off element incurs no penalty.

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 - 8 cm wide. This must be properly fixed to the ground. At the time of inspection its entire length must touch the water. A contrasting colour of lath should be used.

211.4 If the water jump is made of concrete or hard material, the bottom must 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 may be placed over a water jump and not more than 10 cm less than the maximum height of the competition. It may have any number of poles with a minimum length of 3.5 m. but all poles must be supported by FEI approved safety cups. The vertical obstacle must not be further than 2 m. from the front of this obstacle. Faults at the water or take off element are not penalized or at any lath used). This obstacle is judged as a vertical obstacle.

211.6 **Liverpool.** If water or a water tray is used under, in front of or behind an obstacle (vertical or spread), the total width of the obstacle (including the water tray) may not exceed 2.00 m. The front or back of the water tray must be in the same vertical plane as the front element of the obstacle. Faults at 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) are 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 athlete must re-take all the obstacles in order, unless it is a part of a closed combination or partially closed combination [219.3.4] or a Six Bar competition [310] or will be eliminated.

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 Banks, mounds, ramps and sunken roads irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles with the exception in 213.2 [212].

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.

214.2 A closed combination may be in the form of an in-and-out, sheep pen, (square or any enclosed space) 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. In the case of a disobedience in a “closed” section, the athlete must jump out in the direction of the course. In other cases 212.3 applies.

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 Course Plan.

214.4 A combination is not mentioned on the plan of the course as closed or partially closed will be considered as an open combination and judged as such.

215 ALTERNATIVE OBSTACLES AND JOKER

215.1 **Alternatives:** When in a competition two obstacles of the course carry the same number, the athlete has the choice of jumping either one of the obstacles, the substantive obstacle or the alternative.

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 athlete is not obliged to jump the obstacle first attempted. He may jump the obstacle of his choice. Flags should be placed on the elements of both obstacles.

215.1.2 If there is a refusal or run-out with a knock down or displacing of the obstacle, Rules 205.3 and 218.2 apply. When the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice.

215.2 **Joker(s):** A Joker is a difficult obstacle and must be designed with both horsemanship and fairness. 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. **It is permitted to include one or two Jokers in a course at the discretion of the Course Designer [215.2].**

216 FAULTS INCURRING PENALTIES

Faults made between the start line and the finish line must be taken into consideration. During a round, **Faults incur penalties in the following cases:**

216.1 Knocking down an obstacle or a foot in the water or on the lath of the water [208.7, 211.2, 211.5, 216.5.3, 217, 218,].

216.2 A disobedience, refusal, run out or resistance [219 – 222].

216.3 A deviation from the course including passing flags incorrectly [223].

216.4 A fall of an athlete and/or horse [224].

216.5 At Flags in all competitions when and where there are flags:

216.5.1. An athlete must pass the flags, red on his right and white on his left. If an athlete passes the flags incorrectly, he must return and pass them correctly before continuing his round. If he does not correct this mistake, he will be eliminated [245.3.7].

216.5.2 Knocking down a flag anywhere in the arena is NOT a fault and does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finish 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 athlete must continue his round and the obstacle / compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next athlete will be given the signal to start.

216.5.3 If a flag defining the limits of the water jump or of an 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 athlete. The clock must be stopped while the flag is replaced and a time correction of 6 (six) seconds will be applied [237, 239].

216.6 Unauthorized assistance [225].

216.7 Exceeding the time allowed or the time limit [228, 236, 239].

217 KNOCK DOWN FAULTS

217.1 **Vertical Obstacles.** When a vertical obstacle comprised of one or more parts positioned in the same vertical plane as the supports on the wing is knocked down, only the fall of the top part is a fault and penalised [208.7].

217.2 **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, whatever the number and position of those parts, which have fallen is considered a fault but only penalized once. Trees, hedges etc. used as filling are not liable for penalties.

217.3 **Water Jumps.** It is a fault if a horse touches the water with one or several feet or touches the lath defining the limit of the water jump with one (or more) foot or the shoe(s). Only one touch is penalized.

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

217.3.2 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.

218 KNOCK DOWN - PENALTIES

218.1 A penalty is given for a knock down of an obstacle when, through a mistake (error) of the horse or athlete when:

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

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

218.2 Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping is not penalised. If there is any doubt, the benefit of the doubt should be given to the athlete. A displacement of any part of obstacle and/or a flag as a result of a disobedience is penalised as a refusal only. If a displacement of any part of an obstacle, (except the flags), is a result of a disobedience Rule 232 will apply, This does not count as a knock down and is only penalized as a disobedience with a time correction added.

218.3 A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports BEFORE: either the time the Athlete leaves the arena or the bell is rung for the next Athlete to commence his round, whichever occurs first.

218.4 Penalties for knock downs are those provided for under Tables A and C or failure to gain points [236, 239].

218.5 If any part of an obstacle, which has been knocked down is likely to impede an athlete in jumping another obstacle, the bell must be rung and the clock stopped while the way is cleared. There will be no penalty to the athlete.

218.6 If an athlete 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.

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

219.2 After an elimination for three disobediences or a retirement, an athlete has the right to **make one attempt ONLY to jump a single obstacle**, providing that obstacle is part of the course of the current competition. This does not apply to elimination resulting from a fall of horse or athlete. (224).

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 without displacement in the closed part, the athlete must jump out in the direction of the course over the designated obstacle, without displacing the surround or will be eliminated.

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

219.3.3 If the disobedience with a knock down and/or displacing of an obstacle at any part is inside the closed section, Rules 232 will apply.

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.

219.5 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 flag replaced or not) to get into position to jump an obstacle [224].

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

220 REFUSAL

220.1 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.

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

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

220.4 If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the athlete must be ready to attempt the obstacle again as soon as it has been rebuilt and the bell has been rung. Jumping or attempting to jump the obstacle before it is rebuilt incurs elimination. [218.2, 232, 233]

220.4.1 If the Judge decides that it is not a refusal, the bell is not rung and the athlete must continue his round. He is then penalised as for a knock down.

220.4.2 If the bell has been rung and the athlete jumps further obstacles of the combination in his stride, it does not entail elimination or any further penalty should he knock down the obstacle(s) of the combination but 212.3 will apply.

221 RUN-OUT

221.1 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 must pass.

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

221.3 It is considered 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, of an obstacle in a combination, a compulsory turning point or the finish line.

222 RESISTANCE

222.1 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.

222.2 It is equally a resistance when the athlete stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Jury. A resistance is penalized as for a disobedience except under 233.3.1 and 233.3.2.

222.3 A resistance includes a halt to check his horse or adjust any saddlery. [225.3.2]

222.4 It is not a resistance or incur a penalty if an athlete stops to be given back his helmet or **prescription** spectacles [225.3.1]

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

223 DEVIATION FROM THE COURSE

223.1 It is a deviation from the course when the athlete:

223.1.1 Does not follow the course as set out on the published Course Plan.

223.1.2 Does not cross the start line in the correct direction before jumping the first obstacle or the finish line after jumping the last obstacle in the correct direction.

223.1.3 Omits the start or finish lines or a compulsory turning point.

223.1.4 Does not jump the obstacles in the order or in the direction indicated, except in certain special competitions or fails to jump or attempt to jump an obstacle where the fault was committed.

223.1.5 Jumps or attempts to jump an obstacle, which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed off but failure to do so will not preclude the elimination of an athlete for jumping an obstacle not forming part of the course.

223.2 An uncorrected deviation from the course will result in elimination.

224 FALL OF ATHLETE AND/OR HORSE IN THE ARENA (NEW)

224.1 Fall of an athlete. An athlete is considered to have fallen when, either voluntarily or involuntarily while inside the competition arena, he is separated from his horse in such a way that he touches the ground or finds it necessary to regain his position in the saddle to use some form of support or assistance. If it is not clear the athlete has used some form of support or outside assistance the benefit of doubt must be given to the athlete. Dismounting to retrieve headgear or prescription spectacles is not penalized.

224.1.1 An athlete is required in all cases of a fall in the arena to be checked by the event's medical officer(s) on duty and the medical officer must report the result of such a check to the Ground Jury. This must be lodged before the athlete may continue on that or another horse(s) in that round, another round, a jump off or any other competition at the event.

224.1.2 If an athlete's fall occurs in the practice arena or the competition arena even before the start of his round, he must be checked as 224.1.1. Only then may he may be permitted to start if in the opinion of the Ground Jury time permits. He may be given a later starting order in that or other competitions on the same or another horse(s).

224.1.3 If an athlete's fall occurs during a round, the competitor/horse combination will be eliminated except in special rules for teams 322 [236, 239].

224.1.4 If an athlete's fall occurs after a round but after crossing the finish line, the combination is not eliminated but Rule 224.1.1 will apply.

224.2 Fall of a horse. A horse is considered to have fallen when its shoulders and quarters have touched the ground or an obstacle (or perimeter fence) and the ground in a warm-up area or in a competition arena.

224.2.1 The horse may not participate in any round, jump-off or second round or in any further Competition at the Event until the horse has been cleared by an official Veterinary Officer and passed as fit to compete with a signed report to the Ground Jury.

224.3 In all cases of a fall of an athlete and/or a horse anywhere within the grounds of the Event, the Ground Jury or Chief Steward reserves the right to exclude the athlete or horse from participating further in any Competitions at that Event until the athlete or horse has been checked by the relevant medical or veterinary Official.

225 UNAUTHORISED ASSISTANCE AND ACCIDENTS

225.1 Any physical intervention by a third party between the crossing of the start line in the correct direction and the crossing of the finish line after jumping the last obstacle, whether solicited or not, with the object of helping the athlete or his/her horse is considered to be unauthorised assistance and will incur elimination of the combination.

225.2 In certain exceptional cases, the Ground Jury may authorize the athlete 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 only as follows:

225.3.1 To hand a mounted athlete his headgear and/or **prescription** spectacles during his round is not considered to be unauthorized assistance.

225.3.2 To receive Veterinary or Medical attention.

225.3.3 To prevent danger to or ensure the safety of the athlete or public.

225.4 **Accidents** include unforeseen incidents, which might prevent the athlete from finishing his round.

225.4.1 An accident preventing either the athlete or horse from finishing will normally incur elimination. After an accident, if the Athlete completes the round but does not leave the arena mounted, he/she does not incur Elimination.

225.4.2 If after an accident the Ground Jury finds that either athlete or horse is not fit to complete the round, they must impose Elimination.

226 TIME OF THE ROUND

226.1 The official time of an athlete's round, recorded in seconds to hundredths of a second, is the time taken by an athlete to complete his round, plus any time correction [232]. Disturbing timing equipment incurs no penalty

226.2 The time of the round starts when the athlete crosses the start line in the correct direction, for the first time after the bell has been rung or on the expiration of the 45 second countdown whichever occurs first [205.1.2].

226.3 The athlete's time ends at the moment when the athlete crosses the finish line in the correct direction, after jumping the last obstacle.

226.4 An athlete will not be eliminated in exceptional circumstances if no time can be recorded for his round. He will be placed equal to an athlete with the same penalties or same points in special competitions [229.2, 229.3].

227 TIME ALLOWED

The time allowed for a round in each competition is determined by **dividing** the length of the course **by** the speed of the competition, multiplied by 60 (Annexes J II / J III). **There is NO time allowed under Table C.**

228 TIME LIMIT

The time limit is twice the time allowed in all competitions with a time allowed or under Table C [239.3]. Exceeding the Time Limit incurs elimination.

229 RECORDING THE TIME

229.1 Each competition at an event must be timed by the same system or equipment. Automatic equipment is preferred. The timekeeper is required to record the number of the horse, the time taken to complete his round by means of **electronic or digital timing recorded to one hundredth of a second.** The time taken by the athlete to complete the round must be recorded in writing or saved on the computer in the Ground Jury box.

229.2 Two **digital** stopwatches are **required in the Jury Box for the President or members of the Ground Jury of each competition.**

229.3 For cases where the automatic timing breaks down, a third digital watch should be available to measure the time for countdowns and time taken to resume after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance.

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

229.5 If there is a breakdown of the automatic timing equipment, the time of any athlete affected by the breakdown shall be determined by a stopwatch in seconds and to hundredths of a second.

229.6 A video recording may never be used to establish the time of an athlete's round.

229.7 If the crossing of the start and/or finish lines by the athlete cannot be clearly judged from the Jury box, one or two persons, one at the start line and one at the finish line, with a flag, must be placed at both of these lines to signal the crossing of the athlete.

230 INTERRUPTED TIME

230.1 While the clock is stopped, the athlete remains free to move around until the ringing of the bell gives him permission to start again. The clock is restarted when the athlete reaches the place where the clock was stopped. In the case of a disobedience with a knock-down Rule 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 so this procedure can be followed. The timekeeper may not be made responsible for this function.

230.3 **The time recorded must not only register the time of the athletes round but must also include time corrections if any [232].**

231 PENALTIES DURING INTERRUPTED TIME

231.1 The time of a round is interrupted only under the provisions of Rules 232 and 233 or other circumstances beyond his control, where the athlete should not be penalized.

231.2 The clock is not stopped in the event of a deviation from the course, a run-out, a refusal, loss of hat and other circumstances covered in these rules.

231.3 Disobediences are not penalised during interrupted time.

231.4 **Eliminations for falls apply during interrupted time [224].**

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 when 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 athlete may continue the round. The athlete is penalised for a refusal and a time correction of 6 (six) seconds is added to the time taken by the athlete to complete his round to determine his official time.

232.3 The clock is restarted at the moment when the horse takes off at the obstacle where any refusal with displacement has occurred (except 232.4).

232.4 If a disobedience with a knockdown occurs at the second or subsequent part of a combination, the clock is restarted when the horse leaves the ground or has a second refusal at the first obstacle of the combination. If he has a second refusal at the second or subsequent part of a combination, the clock is again restarted when the horse leaves the ground at the first obstacle.

233 STOPPING AND RESTARTING

233.1 In the event of an athlete being unable to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the athlete. As soon as it is evident that the athlete is stopping, the clock will be stopped. When the course is ready, the bell will be rung, and the clock will be restarted when the athlete reaches the precise place where the clock was stopped. The athlete will not be penalized, except under 233.3.1.

233.2 If the athlete does not stop when the bell is rung, he continues at his own risk, and the clock will not be stopped. The Jury must decide whether the athlete is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the athlete is not eliminated, and is allowed to continue his round, the scores or penalties obtained at the obstacles proceeding and following the order to stop will count for his score.

233.3 If the athlete stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond his control, 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 athlete will be penalised as for stopping during the round and the time of his round will be penalized with 6 seconds added [222. 232.2].

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 athlete is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the athlete takes up his track at the point where he stopped. Any delay incurred by the athlete must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

233.3 Only in very exceptional circumstances (i.e. extreme weather or danger to the athlete) will an athlete be allowed to start all or part of the course again. In this case the athlete 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 level/eligibility of the horse or pony [Annex J I].

235 FAULTS IN ARENA BEFORE OR AFTER TIMED ROUND

235.1 Any Abuse of Horses will be penalized [201].

235.2 Disobediences (inclusive but not limited to 220 - 222) occurring between the signal to start and the moment the athlete crosses the start line in the correct direction, are not penalised.

235.3 Rules for a fall of an athlete or a horse will be effective from the moment of entry to the competition arena until they exit the arena [224].

236 PENALTIES UNDER TABLE A (Combined Training and Event)

Faults are penalised in penalty points or elimination **as follows:**

First disobedience	4 penalties
Second disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the water jump or on the lath	4 penalties
Exceeding the Time Allowed for EACH second or fraction of a second in ALL rounds and ALL Jump-offs	1 penalty
Exceeding the Time Allowed	Elimination
Any Fall of athlete or horse or both in all competitions	Elimination
Third disobedience	Elimination
Exceeding the time limit	Elimination
Infringements of Rules 245 – 246	Elimination/Disqualification

237 SCORES UNDER TABLE A

Adding the penalties for faults at the obstacles and the time penalties gives the score obtained by the athlete for his round. **All competitions under Table A must have a time allowed for all rounds and jump offs (except 307 - 310).** 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 OF SCORES - TABLE A

238.1 Competitions not against the clock [A1]. A competition not against the clock with a time allowed. Athletes with equality of penalties will share the prizes.

The schedule must state either:

238.1.1. Without a jump off.

238.1.2 With one jump off not against the clock.

238.1.3 With two jump offs not against the clock.

238.1.2 Penalties with one jump off [A3]. A competition not against the clock **but with times allowed in the first round and jump off.** After the first round if there is **an equality of penalties for first place,** there will be one jump-off

against the clock. **The winner and places are determined by penalties and then the fastest times on the least or equal penalties in the jump off.** Other athletes are placed according to their penalties only from the first round.

Equality of penalties in the first round will result in ties.

238.1.3 Penalties with two jump offs [A2]. A competition not against the clock with a time allowed **in the first round and both jump offs.** 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. **The horse with the least penalties in the fastest time of the second jump off will win. Other athletes are placed according to their penalties and time in the second jump off** or penalties **only** in the first jump-off or if necessary from the first round, which may result in ties.

238.2 Competitions against the clock. Only in cases of equal penalties and time for places may ties result and no further jump offs will take place. The athletes will be placed equal and share the prizes.

238.2.1 Penalties and time with one round [A4]. A competition against the clock in one round. Athletes with equality of penalties for any place are placed in accordance with the time taken to complete the **only** round. In the event of equality of penalties and time there will **not** be a jump-off

238.2.2 Penalties and time with ONE jump off. A competition against the clock, but in the event of equality of penalties, there will be one jump-off against the clock. **In the event of equal penalties in the jump off, the fastest times will determine the result.** Other athletes are placed according to their penalties and time taken in the first round.

238.2.3 Penalties and time with TWO jump offs. A competition against the clock, but in the event of equality of penalties, there will be two jump-offs against the clock. **In the event of equal penalties in second jump off, the fastest times will determine the result.** Other athletes are placed according to their penalties and time taken in the first jump off or if necessary from penalties and time taken the first round.

238.3 Table A competitions at less than 1.00 m. (0.90 m. for Ponies) in the first round, where Qualifying Round Points are not awarded may never be run against the clock. This restriction prohibiting rounds against the clock applies either in the first round, subsequent rounds or in any jump off. This includes all Table C type competitions and rounds and Points on Time unless no time factor is included in the score. The only exception to this is in FEI competitions when the first round is 0.95 m.

239 METHODS OF DETERMINING OF SCORES - TABLE C

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

Table C with points competitions are found under the specific type of competition [not exclusive to 311 -314].

239.2	Penalties under Table C	
	Obstacle knocked down or faults at water jump	4 seconds
Except:	2 nd phase of 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 infringements of Rules 245.1 – 245.24	Elimination
	First fall of horse or athlete 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 **to hundredths** of a second, by the athlete for his round.

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

239.6 Table C Horse competitions at less than 1.00 m (Ponies 0.90 m.) where Qualifying Round Points are not awarded may never be run against the clock. This applies either in the first round, subsequent rounds or in any jump off [238.3].

240 JUMP OFFS

240.1 Only athletes who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump off. Athletes must start the same horse in the jump off as in the initial round.

240.2 An athlete 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.

240.3 In principle a jump-off must take place under the same Rules and Table as the preliminary round(s) of the 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 unless otherwise stated in the schedule.

240.4 Unless otherwise laid down in these Rules no competition may involve more than two jump-offs [307 – 310].

240.5 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.

240.6 Horses which lose a shoe prior to starting in the initial or second round of a competition with a jump-off **or in the case of any other unforeseen circumstances** may be given a later starting position time permitting, solely at the discretion of the Ground Jury,. **IF an athlete has a later starting position than his draw in a preliminary round, he must start in his original place in a jump off against the clock.**

240.7 In a jump-off a horse that loses a shoe prior to starting **or if the horse or athlete is unable to start in his drawn position, it is entirely at the discretion of the Ground Jury to decide whether the horse and athlete in question will receive a later starting place time permitting or be eliminated from the jump-off.**

240.8 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, the competition will be run without a jump-off.

241 JUMP OFF OBSTACLES AND DISTANCES

241.1 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. If the athletes in the jump off have equal jumping penalties in the previous round or rounds the dimensions of the obstacles may not be increased.

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

241.3 The number of obstacles in a jump-off may be reduced to a minimum of 6 (six). Combinations count as one obstacle.

241.4 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 centre obstacles(s) may not be omitted. **It is permitted to change a plank if the top element of an obstacle for a pole.**

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

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

241.7 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.

241.7.1 **If obstacles from the previous round(s) are built differently (e.g. a spread becoming a vertical) for the jump-off, they will not count as extra obstacles for the jump-off and shown on the Course Plan. A change of material must be approved by the G.J. and included on the Course Plan.**

241.7.2 The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed.

241.7.3 A combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off. That combination constitutes **one** of the additional obstacles allowed in the jump-off.

242 ELIMINATION OR WITHDRAWAL FROM A JUMP-OFF

242.1 An athlete who **retires**, is eliminated **or withdraws** (with the permission of the Ground Jury) **during** a jump-off or second round will be placed equal last after the athletes who have completed the jump-off.

242.2 Any athlete, who withdraws before a jump-off or second round without permission or informing the Ground Jury, will be placed after athletes eliminated or retired in any previous round. Athletes, who retire for no valid reason or who have themselves eliminated on purpose are placed equal with athletes, who have withdrawn without permission from the jump-off.

242.3 If before a deciding jump-off, two or more athletes 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 athletes. If the Ground Jury's instruction to continue is not followed by athletes, no trophy will be awarded and the athletes will each only receive the prize money and the lowest placing for which they would have jumped-off.

243 SETTING OF STANDARDS, INDIVIDUAL PLACING

243.1 The placing of an individual athlete 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.

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

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

243.4 If no athlete completes the course in the first round or phase of a competition, the Ground Jury will declare the competition null and void and no prizes will be awarded.

FINES, YELLOW WARNING CARDS, ELIMINATIONS, AND DISQUALIFICATIONS

244 FINES AND YELLOW WARNING CARDS

In addition to any other sanction(s) that may be issued in accordance with these Rules, the President of the Ground Jury, the President of the Appeal Committee, Chief Steward or Chairman of the SOC (if there is no Appeal Committee) AND the Chief Steward or TD, are authorized to issue a Yellow Card and in addition the Ground Jury or Chief Steward MAY impose fines in accordance with the rules in the following cases: [68.1, Appendix II]

244.1 An athlete who does not follow orders or shows incorrect behaviour towards officials **or any other party connected with the show (other athletes, HAK representatives, journalists, public, etc.)** [62].

244.2 An athlete who does not comply with directives of the SOC [62.9].

244.3 An athlete who rides dangerously or cannot control the horse [63].

244.4 All fines imposed are payable at the show to the SOC or HAK as laid down or the athlete may be reported to the Executive Committee who may take further action [68, 69, 70, Appendix II].

244.5 An athlete who repeats offences after a warning (68, Appendix II).

244.6 An athlete who does not salute the Ground Jury or the official personalities on entering the arena [160].

244.7 An athlete who disrespects the advertising Rules or does not comply with the Rules **for Dress and or saddlery**. [55.3, 161 – 175 and 180 – 189].

244.8 Failure to display the identification number especially in cases of repeated offences [175.1-3].

244.9 Specific Rules for Jumping:

244.9.1 An athlete who uses in the exercise or the schooling areas obstacles different from those provided by the Organising Committee [202.2.1].

244.9.2 An athlete who touches an obstacle with the intention of changing it [204.1.5].

244.9.3 An athlete who jumps or attempts to jump the practice obstacle placed in the competition arena more times than allowed [204.4.1].

244.9.4 An athlete, whether eliminated or not jumps one or several obstacles which are part of the course after passing the finish line or jumps an obstacle without the permission of the Ground Jury for the press [204.5, 219.2].

244.9.5 An athlete who has been eliminated or at the end of his round does not promptly leave the arena [205.1.7, 224 or 225.4].

244.9.6 An athlete who has been eliminated, or has retired makes more than to jump a single obstacle or jumps it in the wrong direction before leaving the arena [219.2, 224].

245 ELIMINATIONS

Unless otherwise specified in the Rules, or in the conditions for special competitions, elimination means that the athlete and the horse in question may not continue in the current competition. **Elimination may also be retroactive.**

The Ground Jury MUST impose Elimination for:

245.1 If the Ground Jury decides for any reason an athlete or horse in the arena is unfit to continue in competition [1006, 1100].

245.2 Failure to replace headgear including jumping or attempting to jump an obstacle with the helmet's retention harness incorrectly fastened or not fastened, unless the circumstances render it unsafe for the athlete to stop immediately in order to refasten the harness [162.4].

245.3 An athlete wearing earphones and/or other electronic communication devices during a competition or prohibited saddlery [173, 180-187].

245.4 In all cases where there is blood on the horse's flanks or mouth after the round, elimination will be retrospective. In minor cases where the horse appears to have bitten its tongue or lips, after examination the Ground Jury may permit the combination to continue. [201.1].

245.5 Specific rules for Jumping:

245.5.1 An athlete leaving the arena without official permission including before starting or a horse (even if loose) leaving the arena before the end of the round [204.1.3].

245.5.2 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 [204.5].

245.5.3 Jumping or attempting to jump an obstacle out of order or which does not form part of the course before, during or after the round **except if circumstances render it impossible for the athlete or horse to avoid jumping the obstacle e.g. in a Two Phase Competition if the bell is rung too late for the athlete to safely avoid the next obstacle or pull up if the horse is out of control** [63, 204.5, 220.4.2, 223.1.5, 233.2].

245.5.4 Starting before the signal to start incurs elimination [205.1.2].

245.5.5 Jumping or attempting to jump an obstacle after an interruption without waiting for the bell [205.3].

245.5.6 Jumping the first obstacle after omitting to cross the start line in the correct direction [223.1.3].

245.5.7 Omitting a compulsory turning point or not following the track indicated by a continuous solid line on the course plan [206.3.3-4, 216.5.1].

245.5.8 Not jumping all the obstacles of a combination again after a refusal or run-out, except in the cases of a Closed part of a combination or a Six Bar Competition [212.3, 219.2.1, 310.3].

245.5.9 Not taking each obstacle of a combination separately and consecutively except in Closed combinations as in 213.2 [212.2, 212.3].

- 245.5.10 Not leaving a closed combination in the right direction or displacing a closed combination [219.3.1].
- 245.5.11 Following the bell for a refusal with displacement, jumping or attempting to jump an obstacle before it has been rebuilt except as in 220.4.2 [220.4].
- 245.5.12 Taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the athlete [222.5].
- 245.5.13 Resistance for 45 consecutive seconds during the round [222, 222.5]
- 245.5.14 Taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finish line [222.4].
- 245.5.15 Not crossing the finish line mounted and in the correct direction, after having jumped the last obstacle (except in certain special competitions) or correcting deviation before leaving the arena [223.2].
- 245.5.16 Jumping an obstacle in the wrong order [223.1.4].
- 245.5.17 Jumping an obstacle in the wrong direction [223.1.4].
- 245.5.18 Omitting to jump an obstacle of the course or after a refusal or run-out or, failing to attempt to jump again the obstacle where the fault was committed [223.1.4].
- 245.5.19 Fall of an athlete or horse **in the arena** except a fall of an athlete or horse after crossing the finish line does not incur elimination [224].
- 245.5.20 Accepting while mounted any object whatsoever during a round except headgear and/or prescription spectacles [225.3.1].
- 245.5.21 An accident to an athlete or to a horse which prevents him from completing the competition [225.4.1]
- 245.5.22 Third disobedience during a round [236 and some special Table A and C competitions].
- 245.5.23 Exceeding the time limit [236, 239].

Elimination is at the Discretion of the Ground Jury in the following:

- 245.6 An athlete who rides dangerously or cannot control the horse.
- 245.7 Improper dress or saddlery [63, 161-175, 180-187].
- 245.8 Using a whip of more than 75 cm in length over obstacles or anywhere on the showground using a whip weighted at the end or using a substitute for a whip (172.1, 172.2, 173.3)
- 245.9 Not entering the arena when either the athlete's name and/or number is called or in the correct drawn order (203.7, 204.1.6).
- 245.10 Not entering or leaving the arena mounted except as in 225. (204.1)
- 245.11 Not stopping when the bell is rung during the round (220.4.2, 233.2).
- 245.12 All physical unauthorized assistance, except 225.3 (225.1).

246 DISQUALIFICATIONS

246.1 Disqualification by the Ground Jury is a sanction imposed for misconduct. It means that an athlete 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 [62, 63, 64.4, 65, 67.5.2].

246.2 Disqualification is MANDATORY in the following proven cases and may be retroactive:

246.2.1 In cases of misconduct as laid down in the General Regulations [62].

246.2.2 In cases of marks indicating excessive use spurs or the whip anywhere on the horse or cases of rapping [62.1-2, 201.1, 202.2.1-2].

246.2.3 In contravention of such cases seen as abuse of the horse as laid down in the Veterinary Regulations [1000-1010].

246.3 The Ground Jury MAY disqualify an athlete for the following:

246.3.1 All cases of horse abuse and/or ill treatment reported by a member of: the Ground Jury, **the Jury of Appeal, by a steward or by confirmed cases by any person to an official [62.1-4, 201].**

246.3.2 In cases of use of prohibited saddlery or equipment.

246.3.3 Exercising horses over obstacles during the course of an event different from those provided by the SOC anywhere on the showground [202.2.1].

246.3.4 Jumping in the wrong direction; obstacles in the practice arena or the practice obstacle if any in the arena [202.2.10, 204.4.2].

246.3.5 Exercising horses in the arena or jumping or attempting to jump an obstacle in the competition arena without the permission of the Ground Jury [62.15, 204.5-6].

246.3.6 Entering the arena on foot once the competition has started without permission of the Ground Jury [204.1].

246.3.7 Jumping or attempting to jump the practice obstacle in the arena more times than authorized [204.4.1].

246.3.8 Jumping or attempting to jump any obstacle in the arena not in the course, including an obstacle forming part of a subsequent competition, whether flagged or crossed off or not [204.5].

246.3.9 Retiring, before a jump-off, without permission of the Ground Jury or without valid reason [242.2-3].

Rules 247 – 299 in abeyance