

# CHAPTER 3 - JUMPING RULES: 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 and those for jumping, judging and grading apply to all competitions. **NO competition may be run against the clock for horses below 1.00 m. and for ponies below 0.90 m. in the first round, unless these are FEI competitions run under FEI Rules. Rule 940.3 concerning eligible ages of horses and ponies must apply.**

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 these HAK Rules.

300.4 If there is any conflict between the **HAK Rules, the schedule** and those applied to a special competition, **the HAK Rule Book takes precedence unless new conditions have written approval of the Technical Committee.**

## 301 CATEGORIES AND ELIGIBILITY FOR HORSES: [Ponies 604]

301.1 Jumping classes which do NOT count for **Qualifying Round Points (QRP)** will be run with one jump off not against the clock under Rule **238.1.1 or 305 with a jump off not against the clock or 306.6.1.**

**301.1.1 0.70 m. All horses are eligible (NO QRP or VL points awarded)**

**301.1.2 0.80 m. All horses are eligible (NO QRP or VL points awarded)**

**301.1.3 0.90 m. All horses are eligible (NO QRP or VL points awarded)**

**301.2 Jumping competitions to earn QRP for eligible horses must be run under Table A. Table A Competitions 307 – 310 and all competitions run under Table C or Table C points on time will NOT earn QRP.**

**301.2.1 1.00 m. All horses 5 years old and over are eligible. Only horses with 9 or less QRP will be awarded QRP.**

**301.2.2 1.10 m. Horses 5 years old and over with 10 or more QRP are eligible. Only horses with 19 or less QRP will be awarded QRP.**

**301.2.3 1.15 m. Proud Command: Horses 6 years old and over with 10 or more QRP are eligible. Horses with 19 or less QRP will be awarded QRP.**

**301.2.4 1.15 m. Open Jumping: Horses 6 years old and over with 10 or more QRP are eligible. Horses 19 or less QRP will be awarded QRP.**

**301.2.5 1.20 m. Horses 6 years old and over with 20 or more QRP are eligible. Only horses with 29 or less QRP will be awarded QRP.**

**301.2.6 1.25 m. Courageous: Horses 6 years old and over with 20 or more QRP are eligible. Only horses with 29 or less QRP will be awarded QRP.**

**301.2.7 1.30 m. Horses 6 years old and over with 30 or more QRP are eligible. Horses with 39 or less QRP will be awarded QRP. Horses with more than 40 QRP will have points recorded.**

### **302 12 AND UNDER JUMPING [THELWELL TYPE]**

302.1 Judged under Table A 238.1.1 with three jump offs. There is no speed set or a time allowed, but athletes should go through the start and finishing lines.

302.2 For children until the end of the calendar year in which they reach their 12<sup>th</sup> birthday, riding mares or geldings not exceeding **150 cm (14.3 hh)**.

302.3 Athletes 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 0.60 m.

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 0.30 m. For the first and subsequent jump offs, the obstacles will be raised 0.10 m.

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

### **303 HANDICAPS**

303.1 Handicaps may be run under any competition under Table A **except those under Rules 307 – 310**.

303.2 No competition judged under Table C may be a Handicap.

303.3 A handicap may be run if there are insufficient entries for a competition and athletes have no alternative competition to enter. If there are four or more entries in one of the levels, a separate competition should be held, **unless there is only one entry in any other level**.

303.4 The handicap may not exceed 0.15 m. If three levels are amalgamated, the highest level may jump lower than their normal level. If four levels are amalgamated the top two levels will jump at the lower of the two levels and the bottom two levels will jump at the higher of their two levels.

**303.5** The speed (**Time Allowed/Limit**) for the different heights must be **applied according to height level of the obstacles (course) to be jumped in the first (or only) round**

303.6 In any competition the lower level should go first, but especially for those with a jump-off.

### **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 **10** or more QRP. Maximum height of obstacles in first round will be 1.15 m at 325 bpm.

304.3 The **pony** competition is open to ponies with **10** or more QRP. Maximum height of obstacles in first round will be 1.05 m at 325 bpm.

304.4 Not less than 50% of fences must be raised in the jump off [241.1].

### **305 ACCUMULATOR**

305.1 Judged under Table A, this competition must take place over 6, 8 or 10 obstacles with an increasing difficulty. 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. Combination obstacles are not allowed.

305.2 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 double points must be deducted from the total points obtained by the athlete.

305.3 Points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No points are awarded for an obstacle knocked down. Faults other than knockdowns are penalised as for Table A [236].

305.4 If this competition takes place directly against the clock, athletes are placed by points and time. The winner is the athlete with the greatest number of points in the fastest time. Places are determined by points and time.

305.5 Alternatively, this competition may take place with a time allowed in the first round and one jump-off against the clock (**not against the clock if less than 1.00m. for horses and 0.90 m. for ponies**). In case of a jump-off there will be a minimum of 6 and a **maximum of 8** obstacles, which may be increased in height and/or spread [241.1]. The obstacles in the jump-off must be jumped in the same order as the first round, retaining their respective points from the first round. The winner is the athlete with the greatest number of points in the fastest time in the jump-off or if necessary first round. Places are determined by points and time in the jump-off or if necessary athletes are placed according to points and time taken in the first round. **2022**

### **306 TWO PHASE**

306.1. This competition comprises two phases run under Table A/A or A/C without interruption, each at the same or a different speed.

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. The finishing line for the first phase is the same line as the starting line for the second phase.

306.3 Athletes penalised in the first phase, are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line [245.5.3].

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

306.5 If so stated in the schedule, all athletes may be permitted continue to the second phase, or at the discretion of the Ground Jury and announced.

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 **First phase** -Table A with a time allowed [**No QRP awarded**].

**Second phase** - 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 (Ties are permitted).

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 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 adjustments for faults and penalties) of the second phase. If necessary, to the penalties and time in the first phase.

306.7 Athletes stopped **or continuing with penalties (306.5)** after the first phase must be placed **AFTER** athlete who were clear in the first phase.

**Athletes who are eliminated or retire in the second phase will be placed equal last (or according to their score of first phase if 306.5 is applicable) after all athletes who have completed the second phase.**

306.8 If equality for a win or places, the athletes will be placed equal.

### **307 POWER JUMPING GENERAL**

307.1 Judged under Table A, the aim is to demonstrate the ability of the horse to jump a limited number of large obstacles. These competitions are not against the clock. There is no time allowed and no time limit. Time is never a deciding factor in the case of equality of penalties.

307.2 Obstacles in the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

307.3 If the dimensions of the arena and the number of athletes permit, the Ground Jury may decide that the athletes still in the competition may remain in the arena after the first or subsequent jump-offs.

307.4 A practice obstacle is not permitted in the arena **unless** the athletes are instructed by the Jury to stay in the arena between jump-offs in which case a practice obstacle must be provided.

307.5 If an obstacle is displaced by a disobedience, no time penalty is applied.

307.6 In the event of equality for first place, there must be successive jump offs [242,3].

307.7 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 athletes left in the competition are placed equal.

307.8 If, after the third jump-off, the athletes do not wish to continue, the Jury must stop the competition.

307.9 There will not be a fourth jump-off unless the athletes have a faultless round in the third jump-off.

### **308 PUISSANCE (Refer to 307)**

308.1 The initial round will comprise from 4 to 6 obstacles of which at least one must be a vertical obstacle, preferably a wall. Combination obstacles, water jumps, ditches and natural obstacles are not permitted. 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 as a substitute in which case, planks, poles or a combination of both is permitted as long as the top element is a pole. It is permissible to use a ground line or small filler on the take- off side at a maximum of 30 cm offset at the base.

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 as above and a spread obstacle (241.1).

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 athletes 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 second must be a triple bar.

309.2 Before the competition starts formally, there will be a practice round and no penalties will be incurred. After the practice round all the athletes should remain in the arena.

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 athletes equal for first place have not been penalised in the preceding round.

### **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 cups supporting the top pole may not have a depth of more than 20 cm. The number of obstacles may be reduced depending on the size of the arena or **may be built with 2 obstacles in one straight line and the other 4 obstacles on another straight line.**

310.2 All the obstacles may be the same height or at progressive heights. In the jump-off the distance between obstacles may not be changed.

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

310.4 The first jump-off must take place over the six obstacles, which must be raised unless the athletes who are equal for first place have been 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 alphabetical obstacles should be withdrawn (i.e. A, B).

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 obstacle is allocated points: 6 points for the first fence, 8 points for the second (third highest), 10 points for the second last (second highest) and 12 points are scored for the last (highest). 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 athletes and as a display, each athlete 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. Obstacles will be raised only when there are at least 2 athletes who have cleared all. 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 athletes to take short routes when possible. Alternative obstacles, natural obstacles, combinations including those with a non-jumping stride (bounce) and water jumps are permitted.

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

311.4 The winner is the athlete 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 with no time allowed but a time limit of 120 seconds.

312.2 The obstacles are numbered for judging purposes only and may be jumped from either direction unless clearly designated on the course plan to be jumped in one direction only. Water jumps and combinations are not permitted. The start and finish lines may be crossed in either direction

312.3 The athletes must jump each numbered obstacle once only in either direction or the direction designated on the course plan in any order.

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

312.5 If the obstacle has been displaced by the disobedience, the bell will be rung, the jump rebuilt and the athlete may start his round again on given the signal to start. He may start at the obstacle of his choice, six (6) seconds will be added to his time.

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

312.7 The winner is the athlete 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 under table C with points but with a time allowed set by the Course Designer of between 60 and 90 seconds. The time must 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 athlete jumps the course in the correct order and gains 3 (three) points for each obstacle clear and 1 (one) point for any obstacle knocked down. 0 points are scored for an obstacle not jumped. If an athlete completes the course in less than the time allowed, he begins the course again at the first obstacle but it is not necessary for him to go thorough the starting line 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 athlete will proceed to the next obstacle and 0 points will be awarded for that obstacle.

313.5 Disobediences do not count, but after the third disobedience or a fall, the athlete will be stopped. He will be placed last of athletes with the same number of points.

313.6 When the fixed time is reached, the bell will be rung and the athlete 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 athlete's score provided the horse has already started to take off at the

moment when the fixed time is reached. He is given no points for an obstacle jumped after the bell has rung.

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.

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

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

## **314 TOP SCORE**

314.1 The competition is judged under Table C with points and time with a time allowed of 45 - 90 seconds set by the Course Designer. The time must be shown on the Course Plan.

314.2 Each obstacle is clearly marked with a number of points from 10 to 120 according to its difficulty. Points may be duplicated or deleted if the arena is too small at the discretion of the Course Designer. A Joker(s) may be included if stated in the schedule. Water jumps and combination obstacles are not allowed. All obstacles must be able to be jumped in both directions.

314.3 The athlete goes through the common start/finish line and jumps the obstacles he chooses in either direction.

314.4 Each obstacle and the Joker(s) 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.

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

314.6 Disobediences are not penalised. Following a disobedience an athlete may either attempt the same obstacle again or proceed to another.

314.7 The bell is rung as soon as the time allowed is reached.

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

314.9 If the Joker(s) is jumped clear, 200 points are added to the score but if the Joker(s) is knocked down, 100 points are deducted from the score.

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

314.11 The athlete must then cross the common start/finish line in either direction. An athlete who fails to cross the finish line will be placed last of other athletes with the same number of points

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

The Jury may retire an athlete if he has no chance of winning a prize [243].



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

### **315 COMPETITION OVER COMBINATIONS**

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

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

315.3 If there is a jump-off, according to the schedule, the jump-off course must comprise of 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 combinations in the first round must be removed.

315.4 The provisions of article 206.2.6 do not apply to this competition but the length of the course may not exceed 600 metres.

### **316 KNOCK OUT**

316.1 This competition takes place under Table C with pairs of athletes. There must be 8 or 16 entries. The SOC must state in the schedule, if prior competitions of the show will be qualifying competitions in the case of too many entries. Each athlete may start with only one horse. **A draw will be made by using QRP or another seeding as the basis.**

316.2 Two identical or mirrored courses of 6 – 8 obstacles are placed side by side or end to end. Combinations or water jumps are not allowed. There must be separate time-keeping devices for each athlete.

316.3 The two athletes will compete against each other simultaneously over the 2 courses. If one athlete enters the other athlete's course and as a result interferes with that athlete, the athlete responsible for the interference will be eliminated.

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 one of a pair of opponents withdraws from a round, the athlete remaining will get the benefit of a “walk-over/bye” in that round.

316.6 If there is a refusal with or without a knock-down or displacement, the athlete will continue his round without jumping that obstacle or waiting until it has been rebuilt. 3 seconds will be added to his time. Each knockdown is penalised by three seconds. An athlete who passes an obstacle with NO attempt to jump it will be eliminated. Other eliminations under 245 will apply.

316.7 The athlete 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. Athletes 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 athlete crosses this line first. The draw for starting position of each round will be by the toss of a coin by the Judge at the start.

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

### **317 PAIR COMPETITIONS GENERAL**

317.1 Pairs may be drawn by the SOC or chosen by the athletes, as designated in the show schedule.

317.2 The use of batons or whips used as batons is not permitted.

### **318 PAIR ABREAST JUMPING**

318.1 The competition will be held under Table A without jump off [238.1.1 or 238.2.1] or with one jump off not against the clock [238.1.2 or 238.2.2] against the clock. Rule **300.2** must be applied.

318.2 Pairs will jump abreast.

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

318.4 If one horse refuses, the other horse does not re-join the one, which has refused until it has jumped the obstacle where the refusal took place, but will be allowed to circle without penalty to re-join its partner, so they may again continue as a pair. Penalties will be incurred for a refusal as well as for Dressing. Dressing is judged as the ability to negotiate the obstacle abreast.

318.5 Dressing will be judged at each obstacle, with one penalty for each length out of dressing but not more than four penalties 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 318), but one athlete 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 [NB 300].

320.2 Two athletes go through the start together. One athlete jumps obstacle number 1, the other athlete 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 athletes must go through the finish.

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

320.4 Disobediences are cumulative and the third refusal of the pair incurs elimination. If one athlete 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 athlete goes through the start until the second athlete goes through the finish.

### **321 TEAM COMPETITIONS GENERAL**

321.1 In competitions when a base or box is used, an athlete may not leave the box until the bell rings commencing his turn to jump. Athletes 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 The use of batons or whips used as batons is not permitted.

### **322 TEAM COMPETITIONS (National or International)**

322.1 This competition is for teams judged under Table A 236 with a time allowed over each of two rounds and for the jump off as necessary and time in the second round and jump-off. The whole competition must be held during the course of the same day.

322.2 Teams will be of three or four (with 3 without drop score permitted) athletes as stated in the schedule.

322.3 Teams and starting order within the team must be declared at least 3 hours before the time of the competition or as stated in the schedule.

322.4 The starting order of the Teams must be drawn at least one hour before the start of the competition but preferably by 18:00 the evening before.

322.5 The athlete designated first by his Chef d'Equipe, from the team drawn first starts first, the second athlete of the first team follows the first athlete from the last team, the third athlete from the first team follows the second athlete from the last team and follows on in that order. In the case of teams of 4 where a team only has 3 athletes, the team(s) will take a bye in the first round.

322.6 The order of the second round will be by team in the same or reverse order of merit, with those on equal penalties in the same order as the first round. Team members must retain the same order as in the first round [322.3].

322.7 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 in the second round or jump-off under the provisions of Rule 322.12.

322.8 The first round course should be 12 obstacles. 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.

322.9 Not less than 7 obstacles should be raised (241.1) in the second round unless all have penalties in the first round. The course may be the same or different in the first two rounds. The jump-off may not be less than 6 obstacles or more than 9 obstacles against the clock. Obstacle need not be raised.

322.10 **Score For Each Round:** The penalties of the best 3 athletes of each team are added together to determine the team's score for the round. The athlete

with the worst score will be a “Drop Score”. A team member who is eliminated or retires will be awarded 20 penalties plus the penalties of the worst horse of any team to complete the course during that round. He may start in the next round or jump off unless disqualified or eliminated for a fall, **unless checked by the Medical Officer (224.1.2)**. If there is a fall of a horse 224.2.1 will apply.

322.11 If the order of the second round is to be in reverse order of merit, the penalties of the first round will determine the draw for the second round [322.6].

322.12 In the event of equality of team scores after two rounds the teams sharing first place will jump off against the clock. Either the whole team will jump off or the Chef d’Equipe will nominate one athlete to represent the whole team as stated in the schedule.

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

322.14 Except if disqualified under Rule 246 or eliminated for a fall and not passed by the medical or veterinary officer, all members of a team are eligible to take part in the jump off [224].

322.15 **Team Score if all Team members are in the jump-off:** The penalties and time of the best three athletes in the team are added together to determine the final team score.

322.16 **Team Score if one Team member represents the whole team in the jump-off:** The penalties and time of that athlete in the jump-off will determine the final team score for the whole team.

322.17 In the event of an outright team winner after the second round, the other teams will be placed by their penalties and time in the second round.

322.18 There will be no individual placing, award or prize.

322.19 The score of any athlete who is disqualified may NOT be included in the team score or take further part in the competition. If a disqualification reduces the team to less than three athletes, the team is eliminated.

### **323 TEAM GAMBLERS**

323.1 Team Gamblers competitions use rules for Top Score [314, 321].

323.2 Teams are made up of 3 or 4 athletes and may be declared as teams by the athletes or drawn by the SOC, as defined by the schedule.

323.3 The course will be as in 314 with a Joker(s) if included in the schedule.

323.4 The time allowed is 45 seconds for each athlete in the team.

323.5 Each obstacle may be jumped TWICE by each athlete to score.

323.6 Fences knocked down will be re-erected during the team’s round.

323.7 If a team athlete leaves the arena, his score does not count but the team is not eliminated.

323.8 If an athlete has three or more disobediences, he is NOT eliminated but only his score during his 45 second time will count.

323.9 If a team member is eliminated for another reason and signalled by the Jury as such, the next team member must wait in the box through the “dead time” before starting his 45 second share of the team round. IF he starts early he is not eliminated but no points will be scored until his designated time starts.

323.10 A team will not be eliminated if no time can be taken but it will be placed 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 of eligibility of both athletes and horses must be stated in the schedule.

324.3 All Rules and parameters for invitation must be clearly set out in the schedule.

324.4 If the class is a post entry class it must be so advertised.

324.5 If prize money is offered, an entry fee must be charged.

324.6 Invitational classes, as restricted do not count for QRP regardless of level.

### **325 CHAMPIONSHIP (GRAND PRIX) RULES**

325.1 These are Table A competitions and comprise two rounds, identical or different, either in track, in number of obstacles or in the dimensions of the obstacles. All rounds are to be run at the same speed. Handicaps are permitted if stated in the schedule.

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

325.3 All the athletes/horses must take part in the first round. According to the schedule the following go through to the second round:

325.4 Either all horses, or a limited number of horses (at least the best 25% or in any case all clear rounds) in accordance with their placing in the first round (penalties including time penalties).

325.5 Horses will retain their original start order in both rounds but the jump-off maybe in reverse order of merit if published in the schedule.

**325.5.1 First round – Drawn order under Table A with a time allowed.**

**325.5.2 Second Round - Same order, Table A against the clock.**

**325.5.3 Jump off – Same order or reverse order of merit with retention of order in cases of equal penalties (238.2.1).**

#### **325.6 Placing**

325.6.1 Athletes will be placed according to the penalties and time in the jump-off. The remaining athletes will be placed according to aggregate penalties over the first two rounds. Ties may result from this system.

325.6.2 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 athletes not qualified for the jump off will be on aggregate penalties of the first two rounds and their time in the second round.

325.6.3 Prize money if awarded should be the highest of any jumping competitions for the particular level.

325.6.4 Victor Ludorum points for a Championship should be higher than other competitions at the same level.

### **326 GENERAL - CHAMPIONSHIPS HORSES AND PONIES**

326.1 Championships are held at The Horse of the Year Show for horses and ponies, **which have qualified by earning at least 1 QRP during the previous 12 months at the height level of the appropriate Championship and still eligible at that level. The number of QRP as stated defines eligibility.**

326.2 Defending Champions if eligible are automatically qualified.

**326.3** The Grading **Committee** has the right to set and alter the eligibility for Championships as circumstances demand.

**326.4 Eligibility for Championships will be confirmed by the Grading Committee at least 48 hours before the competition. There will be a provision by class for those who gain eligibility at the show.**

**326.5** The draw will be done at least one hour before the competition

### **327 HORSE CHAMPIONSHIP COMPETITIONS**

**Championships for Horses and Ponies registered as horses will be held for qualified horses at the following heights but are not exclusive to:**

327.1 1.00 m. Championship. Rule 325. **For horses with 1 – 9 QRP.**

327.2 1.00 m. Speed Championship (Table C). **For horses with 1 - 9 QRP, which have finished 1<sup>st</sup> – 3<sup>rd</sup> in Table 238.2.1, 305.4 or 305.5 or Table C competitions [311-314].**

327.3 Young Riders **Handicap** Championship (Rules 238.2.2 and 303). For **Athletes on horses or ponies registered as horses. Athletes are eligible from their 12<sup>th</sup> Birthday or the first day of a show when their birthday occurs until the end of the calendar year in which they reach 21 years old.**

327.4 1.10 m. Championship. Rule 325. **For horses with 10 – 19 QRP.**

327.5 1.10 m. Speed Championship (Table C). For horses **with 10 - 19 QRP, which have finished 1<sup>st</sup> – 3<sup>rd</sup> as in 327.2.**

327.6 The Proud Command – 1.15 m. (238.2.3.). **For horses with 10 - 29 QRP qualified in 301.2.3 competitions.**

327.7 The Impey Trophy – 1.20 m. (Rule 238.2.3). **For horses with 20 -29 QRP.**

327.8 The Courageous Cup – 1.25 m. (Rule 238.2.1). **For horses with 20 or more QRP.**

327.9 The Elite Stakes – 1.30 m. (Rule 238.2.3). **For horses with 30 or more QRP.**

327.10 The Championship of Kenya – 1.30 m. (Rule 325). **For horses with 20 or more QRP.**

### 328 PONY CHAMPIONSHIP COMPETITIONS

Championships for Ponies registered as ponies will be held for qualified ponies at the following heights but not necessarily exclusive to:

328.1 **0.90 m. Pony Championship** (Rule 325). For ponies with 1 - 9 QRP.

328.2 **The Pony Championship of Kenya** 1.05 m/1.10 m (Rule 325) for ponies with 10 or more pony QRP.

Rules 329 – 399 in abeyance

#### ANNEX J I, CT I, E I, P (608.1) Chart

Maximum Dimensions Obstacles (First Round) Jumping / Jumping Phase: CT /Events and Speeds. Second Round and Jump Offs = Maximum 0.10 higher/wider. Permitted tolerance Rule 208.5).

NB. Pony combinations must not have a spread obstacle after one stride, only after two.

Classes	Height	Spread (Oxers)	Triple Bar	Water	Speed
<b>0.60</b> Pony NG (Div.I)	0.60	0.70	0.80	X	250
<b>0.65</b> (no official Classes)	0.65	0.75	0.90	X	300
<b>0.70</b> Horse NG (Div.I)	0.70	0.80	1.00	X	300
Pre-Novice CT				X	300
Pony NG (Div.II)				X	300
U.12/Nov CT				X	300
<b>0.75</b> Pony U12 / Novice Ev	0.75	0.85	1.00	X	300
<b>0.80</b> Horse NG (Div.II)	0.80	0.90	1.10	X	300
Pre-Novice Event				X	300
Novice C.T.				X	300
Pony NG (Div.III)				2.10	300
Intermediate CT				X	300
<b>0.85</b> Pony Int. Event	0.85	1.00	1.20	X	300
<b>0.90</b> Horse NG (Div.III)	0.90	1.05	1.30	2.20	300
Novice Event				X	300
Intermediate CT				X	325
Pony (0.90, JC)				2.20	300
Open C.T.				X	325
<b>0.95</b> Pony Open Event	0.95	1.10	1.30	X	325
<b>1.00</b> Horse Jumping (D)	1.00	1.15	1.40	2.60	300
Intermediate Event				X	325
Open CT				X	325
Pony (JB)				2.60	325
<b>1.05</b> Horse Open Event	1.05	1.20	1.45	X	325
Pony Open and Champ.				2.80	325
<b>1.05/1.10</b> Pony (JA)	1.05 Oxers 1.10 Vert.	1.20	1.45	2.90	325
<b>1.10</b> Horse Jumping (C) Champ. CT	1.10	1.25	1.50	3.00 X	325 325

<b>1.15</b> Proud Command FEI CIC 1*	1.15	1.30 1.35	1.55	3.30 X	325 350
<b>1.20</b> Horse Jumping (B)	1.20	1.35	1.60	3.40	325
<b>1.25</b> Courageous	1.25	1.40	1.70	3.50	350
<b>1.30</b> Horse Jumping (A) Champ of Kenya	1.30	1.45	1.80	3.50	350 350

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



520	2:05	1:44	1:36	1:30	1:24	1:18
530	2:07	1:46	1:38	1:31	1:25	1:20
540	2:10	1:48	1:40	1:33	1:27	1:21
550	2:12	1:50	1:42	1:35	1:28	1:23
560	2:14	1:52	1:44	1:36	1:30	1:24
570	2:17	1:54	1:46	1:38	1:32	1:26
580	2:19	1:56	1:48	1:40	1:33	1:27
590	2:22	1:58	1:49	1:42	1:35	1:29
600	2:24	2:00	1:51	1:43	1:36	1:30

**ANNEX J II - HAK TIME ALLOWED CALCULATIONS (Minutes:seconds)**

**ANNEX J III – HAK TIME ALLOWED CALCULATIONS (Seconds)**

<b>DISTANCE in Metres</b>	<b>SPEED 250</b>	<b>MPM 300</b>	<b>325</b>	<b>350</b>	<b>375</b>	<b>400</b>
200	48	40	37	35	32	30
210	50	42	39	36	34	32
220	53	44	41	38	36	33
230	55	46	43	40	37	35
240	58	48	45	42	39	36
250	60	50	47	43	40	38
260	62	52	48	45	42	39
270	65	54	50	47	44	41
280	67	56	52	48	45	42
290	70	58	54	50	47	44
300	72	60	56	52	48	45
310	74	62	58	54	50	47
320	77	64	60	55	52	48
330	79	66	61	57	53	50
340	82	68	63	59	55	51
350	84	70	65	60	56	53
360	86	72	67	62	58	54
370	89	74	69	64	60	56
380	91	76	71	66	61	57
390	94	78	72	67	63	59
400	96	80	74	69	64	60
410	98	82	76	71	66	62
420	101	84	78	72	68	63
430	103	86	80	74	69	65
440	106	88	82	76	71	66
450	108	90	84	78	72	68
460	110	92	85	79	74	69
470	113	94	87	81	76	71
480	115	96	89	82	77	72

490	118	98	91	84	79	74
500	120	100	93	86	80	75
510	122	102	95	88	82	77
520	125	104	96	90	84	78
530	127	106	98	91	85	80
540	130	108	100	93	87	81
550	132	110	102	95	88	83
560	134	112	104	96	90	84
570	137	114	106	98	92	86
580	139	116	108	100	93	87
590	142	118	109	102	95	89
600	144	120	111	103	96	90

## **NOTES:**