These rules have been adapted from the FEI Jumping Rules, 26th edition, effective 1st January 2018. Where ZANEF Rules are silent, FEI Rules will apply.

ALL FEI COMPETITIONS WILL BE RUN STRICTLY UNDER THE RULES AS SET OUT BY THE FEI FOR THE SPECIFIC COMPETITION
THE FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

The FEI requires all those involved in international equestrian sport to adhere to the FEI Code of Conduct and to acknowledge and accept that at all times the welfare of the Horse must be paramount. Welfare of the horse must never be subordinated to competitive or commercial influences. The following points must be particularly adhered to:

1. General Welfare:
   a) Good Horse management
      Stabling, shade and feeding must be compatible with the best Horse management practices. Clean and good quality hay, feed and water must always be available.
   b) Training methods
      Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.
   c) Farriery and tack
      Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.
   d) Transport
      During transportation, Horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly, and driven by competent personnel. Competent handlers must always be available to manage the Horses.
   e) Transit
      All journeys must be planned carefully, and Horses allowed regular rest periods with access to food and water in line with current FEI guidelines.

2. Fitness to compete:
   a) Fitness and competence
      Participation in Competition must be restricted to fit Horses and Athletes of proven competence. Horses must be allowed suitable rest period between training and competitions; additional rest periods should be allowed following travelling.
   b) Health status
      No Horse deemed unfit to compete may compete or continue to compete, veterinary advice must be sought whenever there is any doubt.
c) Doping and Medication
Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before Competition.

d) Surgical procedures
Any surgical procedures that threaten a competing Horse’s welfare or the safety of other Horses and/or Athletes must not be allowed.

e) Pregnant/recently foaled mares
Mares must not compete after their fourth month of pregnancy or with foal at foot.

f) Misuse of aids
Abuse of a Horse using natural riding aids or artificial aids (e.g. whips, spurs, etc.) will not be tolerated.

3. Events must not prejudice Horse welfare:

a) Competition areas
Horses must be trained and compete on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the Horse in mind.

b) Ground surfaces
All ground surfaces on which Horses walk, train, or compete must be designed and maintained to reduce factors that could lead to injury.

c) Extreme weather
Competitions must not take place in extreme weather conditions that may compromise welfare or safety of Horse. Provision must be made for cooling conditions and equipment for Horses after competing.

d) Stabling at Events
Stables must be safe, hygienic, comfortable, well ventilated and of sufficient size for the type and disposition of the Horse. Washing-down areas and water must always be available.

4. Humane treatment of horses:

a) Veterinary treatment
Veterinary expertise must always be available at an Event. If a Horse is injured or exhausted during a Competition, the Athlete must stop competing and a veterinary evaluation must be performed.
b) Referral centres
Wherever necessary, Horses should be collected by ambulance and transported to the nearest relevant treatment centre for further assessment and therapy. Injured Horses must be given full supportive treatment before being transported.

c) Competition injuries
The incidence of injuries sustained in Competition should be monitored. Ground surface conditions, frequency of Competitions and any other risk factors should be examined carefully to indicate ways to minimise injuries.

d) Euthanasia
If injuries are sufficiently severe a Horse may need to be euthanized on humane grounds by a veterinarian as soon as possible, with the sole aim of minimising suffering.

d) Retirement
Horses must be treated sympathetically and humanely when they retire from Competition.

5. Education:
The FEI urges all those involved in equestrian sport to attain the highest possible levels of education in areas of expertise relevant to the care and management of the Competition Horse.

This Code of Conduct for the Welfare of the Horse may be modified from time to time and the views of all are welcomed.

Attention will be paid to new research findings and the FEI encourages further funding and support for welfare studies.
CHAPTER 1
ARENAS, SCHOOLING AREAS, AND PRACTICE OBSTACLES

While a Horse is in the competition arena, all entrances and exits must be closed.

The OC must provide at least one schooling arena with a minimum one vertical and one spread obstacle. Obstacles to be fitted with Safety Cups as per FEI Jumping Rules 2018. Jumps must be flagged. Red flag on the right side, jumping the obstacle in the incorrect direction could result in disqualification.

A Steward or suitably competent person must periodically supervise schooling areas when in use.

1.1 Access to Arena
Athletes on foot are only permitted once in the Competition arena before each competition, including competitions with a Jump Off.

No obstacle, obstacles or the entire course in a competition arena may be jumped as a practice. In a competition arena 36 hour prior to the competition.

1.2 Practice Obstacles
The use of obstacle material not provided by the OC is forbidden under Penalty of Disqualification and/or Fine (see FEI JRs Art.242.2.6 and 240.2.5). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be physically held by any person.

1.2.1 Ground lines may be placed directly underneath the first part of an obstacle or up to one metre away on the take-off side. No ground lines may be used on the landing side of the obstacle. If there is a ground line on the take-off side of the obstacle, a ground line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1.00 m.

1.2.2 Any obstacles 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 a ground line is used. The lower pole must always be below 1.30 m.

1.2.3 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However, there can be a horizontal top pole behind the crossed poles, which must be at least 20 centimetres higher than the centre of the crossed poles.

1.2.4 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.

1.2.5 For Competitions where the maximum obstacle height is 1.40m or less, the obstacles in the practice arena may not exceed in height and width ten centimetres more than
the actual maximum height and width of the obstacles of the Competition in progress. If the obstacle height of the Competition in progress is greater than 1.40 m, the obstacles in the practice arena may not exceed 1.60 m in height and 1.80 m in width.

1.2.6 It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.

1.2.7 The OC may provide material to simulate a water ditch.

1.3 Bell
The bell signals opening and closing of the course for inspection.

The bell gives the signal to start and to activate a 45 second countdown. The GJ may interrupt the 45 second countdown in unforeseen circumstances. However, in the event of a fall the 45 second countdown will not be interrupted.

1.4 Course Plan
A copy of the course plan with accurate details must be posted as close to the entrance of the arena as at least one hour prior to the scheduled event.

The plan must indicate:
• Position of Start and Finish;
• Relative position and type of obstacle, number, and letter;
• Compulsory turning points;
• The track to be followed by athletes;
• Table of penalties;
• Length and Speed of the Course;
• Time allowed and time limit; and
• Obstacles, length and time allowed for jump off including any additional fences not in the first round.

1.5 Flags
 Completely red flags and completely white flags must be used to mark the following:
• The start Line. it’s obligatory to also place an S marker at the start
• Limits of the obstacles. Flags can be attached to wings or stand independently
• Compulsory turning points
• The Finish Line. it is obligatory to also place an F marker at the finish line
CHAPTER 2
OBSTACLES

2.1 Vertical
A vertical obstacle comprises of two or more parts placed one above the other and positioned in the same vertical plane.

2.2 Spread
Built in such a manner that it requires an effort both in spread and height. FEI approved safety cups must be used as support of the back pole of the spread and in the case of a triple bar to support the centre and back poles of the obstacle.

2.3 Water jumps (Liverpool)
The total spread of the obstacle (including the water) may not exceed two metres. open water with a spread of more than two metres may not be used as a Liverpool

2.4 Combinations
A group of two or more obstacles with distances between the elements of 7 meters minimum and 12 meters maximum (except for competitions judged under Table C, see FEI Jumping Rules).

Combinations must be jumped separately and consecutively.

Faults committed at any element are penalised separately

In case of a refusal or run out, athlete must retake all the elements unless it’s a closed or partially closed combination.

A Triple bar may only be used as the first element

2.5 Joker or Alternative Obstacle
When two obstacles carry the same number, the athlete has the option of jumping either of the obstacles.

If there is a refusal or run out, without knock down, the athlete is not obliged to jump the same obstacle where the refusal or run out occurred. The athlete may jump the obstacle of choice.

In case of a refusal or run out with a knock down or displacing of poles, the athlete may restart his round when the obstacle has been rebuilt. The athlete may jump the obstacle of choice.

The Joker may only be used in an Accumulator or Top Score Competition.
CHAPTER 3
PENALTIES DURING A ROUND

3.1 Knock Down
When the whole or any upper part of the same vertical plane falls.

At least one end no longer rests on its support.

3.2 Refusal
It is a refusal when:
• A horse halts in front of the jump.

Stopping in front of an obstacle, without moving backwards and without knocking it down, followed immediately by a standing jump is not penalised.

The halt is prolonged, the horse steps back even a single pace, it is a refusal.

• The horse slides through an obstacle, the judge must immediately decide if it counts as a refusal or a knock down.

If he decides it’s a refusal, the bell must be rung, and the obstacle rebuilt before the athlete can continue the round.

If the judge decides it’s a knock down, the bell is not rung, and the athlete can continue his round. He will be penalised for a knock down.

3.3 Run Out
It is a Run Out when:
• The horse escapes the control of the athlete and avoids an obstacle or a compulsory turning point
• Any part of the horse goes beyond the extended line of the obstacle to be jumped, element in a combination, compulsory turning point or finish line.

3.4 Resistance
• It is resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several half turns or step back for whatever reason.
• It is equally resistance when the athlete stops his horse for any reason at any moment except in the event of an incorrectly built obstacle.

Resistance is penalised as for a refusal.

3.5 Falls
• An athlete is considered to have fallen when he, voluntarily or involuntarily, is separated from his horse in such a way that he touches the ground or needs to use some form of support to get back in the saddle.
A horse is considered to have fallen when the shoulders and quarters have touched the ground or the obstacle and the ground.

3.6 Unauthorised Assistance

- Any physical intervention by a third party between the crossing of the start and finish line.
- In exceptional circumstances the Ground Jury may authorise the athlete to enter the arena with the help of another person without this being considered as unauthorised assistance.
- Any help given to an athlete to adjust his saddlery and/or hand him a whip during the round will incur elimination. To hand a mounted athlete his headgear or spectacles during a round is not considered unauthorised assistance.
- Earphones and electronic devices are strictly prohibited.

CHAPTER 4
TIME AND SPEED

4.1 Time of the Round
Recorded in seconds and hundredths of a second, the time taken to complete the course including time corrections if any. (See FEI JR 2018)

The time starts when the athlete crosses the start line and ends when crossing the finish line.

A display board, visible to the athletes must show the 45 second countdown.

4.2 Time allowed
The time allowed for a round is determined in relation to the length of the course and speed set forth under FEI JR 2018, Art 234, and Annex II.

4.3 Time Limit
The time limit is equal to twice the time allowed for all competitions where a time allowed has been set.

4.4 Recording the Time
Each competition at an event must be timed by the same system or by means of the same timing equipment.

Two digital stopwatches are required in case electronic timing equipment breaks down, and a third watch to measure the time taken to resume the round after the bell has been rung for disobediences, interruptions, resistance etc.
4.5 **Interrupted Time**
While the clock is stopped the athlete remains free to move around until the bell gives him permission to start again.

The clock is restarted when the athlete reaches the place where the clock was stopped. Exception being in the case of a disobedience with a knock down.

4.6 **Time Corrections**
In the result of a disobedience where the rules require the clock to be stopped in order to rebuild an obstacle, the athlete is penalised for the refusal and a time correction of six seconds is added to the time it has taken the athlete to complete the round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal has occurred. In the case of a combination, the clock is restarted at the place where the horse leaves the ground at the first element of the combination.

4.7 **Stopping during the Round**
In the event of an athlete being stopped by the bell, for any reason or unforeseen circumstance, the clock will be stopped. As soon as the athlete is ready to continue the round the bell will be rung, and the clock restarted when the athlete reaches the place where the clock was stopped. No penalty will be incurred, and six seconds will not be added to the time of the round.

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 GJ must decide if the athlete should be eliminated for ignoring the order to stop.

If the athlete stops voluntarily to signal to the GJ that an obstacle is incorrectly built or due to unforeseen circumstances beyond the control of the athlete preventing him to continue his round, the clock must be stopped immediately.

If the obstacle in question has been correctly built or the alleged unforeseen circumstances are not accepted as such by the GJ, the athlete will be penalised for stopping and the time of his round will be increased by six seconds.

If the obstacle must be rebuilt or the unforeseen circumstances are accepted by the GJ the athlete is not penalised. The time of interruption must be deducted, and the clock stopped until the moment when the athlete takes up the track at the point where he has stopped.

4.8 **Speed**
The speed for competitions are as follows:

- For competitions of 130cm and above 350m per minute minimum and 400m per minute maximum. The speed may be reduced to 325 per minute provided it is stated in the Schedule.
Puissance and Power and Skill:

- No minimum speed required

### CHAPTER 5

**TABLE OF PENALTIES**

1. Faults made between the starting line and the finishing line must be taken into consideration. Exception: A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence his round, whichever occurs first. Definition of Faults according to JRs Art. 217 and 218.

2. Disobediences committed during the time when the round is interrupted (see FEI JRs Art. 231.3) are not penalised.

3. Disobediences, falls, etc., occurring between the signal to start and up until the moment the Athlete/Horse combination crosses the starting line in the correct direction, are not penalised. However, in the event of a fall, the 45-seconds countdown will not be interrupted.

**TABLE A**: Faults are penalised in Penalty points or by Elimination according to the tables set out in this Chapter.

<table>
<thead>
<tr>
<th>FAULT</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>(i) First Disobedience</td>
<td>Four Penalties</td>
</tr>
<tr>
<td>(ii) Obstacle knocked down while jumping</td>
<td>Four Penalties</td>
</tr>
<tr>
<td>(iii) One or more feet in the water jump or an imprint made by the foot or shoe on the lath defining its limits on the landing side</td>
<td>Four Penalties</td>
</tr>
<tr>
<td>(iv) Fall of Horse or Athlete or both in all Competitions</td>
<td>Elimination</td>
</tr>
<tr>
<td>(v) Second Disobedience</td>
<td>Four Penalties</td>
</tr>
<tr>
<td>(vi) Third Disobedience</td>
<td>Elimination</td>
</tr>
<tr>
<td>(vii) Exceeding the time limit</td>
<td>Elimination</td>
</tr>
<tr>
<td>(viii) Exceeding the time allowed in the first and second rounds and jump-offs not against the clock</td>
<td><strong>One</strong> Penalty for every four seconds commenced</td>
</tr>
<tr>
<td>(ix) Exceeding the time allowed in a jump-off against the clock</td>
<td>One Penalty for each second or commenced fraction of a second</td>
</tr>
</tbody>
</table>

4. Penalties for the Disobediences accumulate not just at the same obstacle, but throughout the entire round.
5. 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. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions set forth for the Competition.

6. Methods of determining the scores under Table A

6.1 Competitions not against the clock

6.1.1. The Athletes with equality of Penalties share the prizes. Depending on the conditions of the Schedule, there may be one or two jump-offs not against the clock for those with equality of Penalties for first place.

6.1.2. This is a Competition not against the clock with a time allowed but in the event of equality of Penalties for first place there will be one jump-off against the clock. Other Athletes are placed according to their Penalties in the first round.

6.1.3. This is a Competition not against the clock with a time allowed but in the event of equality of Penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of Penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their Penalties in the first jump-off and if necessary in the first round.

6.2 Competitions against the clock

6.2.1. Athletes with equality of Penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of Penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the Schedule.

6.2.2. This is a Competition against the clock, but in the event of equality of Penalties for first place, there will be one jump-off against the clock. Other Athletes are placed according to their Penalties and time in the first round. For minor Competitions (see GRs) the jump-off may be run according to table C, if thus provided in the Schedule.

6.2.3. This is a Competition against the clock as for 238.2.2, but if, in the first jump-off against the clock there are Athletes with equal Penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their Penalties and time in the first jump-off and if necessary according to their Penalties and time in the first round.

In all Competitions when the placings are determined against the clock, in the event of equality of Penalties and time for first place, a jump-off may take place, over a shortened
course over obstacles which may be increased in height and/or in spread, depending on the provisions of the Schedule. If no provision for a jump-off is set forth in the Schedule, it is considered that the Competition will be run with no jump-off (see JRs Art. 245.6).

In no circumstances may the number of jump-offs in the same Competition under FEI 2018JR Art. 238.1.1 and 238.2.1 exceed two (see JRs Art. 245.4).

**TABLE C:** 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.

7. **Penalties under Table C**

<table>
<thead>
<tr>
<th>FAULT</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>(i) Obstacle knocked down while jumping,</td>
<td>Four seconds (three seconds for two-phase Competitions, knock-out Competitions and for any jump-off under table C)</td>
</tr>
<tr>
<td>one or more feet in the water jump or on the lath defining its limits on the landing side;</td>
<td></td>
</tr>
<tr>
<td>(ii) First Disobedience</td>
<td>None</td>
</tr>
<tr>
<td>(iii) First Disobedience, with a knock down and/or displacing of an obstacle</td>
<td>Time correction of six seconds</td>
</tr>
<tr>
<td>(iv) Second Disobedience or other infringement set forth under JRs Art. 241</td>
<td>Elimination</td>
</tr>
<tr>
<td>(v) Fall of Horse or Athlete or both in all Competitions</td>
<td>Elimination</td>
</tr>
</tbody>
</table>

There is no time allowed under Table C. The following time limits are applicable:
- Three minutes, if the length of the course is 600 m or more, OR
- Two minutes, if the length of the course is less than 600 m.
Exceeding the time limit - Elimination

8. **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 (three seconds during a jump-off or the second phase of a two-phase Competition), gives the Score obtained, in seconds, by the Athlete for his round.

Athletes wishing to school in speed Competitions under Table A or C, must inform the OC before the Competition commences. Those wishing to school will start first in the Competition. Athletes not complying with the above may be eliminated by the Ground Jury (see FEI JRs Art. 241.4.4).

In the event of equality for first place, the Athletes will be placed equal first, unless there is specific provision for a jump-off in the Schedule of the Event.
CHAPTER 6
FINES, YELLOW CARDS, ELIMINATION, DISQUALIFICATION

6.1 Yellow Cards
The President of the Ground Jury, The President of the Appeal Committee or the Steward are authorised to issue Yellow Warning Cards in the following cases:

- An athlete who has been eliminated but does not leave the arena promptly;
- An Athlete who does not leave the arena promptly after his round;
- An Athlete who has been eliminated or has retired who makes more than one attempt to jump an obstacle or jumps it in the wrong direction;
- An athlete who uses an obstacle other than those provided in the warm up arena;
- An athlete that does not comply with rules regarding dress and saddlery;
- An athlete who does not comply with the directives of the OC;
- An athlete who does not follow orders or shows incorrect behaviour towards Event Officials or other parties connected to the Event;
- An athlete who repeats offences after a warning; and
- Touching / interfering with jumps in the competition arena.

6.2 Elimination
Unless otherwise specified in the condition of the competition, elimination meant that the horse and athlete can no longer compete in the competition at issue.

The athlete may jump one obstacle after elimination or retiring provided the obstacle is part of the current competition.

The following are reasons for elimination:

- Jumping or attempting to jump an obstacle in the arena before the start of the round;
- Starting before the signal is given and jumping the first obstacle of the course;
- Taking more than 45 seconds to jump the first obstacle after the time has started;
- A horse resisting for more than 45 seconds during a round;
- Taking more than 45 seconds to jump the next obstacle;
- Not crossing the start line between the flags in the correct direction and jumping the first obstacle;
- Omitting a compulsory turning point or not following the track indicated on the course plan;
- Attempting and or jumping an obstacle that does not form part of the course;
- Omitting to jump an obstacle of the course, or after a run out or refusal failing to attempt to jump the obstacle where the fault was committed;
- Jumping an obstacle out of order;
- Jumping an obstacle in the wrong direction;
- Exceeding the time limit;
- Jumping or attempting to jump an obstacle that has been knocked down;
- Jumping an obstacle after an interruption without waiting for the bell;
- Not jumping all the elements in a combination again after a refusal or run out;
- Not taking each element of a combination separately or consecutively;
• Not crossing the finish line between the flags, mounted;
• Leaving the arena without the permission of the GJ, including prior to starting;
• Accepting any object while mounted other than headgear and spectacles;
• Using a whip of more than 75cm;
• Fall of horse or rider during a round;
• If GJ feels horse or rider is unfit to continue the competition;
• Jumping or attempting to jump an obstacle after completion of the round;
• Jumping with a retention harness incorrectly or not fastened;
• Using electronic devices in a competition;
• Blood: on the Horse’s flank(s);
• Horse bleeding in the mouth (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, Officials may authorize the rinsing or wiping of the mouth and allow the Athlete to continue; any further evidence of blood in the mouth will result in Elimination).

Elimination is left to the discretion of the ground Jury in the following cases:
• Not entering the arena when the athletes name is called;
• Refusing to enter competition arena after 3 calls from Steward or paddock marshal; and
• Not stopping when the bell is rung during the round.

6.3 Disqualification
Disqualification means that the athlete, the horse and or a combination of both is/are disqualified from the competition at issue or from the entire event.

6.3.1 Disqualification may also be retroactive

The GJ may impose disqualification in the following cases:
• Entering the arena on foot once the competition has started;
• Exercising horses in the arena or jumping an obstacle without the permission of the GJ;
• Jumping any obstacle in the arena or an obstacle forming part of a subsequent Competition;
• Retiring before a jump off without the permission of the GJ or without a valid reason;
• Exercising horses over obstacles different to those provided by the OC;
• Jumping obstacles in the schooling arena in the wrong direction;
• ALL CASES OF ABUSE AND OR THE ILL TREATMENT OF HORSES REPORTED BY A MEMBER OF THE GJ OR OF THE APPEAL COMMITTEE OR STEWARD OR ANY OTHER PERSON TO AN OFFICIAL.

6.3.2 Disqualification is mandatory in the following cases:
• Marks indicating excessive use of spurs or the whip anywhere on the horse
• Jumping unauthorised obstacles in any place on the showgrounds
6.4 Abuse of Horses

All forms of cruel, inhumane, or abusive treatment of Horses, which include, but are not limited to various forms of rapping, are strictly forbidden (see FEI JRs Art. 242.2.8243.2).

Any act or series of actions that in the opinion of the Ground Jury can be deemed abuse of a Horse shall be penalised according to the GRs with one or more of the following penalties:

(i) Yellow Warning Card (see FEI GRs Art. 169.7);
(ii) Fine;
(iii) Elimination;
(iv) Disqualification.

The following are abuse of a Horse (see also FEI GRs Art. 142):

6.4.1 Rapping Horses

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

In the case of rapping or 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 24 hours. In addition, the Ground Jury may take any further action it deems appropriate under the circumstances, including, but not limited to, disqualifying the Athlete and/or Horse from the entire Event.

6.4.2 Excessive use of the whip

- The whip may not be used to vent an Athlete’s temper. Such use is always excessive;
- The use of a whip on a Horse’s head is always excessive use;
- A Horse should never be hit more than three times in a row. If a Horse’s skin is broken, it is always considered excessive use of the whip;
- The whip is not to be used after Elimination;

An Athlete identified as misusing or excessively using the whip will be disqualified and may be fined at the discretion of the Ground Jury.
6.4.3 Other Forms of Abuse
Abuse of a Horse in any other form (such as, but not limited to hypersensitising or desensitising the limbs; the use of banned schooling methods; excessive use of spurs; and other cases as specified in the GRs, VRs or any other FEI rules and regulations are also prohibited and must be penalised appropriately under these rules.

SEE FEI JUMPING RULES 2018, ARTICLE 244 FOR BOOT AND BANDAGE CONTROL

SEE FEI MANUAL FOR STEWARDS – SHOW JUMPING

CHAPTER 7
JUMP OFFS – GENERAL

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.

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

3. If specified in the Schedule the OC may decide that Athletes, who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course, during which the 45-second rule applies. Athletes qualified for the jump-off are not allowed to leave the arena between their preliminary round and the jump-off. This type of jump-off is only allowed for Competitions under table A. If there are no clear rounds in the preliminary round, the classification is established according to FEI JRs Art. 238.1.1 or 238.2.1 as applicable.

4. Unless otherwise set forth in these Rules (Power and Skill Competitions) no Competition may involve more than two jump-offs.

5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump-off, except where otherwise specified in the Schedule or the Rules. Horses which lose a shoe prior to starting in the initial round of a one round Competition with a jump-off will be given a later starting position. In a jump-off a Horse that loses a shoe prior to starting will be given a new starting place.
6. 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 set forth in the Schedule, it will be considered that the Competition is run with no jump-off.

OBSTACLES IN THE JUMP OFF

1. The obstacles in the jump-off(s) may be altered in height and/or spread (partially or totally), without exceeding the limits set forth in FEI JR’s Art. 208.5. However, the dimensions of the obstacles in the jump-off may only be increased if the Athletes sharing first place have completed the previous round without jumping Penalties.

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

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

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 elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the centre element(s) only may not be omitted.

5. The order of the obstacles for a jump-off may be altered, compared to the original course.

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

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 obstacles of the previous round or rounds; if obstacles from the previous round(s) are built differently or with new obstacle material for the jump-off, they will not count as extra obstacles for the jump-off, providing the change of material has been approved by the Ground Jury and notified to Athletes in the course plan. These two additional obstacles may consist of two spreads or two vertical obstacles or one spread and one vertical.

8. 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. A vertical in the first or second round may be converted to a spread obstacle or vice-versa in the jump-off, in which case it will be considered one of the two additional obstacles. Alternatively, a combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off, in which case the combination constitutes the two additional obstacles allowed in the jump-off.
CHAPTER 8
PLACING

The placing of an individual athlete is decided in accordance with the table in use and the instructions of the programme for the competition.

Athletes who are unable to compete in the first round of a competition have no right to any prize except in special competitions.

Prize winners must take part in the prize giving ceremony and should do so with the placed horses. The GJ may however make exceptions.

The GJ may decide to allow the OC to withhold the athletes prize if they fail, without a plausible excuse to take part in the prize giving ceremony.

With exception of horse rugs presented by sponsors of competitions, rugs may not be worn in prize giving ceremonies. GJ may decide to relax this rule.

CHAPTER 9
OFFICIALS

For competitions of a national level and all graded events the following officials should be in attendance:

a. One FEI Level Judge and one learner judge with suitable experience; or One National Judge and two learner judges, both learners must have experience.
b. One Time Keeper;
c. Qualified National Level Course Builder / Designer;
d. Steward if available / suitably competent person;
e. Paddock Marshals depending on availability;
f. Veterinary Officer - On Call; and
g. Judges Scribe

**No person other than members of the GJ or OC may enter or approach the Judges Box.**

For all FEI Competitions the FEI General Regulations, FEI Statutes, FEI Jump Rules and FEI Rules specific to the FEI competitions pertaining to Officials shall be followed.
CHAPTER 10
PONY RIDERS, JUNIOR AND PONIES

Pony Rider: An athlete may compete as a Pony Rider until the beginning of the calendar year in which he reaches the age of 12.

Pony Riders may only compete on Ponies in Pony Classes

Junior Rider: An athlete may compete as a Junior Rider from the beginning of the calendar year in which he reaches the age of 12 until the beginning of the year he reaches 15 years of age.

Junior Riders may compete on Ponies in Pony Classes and on Horses in Junior/Adult Classes.

A Pony – 150cm and below

A pony wishing to compete in Pony Rider classes must have a Life Height Certificate. An LHC is issued to ponies from August of the year they turn 7 years and must be submitted along with registration documents when the Pony is registered with ZANEF.

CHAPTER 11
DRESS, HEADGEAR, SADDLERY, SCHOOLING OF PONIES: PONY RIDERS AND JUNIOR RIDERS

11.1 Dress
While inspecting the course dress must be neat and tidy. Helmets are to be worn and riders may either carry the riding jacket over the arm or wear it.

- White or light fawn breeches or jodhpurs;
- Long or short sleeved shirt and a tie. Shirts must have a collar – Boys;
- Long or short sleeved show shirt – Girls;
- Black, navy, or neutral coloured riding jacket;
- Long riding boots or jodhpur boots with leather gaiters;
- Body protectors are allowed but not compulsory;
- Body protectors take preference over a jacket, but in certain competitions jackets are compulsory;
- Spurs are not allowed. Except for FEI Jumping competitions where Rules pertaining to said competition must be followed;
- Maximum length of whip: 75cm.

11.2 Protective Headgear
It is compulsory to always wear protective headgear with a three-point retention harness when mounted.
11.3 Saddlery
- Reins must be attached to the bit or the connecting piece.
- Standing Martingale allowed up to and including 80cm.
- Double bridles are not allowed
- See FEI JR 2018 for details on bits and nosebands

11.4 Schooling of Ponies
Under penalty of elimination it is prohibited for a pony to be schooled by anybody other than the rider.

If a rider has two or more horses in the same class, the time allowed between horses will be the equivalent of 10 horses.

CHAPTER 12
AGE, DRESS, HEADGEAR, SADDLERY, SCHOOLING OF HORSES: YOUNG RIDERS, ADULTS

12.1 Age
Young Rider: An athlete may compete as a Young Rider from the beginning of the calendar year in which he reaches the age of 15 to the beginning of the calendar year in which he reaches the age of 19.

A Young Rider may compete on both horses and ponies.

Adult Rider: An athlete may compete as an Adult from the beginning of the calendar year in which he reaches the age of 19.

An Adult may compete on both horses and ponies.

12.2 Dress
While inspecting the course dress must be neat and tidy. Helmets are to be worn and riders may either carry the riding jacket over the arm or wear it.

- White or light fawn breeches or jodhpurs;
- Long or short sleeved shirt and a tie. Shirts must have a collar – Boys;
- Long or short sleeved show shirt – Girls;
- Black, navy, or neutral coloured riding jacket;
- Long riding boots or jodhpur boots with leather gaiters;
- Body protectors are allowed but not compulsory;
- Body protectors take preference over a jacket, but in certain competitions jackets are compulsory;
- Spurs are allowed in accordance with the FEI JR 2018; and
- Maximum length of whip: 75cm.
12.3 Protective Headgear
It is compulsory to always wear protective headgear with a three-point retention harness when mounted.

12.4 Saddlery
See FEI JR 2018

12.5 Schooling of Horses
Yong Riders: Under penalty of elimination it is prohibited for a pony and or horse to be schooled by anybody other than the rider.

If a rider has two or more horses in the same class, the time allowed between horses will be the equivalent of 10 horses.

CHAPTER 13
NATIONAL CHAMPIONSHIP

All National Championship classes are RESTRICTED.

The Competition will be run over two days, with 2 rounds jumped each day.

The best 3 out of 4 scores will count towards your total score for placing.
CHAPTER 14
HEIGHTS, DIMENSIONS, SPEEDS & COURSES

1. The following regulations are laid down for the first round of all competitions other than Puissance and competitions where the obstacles are at progressive heights.

<table>
<thead>
<tr>
<th>GRADE</th>
<th>MIN NO OF FENCES</th>
<th>MIN HEIGHT</th>
<th>MAX HEIGHT</th>
<th>MAX SPREAD</th>
<th>SPEED M/MIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR 50cm (Entry)</td>
<td>8</td>
<td>0.40</td>
<td>0.50</td>
<td>0.60</td>
<td>270</td>
</tr>
<tr>
<td>PR 60cm (Entry)</td>
<td>8</td>
<td>0.50</td>
<td>0.60</td>
<td>0.70</td>
<td>270</td>
</tr>
<tr>
<td>PR 70cm</td>
<td>8</td>
<td>0.60</td>
<td>0.70</td>
<td>0.80</td>
<td>300</td>
</tr>
<tr>
<td>J/A 70cm (Entry)</td>
<td>8</td>
<td>0.60</td>
<td>0.70</td>
<td>0.80</td>
<td>300</td>
</tr>
<tr>
<td>PR 80cm</td>
<td>8</td>
<td>0.70</td>
<td>0.80</td>
<td>0.90</td>
<td>300</td>
</tr>
<tr>
<td>J/A 80cm (Entry)</td>
<td>8</td>
<td>0.70</td>
<td>0.80</td>
<td>0.90</td>
<td>300</td>
</tr>
<tr>
<td>PR/J/A 90cm</td>
<td>8</td>
<td>0.80</td>
<td>0.90</td>
<td>1.00</td>
<td>300</td>
</tr>
<tr>
<td>PR 100cm</td>
<td>8</td>
<td>0.90</td>
<td>1.00</td>
<td>1.10</td>
<td>325</td>
</tr>
<tr>
<td>PR Open 110cm</td>
<td>8</td>
<td>1.00</td>
<td>1.10</td>
<td>1.20</td>
<td>325</td>
</tr>
<tr>
<td>J/A 100cm</td>
<td>8</td>
<td>0.90</td>
<td>1.00</td>
<td>1.10</td>
<td>325</td>
</tr>
<tr>
<td>J/A 110cm</td>
<td>8</td>
<td>1.00</td>
<td>1.10</td>
<td>1.20</td>
<td>325</td>
</tr>
<tr>
<td>J Open/A 120cm</td>
<td>10</td>
<td>1.10</td>
<td>1.20</td>
<td>1.30</td>
<td>350</td>
</tr>
<tr>
<td>J/A Open 130cm</td>
<td>10</td>
<td>1.20</td>
<td>1.30</td>
<td>1.40</td>
<td>350</td>
</tr>
</tbody>
</table>

2. No jumps should be set below the minimum height.

3. The maximum height and/or spread in a jump-off course may not exceed that of the maximum height and/or spread for the next grade.

4. The maximum spread only refers to fences having a vertical face such as parallel bars, double oxers etc. It does not refer to water or sloping fences such as triple bars.

5. Open events that exclude Adult and Junior 90cm and Pony Rider 70cm are to have a minimum height of 1m for Adult and Junior Athletes and 80 cm for Pony Riders.

6. The minimum height for a Grand Prix is to be 1.10m. The minimum height for a Derby is to be 1.10m, with the exception of banks, dykes, water jumps, hedges, ditches or other natural type obstacles.

7. Limitations
   a. A Horse may not take part in more than three ridden events each day.
   b. No athlete may ride more than three Horses in one class regardless of grade except in those cases where the conditions of the competition specify otherwise.
ACCUMULATOR COMPETITION

1. Competition takes place over six, eight or ten obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.

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

3. This Competition may take place either with the first round against the clock without a jump-off, or against the clock or not against the clock with a jump-off in case of equality of points for first place following the initial round. In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.

4. If the Competition takes place not against the clock with a jump-off, Athletes not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the Competition takes place with the first round against the clock and a jump-off, Athletes not qualified for the jump-off are placed according to Penalties and time obtained in the first round.

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

6. As an option, the Joker may be placed after the finish line, in which case it is not part of the main course and the following formula must be used: after the Athlete has crossed the finish line his time is recorded, and he has 20 seconds in which to attempt the Joker once should he so choose. If the Joker is correctly jumped, the Athlete earns double points of the last obstacle of the main course. If the Joker is knocked down (JR's Art. 217.1), these double points must be deducted from the total points obtained so far by the Athlete. In case of a fall of Athlete or Horse after crossing the finish line but within the 20 seconds available to jump the Joker, the Athlete will not be eliminated but will keep the points he had accumulated prior to crossing the finish line.
TOP SCORE COMPETITION

1. In this Competition, a certain number of obstacles are set up in the arena. Each obstacle carries from ten to 120 points according to its difficulty. Combination obstacles are not allowed.

2. The obstacles must be built so that they can be jumped in both directions.

3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.

4. The Athlete is credited with the number of points carried by each obstacle that he jumps correctly. No points are awarded for an obstacle that is knocked down.

5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the Athlete may jump any of the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. (The starting line must be provided with four flags - there must be a red and a white flag at each end of the line.) During his round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he wishes.

6. The bell is rung to declare the end of the fixed time during which points may be obtained. The Athlete must then cross the finishing line in one direction or the other for his time to be recorded; if he does not cross the finish line he is eliminated. The finishing line must be provided with four flags - there must be a red and a white flag at each end of the line.

7. If the fixed time is reached now when the Horse is already taking off at an obstacle, this obstacle is included in the Athlete’s Score if it is jumped correctly.

8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the Athlete. The same applies for knocking down an obstacle as a result of a Disobedience or for displacing a lower part of an obstacle, which is positioned in the same vertical plane as the highest part. In the case of a Disobedience without a knock-down, the Athlete may jump that obstacle or continue to another obstacle.

9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur Elimination. However, the Athlete does not score the points allotted to this obstacle.

10. All Disobediences are penalised by the time lost by the Athlete. A fall of Horse or Athlete is penalised by Elimination (see FEI JR Art. 241.3.25).
11. The Athlete who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has been rung will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds, provided that this is mentioned in the Schedule (see FEI JRs Art. 245.6). If not mentioned, the Athletes with equal points and time will share the prize.

12. There are two options for using a Joker:
   a. An obstacle may be provided as part of the course, duly marked by flags, and called "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the Athlete.
   b. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the Athlete's round. The Athlete must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker. Only one attempt at the Joker is allowed. 200 points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the Athlete.

TAKE-YOUR-OWN-LINE COMPETITION

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

2. Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines.

3. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.

4. This Competition takes place without a laid down speed, under Table C.

5. If the Athlete has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.

6. All Disobediences are penalised by the time lost by the Athlete. For the penalty relating to falls, see FEI Art. 241.3.25.

7. If there is a Refusal or Run-out with a knock-down or displacement of the obstacle, the Athlete may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start.
8. He may then jump the obstacle of his choice. In this case six seconds for time correction (see FEI JRs Art. 232) will be added to the time of the round.

**KNOCK-OUT COMPETITION**

1. This Competition takes place by pairs of Athletes against each other. The Athletes must have qualified as a result of a separate Competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.

2. The two Athletes will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed.

3. 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.

4. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the Competition.

5. In this Competition, each Athlete may only ride one Horse in the eliminating rounds, chosen from his Horses, which have qualified in the preliminary qualifying round or the qualifying Competition. If an Athlete finds that his opponent has withdrawn from any round, the Athlete remaining in the Competition gets the benefit of a walkover and will start in the next round.

6. If there are Athletes placed equal for the last place in the qualifying Competition or in the preliminary qualifying round, there must be a jump-off against the clock.

7. The eliminating rounds, in which two Athletes take part, are run without time if judged under Table A. Each Fault made of whatever nature (knock down, Refusal, run out) is penalized by one point. Notwithstanding the above, in the case of a Refusal with or without a knock-down the Athlete will continue his round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under table A, the Athlete is penalized by one point. An Athlete passing an obstacle without attempting to jump it will be eliminated. If the Competition is run under table C, three seconds will be added to his time in this case. Any infringement of the provisions of FEI JRs Art. 241 incurs Elimination from the Competition.

8. If the Competition is run under table C, each Fault is penalised by three seconds.

9. The Athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first 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.

10. 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.
11. If, at the end of the eliminating round, there is a dead heat between two Athletes, the round must be started again.

12. If the Competition is run under table C, there must be an independent time-keeping installation for each Athlete.

13. The starting order in the eliminating rounds will be decided according to the table printed in JR’s Annex III (16 or eight - according to the conditions of the Schedule).

COMPETITION OVER TWO ROUNDS

1. Competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each Athlete must participate with the same Horse. Athletes, who have been eliminated or who have retired during the first round, may not take part in the second round, and may not be placed.

2. All the Athletes must take part in the first round. The following go forward to the second round according to the conditions of the Schedule:

   a. either all Athletes; or

   b. a limited number of Athletes (at least 25%, the exact percentage to be mentioned in the Schedule) return for the second round in accordance with their placing in the first round (Penalties and time or Penalties only, according to the conditions of the Schedule); in any case, when the first round is not against the clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if this is not mentioned in the Schedule. If the first round is against the clock, at least 25%, the exact percentage to be mentioned in the Schedule, return for the second round, based on their Penalties and time in the first round.
3. The manner of judging this Competition must be specified in the Schedule in accordance with one of the following formulas:

<table>
<thead>
<tr>
<th>First Round</th>
<th>Second Round</th>
<th>Jump-Off</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Table A</strong></td>
<td><strong>Table A</strong></td>
<td><strong>Starting order</strong></td>
</tr>
<tr>
<td>3.1. Against the clock</td>
<td>Not against the clock</td>
<td>Reverse order of penalties and time in the 1st round; Athletes retain their drawn order in case of equality of penalties and time</td>
</tr>
<tr>
<td>3.2. Not against the clock</td>
<td>Not against the clock</td>
<td>Reverse order of penalties in the 1st round; Athletes retain their drawn order in case of equality of penalties</td>
</tr>
<tr>
<td>3.3.1 Against the clock</td>
<td>Against the clock</td>
<td>Reverse order of penalties and time in the 1st round; Athletes retain their drawn order in case of equality of penalties and time</td>
</tr>
<tr>
<td>3.3.2 Not against the clock</td>
<td>Against the clock</td>
<td>Reverse order of penalties in the 1st round; Athletes retain their drawn order in case of equality of penalties</td>
</tr>
<tr>
<td>3.4.1 Against the clock</td>
<td>Against the clock</td>
<td>Reverse order of penalties and time in the 1st round; Athletes retain their drawn order in case of equality of penalties and time</td>
</tr>
<tr>
<td>3.4.2 Not against the clock</td>
<td>Against the clock</td>
<td>Reverse order of penalties in the 1st round; Athletes retain their drawn order in case of equality of penalties</td>
</tr>
</tbody>
</table>

4. Placing
   a. 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 both rounds and the time incurred in the first round.
   b. 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 both rounds.
   c. Athletes will be placed according to aggregate Penalties over both rounds and the time incurred in the second round. Athletes not taking part in the second round will be placed according to the Penalties incurred in the first round (if the first round is not against the clock) or according to their Penalties and time in the first round (if the first round is against the clock).
   d. 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 both rounds and the time incurred in the second round. Athletes not taking part in the second round are placed according to their penalties and time in the first round (if the first
round is against the clock) or according to their Penalties in the first round (if the first round is not against the clock).

**COMPETITION IN TWO PHASES**

1. This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.

2. The first phase is a course of seven to nine obstacles with or without combinations. The second phase takes place over four to six obstacles, which may include one combination.

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. Exception Art. 274.5.6: Unless eliminated, Athletes penalised in the first phase may continue in the second phase.

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

5. The manner of judging this Competition must be specified in the Schedule in accordance with one of the following formulas:

<table>
<thead>
<tr>
<th>First phase</th>
<th>Second phase</th>
<th>Placing</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.1. Table A Not against the clock</td>
<td>Table A Not against the clock</td>
<td>According to the penalties in the 2nd Phase and, if necessary, to the penalties in the 1st Phase.</td>
</tr>
<tr>
<td>5.2. Table A Not against the clock</td>
<td>Table A Against the clock</td>
<td>According to the penalties and time in the 2nd Phase and, if necessary, to the penalties in the 1st Phase.</td>
</tr>
<tr>
<td>5.3. Table A Against the clock</td>
<td>Table A Against the clock</td>
<td>According to the penalties and time in the 2nd Phase and, if necessary, to the penalties and time in the 1st Phase.</td>
</tr>
<tr>
<td>5.4. Table A Not against the clock</td>
<td>Table C</td>
<td>According to the total time (Table C) of the 2nd Phase and, if necessary, to the penalties in the 1st Phase.</td>
</tr>
<tr>
<td>5.5. Table A Against the clock</td>
<td>Table C</td>
<td>According to the total time (Table C) of the 2nd Phase and, if necessary, to the penalties and time in the 1st Phase.</td>
</tr>
<tr>
<td>5.6. Table A not against the clock Minimum 5 obstacles Maximum 7</td>
<td>Table A Against the clock Remaining obstacles (Total of minimum 11 and maximum 13)</td>
<td>According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2nd phase.</td>
</tr>
</tbody>
</table>
6. Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases.

7. In the event of equality for first place, the tied Athletes will be placed equal first.

POWER AND SKILL COMPETITIONS

General
1. The aim of these Competitions is to demonstrate the ability of the Horse to jump a limited number of large obstacles.

2. In the event of equality for first place, there must be successive jump-offs.

3. The obstacles of the jump-offs must always be the same shape, the same type, and the same colour as in the initial round.

4. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the Competition. After the fourth jump-off, the Ground Jury must stop the Competition. The Athletes left in the Competition are placed equal.

5. If, after the third jump-off, the Athletes do not wish to continue, the Ground Jury must stop the Competition.

6. There cannot be a fourth jump-off if Athletes have not had a faultless round in the third jump-off.

7. Time is never a deciding factor in the event of equality of Penalties. There is no time allowed and no time limit.

8. These Competitions are judged under Table A.

9. If it is not possible for Athletes to school in the practice arena, a practice obstacle must be placed in the arena. An optional obstacle is not allowed.

10. If the dimensions of the arena and the number of Athletes permit it, the Ground Jury may decide that the Athletes still in the Competition may remain in the arena after the first or second jump-off. In this case, the Ground Jury may decide to allow a practice obstacle.

Six Bar Competition
1. In this Competition, six vertical obstacles are placed in a straight line about 11 metres apart from each other. They must be identically constructed and composed only of poles of the same type. The poles must be maximum 3.50 m in length and must weigh no more than 10
kg: the cups supporting the poles must have a maximum depth of 12 mm. The number of obstacles may be reduced depending on the size of the arena.

2. All the obstacles may be kept at the same height, for example 1.20 m, or
   a. at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or;
   b. the first two at 1.20 m, the next two at 1.30 m and so on.

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.

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 penalised in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11 metres as required initially (the lower obstacles should be withdrawn).

HUNTING COMPETITION OR SPEED AND HANDINESS COMPETITION

1. The aim of these Competitions is to demonstrate the Horse’s obedience, handiness and speed.

2. These Competitions are judged under Table C (see FEI JRs Art. 239).

3. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the Athlete the opportunity to shorten his track, but by taking a more difficult obstacle).

   a. Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting Competitions and must be so named in the Schedule. All other Competitions (of this type) are called Speed and Handiness Competitions.

4. No fixed track to be followed is set forth on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.

5. Compulsory turning points are included only if necessary.

FAULT-AND-OUT COMPETITION

1. Competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are not allowed. The round finishes at the first Fault committed of whatever nature (obstacle knocked down, any Disobedience, fall, etc.).

2. When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the Horse’s forefeet touch the ground, but no points are given for the obstacle jumped after the bell has rung.
3. In this Competition bonus points are awarded: two points for an obstacle jumped correctly and one point for an obstacle knocked down.

4. When the Fault, which ends the round, is other than a knock down, such as a Disobedience or when the Athlete does not jump the obstacle over which the clock must be stopped, the bell is rung. The Athlete is then placed last of those who have obtained the same number of points. The penalty relating to a fall is elimination (see FEI JRs Art. 241.3.25).

5. The winner of the Competition is the Athlete who obtains the greatest number of points. In the event of equality, the Athletes’ times are taken into consideration and the Athlete with the fastest time will be declared the winner.

6. A Fault-and-Out Competition may be organised in two ways:
   a. Over a set number of obstacles:
      • When the Competition takes place over a maximum number of obstacles and the Athlete has jumped the last obstacle, the clock is stopped at the moment when the Athlete crosses the finishing line.
      • In the event of equality of points and time for first place only, there must be a Fault-and-Out jump-off over a limited number of obstacles.
   b. With a fixed time of 60 to 90 seconds:
      • The Athlete takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached.
      • If the fixed time is reached at the moment when the Horse is already taking off this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the Horse's forefeet touch the ground on landing. If there is an equality of Penalties and time, Athletes are placed equal.

HIT-AND-HURRY COMPETITION
1. In this Competition, instead of being eliminated at the first Fault, the Athlete gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combination obstacles are not allowed.

2. This Competition takes place with a fixed time of 60 to 90 seconds. Disobediences are penalised by the time lost by the Athlete, but two Disobediences or a fall incurs elimination of the Athlete.

3. The winner of the Competition will be the Athlete who at the end of the fixed time has acquired the greatest number of points in the fastest time.

4. When the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the Horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.
5. If the fixed time is reached at the moment when the Horse is already taking off, this obstacle, whether it is knocked down or not, counts. The Athlete's time is taken at the next obstacle as in paragraph 4.

6. If an Athlete has a Disobedience and displaces or knocks down an obstacle, the fixed time must be decreased by six seconds and the bell must be rung accordingly.

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

RELAY COMPETITIONS

General
1. These Competitions are for teams of two or three Athletes. The team members enter the arena together.

2. The course shown on the plan must be completed consecutively according to the number of team members.

3. The Athlete going through the starting line must jump the first obstacle and the Athlete jumping the last obstacle must also cross the finishing line in order to stop the clock. If an Athlete crosses the finishing line after another Athlete has jumped the penultimate obstacle, the team is eliminated.

4. The time of the round is taken from the moment when the first Athlete crosses the starting line until the last member of the team passes the finishing line.

5. The time allowed is based on the speed for the Competition and the length of the course multiplied by the number of team members.

6. If, during the round, Disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round (see FEI JRs Art. 232).

7. The Elimination of a team member incurs the Elimination of the whole team.

8. The second Disobedience by any team member or a fall by an Athlete/Horse eliminates the whole team.

9. The team is eliminated if, in changing over, the Athlete takes off to jump an obstacle before the forefeet of the Horse of his team member have reached the ground.
Relay Competitions are run as follows:

**Normal Relays**
1. In these Competitions the first Athlete jumps his round and having taken the last obstacle the next Athlete starts his round and so on.
2. As soon as the Horses’ forefeet of his team member jumping the last obstacle have reached the ground, the next Athlete may jump his first obstacle.
3. These Competitions are run under Table C.

**Fault-and-Out Relays**
1. Fault-and-Out Relays take place according to the provisions set forth for the Fault-and-Out Competition under FEI JRs Art. 266 either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.
   a. Over a maximum number of obstacles
      - The change-over, indicated by a sound of the bell, is compulsory when each Athlete has completed his round or when an Athlete commits a Fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where Disobedience has been committed.
      - If the last team member has completed his round with no Penalty or if he knocks down the last obstacle of the course, his round ends at the finishing line and the clock must be stopped at this moment.
      - When the last Athlete knocks down an obstacle of the course, other than the last one, the bell is rung, and the Athlete must then jump the next obstacle to allow his time to be recorded. When this Athlete, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.
      - In this Competition bonus points are awarded: two points for an obstacle jumped correctly and one point for an obstacle knocked down. One point is deducted for the first Disobedience, two points for the following Disobedience committed by each of the second or the third team member depending on the number of Athletes in the team. One point is deducted for each commenced second exceeding the time allowed.
      - The classification is reached according to the highest number of points obtained by the team and the fastest time.
   b. With a fixed total time
      - In this case, the above provisions under paragraphs 2.2.1.1, 2.2.1.3, 2.2.1.4. and 2.2.1.5. must be applied.
• Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.
• The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.
• If the last Athlete knocks down the last obstacle of his round, he must jump the first obstacle of the course to allow the time to be recorded.
• If, during the round a Disobedience with a knock down is committed, the six seconds time correction is deducted from the fixed time.

2. **Fault-and-Out Successive Relays**
These Competitions take place according to the same rules as for the Fault-and-Out Relays over a maximum number of obstacles. However, the Athletes take over from each other after each Fault until the course has been completed by as many times as the number of members in each team.

3. **Fault-and-Out Optional Relays**
In these Competitions the Athletes may take over as they like in the Competition but a change-over is compulsory, indicated by a sound of the bell, when each Athlete has completed his course or at the point where a Fault is committed.

Optional relays are run under Table C.