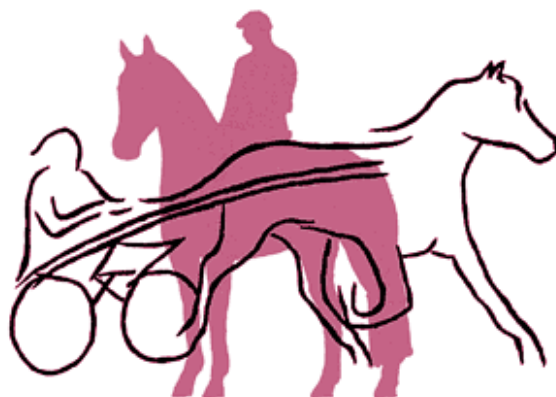


# **STANDARD BRED PLEASURE AND PERFORMANCE HORSE ASSOCIATION OF VICTORIA INC.**



## **SPPHAV SHOWJUMPING RULES – V2**

**Effective: June 2014**

Subject to alteration by the SPPHAV Committee

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## **PREAMBLE**

The following Rules have been adopted by the Standardbred Pleasure and Performance Horse Association of Victoria and must be followed at SPPHAV Showjumping Events

Showjumping Events.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstance, it is the duty of the Judge or the SPPHAV Committee to make a decision in a sporting spirit whilst adhering as closely as possible to the intention of these Rules, so providing fair conditions for all competitors.

## **1 GENERAL**

- 1.1. A showjumping competition is one in which the combination of horse and rider is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill and its obedience in showjumping and the rider's horsemanship.
- 1.2. If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time limit, etc. they incur penalties. The winner of the competition is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.

## **2 SALUTE**

- 2.1 In all competitions which take place in an arena, each competitor must salute the Judge as a matter of courtesy, unless the SPPHAV Committee gives other instructions.
- 2.2 The Judge shall acknowledge all salutes.
- 2.3 The Judge may refuse to start a competitor who has not saluted.
- 2.4 For special reasons, the Judge or SPPHAV Committee can decide if the salute is not necessary.

## **3 SADDLERY**

- 3.1 Side saddles are permitted in Novice jumping competition only; not in Open or the High Jump.
- 3.2 Any other type of saddle may be used, however the stirrup leathers must hang free from the bar of the saddle and outside of the flap. If a single buckle girth is used, a surcingle must be fitted. There must be no other restrictions or attachments of any kind. Failure to comply will result in elimination.
- 3.3 Blinkers are forbidden.
- 3.4 Only unrestricted running martingales are allowed.
- 3.5 Any type of bridle may be used. Reins must be attached to the bit(s) or directly to the bridle. Gags, hackamores and bitless bridles are permitted.
- 3.6 Competitors are forbidden to use a whip more than 75cms long or one which is weighted at the end, in the arena or anywhere on or in the immediate vicinity of the grounds. No substitute for a whip may be carried. Failure to comply with this Rule will result in elimination. When measuring a whip, the length of the flap/tassel is to be included.

- 3.7 Preference is for riders to wear medical armbands on their upper arm.
- 3.8 Any bits may be used. FM bits must have keepers
- 3.9 Spurs are not allowed for novice riders. Spurs must be metal and the shank must point directly back or down from the centre. Arms must be smooth. If rowels are used they must be free to rotate and must not be sharpened.
- 3.10 An approved equestrian helmet with a fixed harness must be worn at all times whilst mounted.
- 3.11 Protective boots may be worn and the type of boot is optional. Bandages are not permitted.
- 3.12 Any other gadgets such as bearing, running, balancing or side reins are not permitted. Ear muffs, ear plugs and hoods are allowed.

#### **4 ARENAS**

- 4.1 The competition arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be closed.
- 4.2 Unless permission is given by the Judge or SPPHAV Committee, it is forbidden, under penalty of disqualification, for competitors to enter the arena on foot once the competition has started, unless instructed by one of the above.
- 4.3 Competitors are forbidden to exercise their horses in the arena, except if the judge or SPPHAV Committee allow it or if due to inclement weather a practice jump may need to be set up in the arena area refer 5.10, 5.11, under penalty of elimination. Competitors are forbidden to jump or attempt to jump an obstacle in the arena before starting, or to show the horse an obstacle of the course, under penalty of elimination from the competition in which the competitor was going to take part.
- 4.4 The competitor must enter the arena when called. Failure to do so may incur elimination at the discretion of the Judge or SPPHAV Committee.
- 4.5 Competitors must enter and leave the arena mounted except with the permission of the Judge or SPPHAV Committee in case of an accident during the round. Failure to do so will result in elimination. In the event of a fall of horse and/or rider, the competitor is eliminated and must leave the arena unmounted.
- 4.6 A competitor or horse leaving the arena before the completion of their round, including prior to starting, without the permission of the Judge or SPPHAV Committee will be eliminated.

#### **5 EXERCISE AREAS AND PRACTICE FENCES**

- 5.1 SPPHAV must provide at least one exercise area sufficiently large to provide good training conditions. The ground should be in good condition.
- 5.2 The exercise area must only be used by competitors preparing for competition.
- 5.3 SPPHAV may provide material to simulate a water ditch (i.e. canvas).
- 5.4 There should be a minimum of two practice jumps. When there are many competitors and sufficient space, additional fences should be provided. A separate schooling area without fences may be provided

- 5.5 All fences must be constructed in the usual manner. No part of the fence may be held by any person.
- 5.6 The dimensions of the practice fences must not exceed the maximum dimensions for the Level of competition.
- 5.7 Combination fences are permitted if space is sufficient and they are built with correct distances.
- 5.8 Competitors may train their horses in gymnastic exercises using trotting poles on the ground and spacing poles, but obstacles used for this purpose may not exceed half the maximum height of the competition. Competitors using such obstacles must not offend the Rules against rapping.
- 5.9 Gymnastic poles: if there is sufficient space only single trotting poles may be used and placed not closer than 2.5m to a straight up fence not exceeding the height for the level of competition. A trotting pole not closer than 2.5m on the landing side may be used.
- 5.10 The SPPHAV Committee, if an indoor event where facilities for exercising are severely limited, may give special permission for the arena to be used for exercising at specified times.
- 5.11 If the warm up area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. The practice obstacle should not exceed the dimensions for the level of the competition. It should be flagged but not numbered. The dimensions may not be altered during the course of the level of the competition

## 6 BELL

- 6.1. The bell is used to communicate with the competitors. The responsibility for its use rests with the Judge or SPPHAV Committee
- 6.2 The bell **MAY** be used to give permission to the competitors to enter the arena when the course is ready to be walked.
- 6.3 The bell **IS** used:
  - 6.3.1 to give the signal to start. After the bell has been rung, the competitor must cross the starting line within 45 seconds under penalty of elimination.
  - 6.3.2 to stop a competitor for any reason or following an unforeseen incident.
  - 6.3.3 to signal to a competitor to continue their round after an interruption.
  - 6.3.4 to indicate to a competitor that an obstacle and/or flag knocked down or displaced following a disobedience has been replaced.
  - 6.3.5 to indicate by prolonged and repeated ringing that the competitor has been eliminated.
- 6.4 If the competitor does not obey the signal to stop, they may be eliminated at the discretion of the Judge or Ground Jury except where specifically provided under Rule 34.2.
- 6.5 If, after an interruption, the competitor starts and jumps or attempts to jump without waiting for the bell to ring, they will be eliminated.
- 6.6 It is the responsibility of the competitor to remain near the obstacle when it is being rebuilt.

- 6.7 Should the competitor not remain in the neighbourhood of the obstacle being rebuilt, the Judge/Ground Jury will not wait until they are in a good position and the bell will be rung when the obstacle is rebuilt.

## **COURSES**

### **7 COURSE AND MEASURING**

- 7.1 The course is the track which the competitor must follow when competing from passing the starting flags up to the finishing flags. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.
- 7.2 Once the competition has started, only the Judge or SPPHAV Committee may decide that a gross error has been committed in the calculation of the time allowed for the course. An amended time may be set only after the first three competitors have completed the course without falls or disobediences, but not after the fourth competitor has done so. The score of the first three competitors concerned will then be adjusted accordingly.
- 7.3 If the condition of the ground becomes bad, the Judge/Ground Jury may alter the speed before the start of the first competitor of the competition.
- 7.4 The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.
- 7.5 The starting line may not be more than 25m nor less than 6m from the first obstacle. The finishing line may not be less than 15m nor more than 25m from the last obstacle. In indoor arenas the finishing line may not be less than 10m from the last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left.
- 7.6 It is desirable to place beside the starting and finishing flags markers with the letters S = Start and F = Finish.

### **8 COURSE PLAN**

- 8.1 A plan showing accurately all the details of the course should be posted as close as possible to the entrance of the arena at least half an hour before the beginning of each competition. An identical copy must be given to the Ground Jury or Judge.
- 8.2 The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions. The numbers should be placed on the right hand side of the obstacle.
- 8.3 Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury, Judge and competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc.).
- 8.4 The plan must indicate the following:
- 8.4.1 the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty;
  - 8.4.2 the relative position of obstacles, their type and numbering;

- 8.4.3 any compulsory turning points marked by a white flag on the left side and a red flag on the right;
- 8.4.4 the length of the course as measured;
- 8.4.5 the track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose their own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
- 8.4.6 the table of penalties to be used;
- 8.4.7 the time allowed and time limit, if any; or the fixed time in certain special competitions;
- 8.4.8 the obstacles, the length, the time allowed and the time limit for the jump-offs if applicable;
- 8.4.9 the combinations considered as completely closed or as partially closed;
- 8.4.10 under Table C the penalties in seconds for each jumping fault;
- 8.4.11 all decisions and/or modifications made by the Ground Jury or Judge in regard to this course.

## **9 ALTERATIONS TO THE COURSE**

- 9.1 Should circumstances make it necessary to alter the plan of the course after it has been displayed, this may only be done with the agreement of the SPPHAV Committee. In this case each individual competitor must be advised of the alterations.
- 9.2 Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the competition over two rounds, Rule 51.5 applies.
- 9.3 Notwithstanding Rule 9.2, an obstacle may be resited during a round, or between rounds of a competition, if in the opinion of the SPPHAV Committee a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles which cannot be resited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round the scores of all previous competitors penalised during this round at that obstacles must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will, however, stand.
- 9.4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under Rule 9.3.

## **10 FLAGS**

- 10.1 Completely red flags and completely white flags must be used to mark the following details of the course. The red flags must always pass on the right hand side of the competitor and the white flags on their left hand side.



- 10.1.1 the start (it is also advisable to place an S marker);
  - 10.1.2 flags must be used to mark the direction in which to jump the obstacles provided in the warm up areas or the practice jump in the arena;
  - 10.1.3 compulsory turning points;
  - 10.1.4 the finishing line (it is also advisable to place an F marker).
- 10.2 At the starting and finishing lines and at the compulsory turning points, the competitor must pass between the red flag(s) (red on their right) and the white flag(s) (white on the left).
  - 10.3 A competitor, once the bell is rung, who goes through the start flags and jumps the first jump, may go through the start flags again without incurring any penalty. If a competitor passes through the finish flags in either direction prior to jumping the last fence, no penalty is incurred.
  - 10.4 If a competitor passes the flags on the wrong side, they must retrace their steps and pass them on the correct side before continuing the round. If the competitor does this, they will be penalised as for a corrected deviation (penalised as a disobedience) from the course. If the competitor does not correct this mistake, they will be eliminated.
  - 10.5 If one of the flags marking a compulsory turning point or the finishing line is knocked down or displaced as a result of a run-out or of a resistance without passing these lines, the clock must be stopped while the flag is replaced. A time correction of 6 seconds must be applied. Apart from the above, knocking down a flag anywhere in the arena does not incur a penalty.
  - 10.6 In a jump-off, the starting and finishing flags must be placed at the required distance from the first and last obstacle. The same applies to the letters S (Start) and F (Finish) if they are used for the initial course.
  - 10.7 In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be marked with four flags; a red flag and a white flag at each end of these lines.

## **OBSTACLES**

### **11 GENERAL**

- 11.1 The obstacles must be inviting in their overall shape and appearance. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall. Obstacles must not be unsporting.
- 11.2 The limits on the height and spread of obstacles for each level laid down by these Rules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5 cm maximum.
- 11.4 Both maximum height and width at the same obstacle must not be used on the first two obstacles.

### **12 STRAIGHT OBSTACLE**

An obstacle whatever its construction can only be called straight when all the elements of which it is composed are positioned in the same vertical plane on the take-off side without any rail, hedge, bank or ditch in front of it. A wall with an inclined face may not be called a straight obstacle.

### **13 SPREAD OBSTACLE**

13.1 A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height.

13.2 Cross bars and fan jumps where the height or width may differ in the centre of the obstacle should be measured off centre at two-thirds the length of the pole towards the higher end.

13.3 The back element of a spread fence must only consist of one (1) pole.

### **14 WATER JUMP**

14.1 For a spread obstacle to be called a water jump, it must have no obstacle in front, in the middle or behind the water.

14.2 Only a pole on the ground or a take-off element fixed to the ground (brush, small wall) may be erected on the take-off side. The take-off element must be not more than 450mm in height. If a single pole is used, it must be a standard obstacle pole laid on and fixed to the ground.

14.3 The landing side of the water jump should be defined by a wooden lath or by any other adequate, white coloured arrangement such that the Judge at this obstacle may clearly determine whether the horse has marked it. The wooden lath must be placed at the edge of the water and properly fixed to the ground.

14.4 If the bottom of the water jump is made of concrete or hard material, it must be covered with a softer material such as rubber or coconut matting.

14.5 A lath or other arrangement may not be used to define the limits of an obstacle when water is used at the base of an obstacle built over it. Such an obstacle is not considered to be a water jump

14.6 It is a fault at the water jump:

14.6.1 when a horse puts one or more feet on the lath defining the limit of the water jump. It is only a fault when the foot or the shoe touches the lath; impression of the fetlock joint does not constitute a fault;

14.6.2 when a horse puts one or more feet in the water;

14.6.3 jumping the water between the two red flags or between the two white flags must be considered as a run-out and the water must be jumped again.

14.7 Striking, knocking down, or displacing the brush or take-off element on the take-off side is not a fault.

14.8 If one of the four flags is knocked down or displaced it is for the water jump Judge is to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If the decision is a run-out the bell will be rung and the clock stopped while the flag which

has been knocked down or displaced is put back and 6 seconds will be added to the competitor's time.

14.9 The decision of the water jump Judge is final. For this reason they must be a member of the Ground Jury.

## **15 COMBINATION OBSTACLES**

15.1 Double or treble combinations mean a group of two or three obstacles, with a minimum distance of one stride and a maximum distance of two strides and requiring two or three successive efforts.

15.2 The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

15.3 In combinations, each element of the obstacle must be jumped separately and consecutively. Failure to do so results in elimination. Faults committed at any obstacle of a combination are penalised separately.

15.4 When there is a refusal or run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination. Failure to do so results in elimination.

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

15.6 Combinations can be subdivided as follows:

15.6.1 open combinations

15.6.2 closed combinations

15.6.3 partially open and partially closed combinations

15.7 In novice competitions only one combination of TWO obstacles within the course is allowed. The distance between the two obstacles must be two strides or the equivalent adjustment due to ground conditions, slope of terrain, etc.

## **16 BANKS, MOUNDS, AND RAMPS**

16.1 With the exception of Rule 16.2 banks, mounds, ramps and sunken roads, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles.

16.2 A bank or mound without an obstacle or only with one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.

## **17 CLOSED COMBINATION, PARTIALLY CLOSED & PARTIALLY OPEN COMBINATIONS**

17.1 A combination is considered to be completely closed, if the sides which surround it can only be surmounted by jumping.

17.2 A closed combination may be in the form of an in-and-out, sheep pen (square or hexagonal), or any similar obstacle considered as a closed combination by decision of the SPPHAV Committee or Judge.

- 17.3 If, once inside the enclosure, the competitor leaves it by one of the wrong sides, they are considered to have jumped an obstacle which is not part of the course and are eliminated.
- 17.4 If, once inside the enclosure the horse refuses, the competitor must jump out in the direction of the course. If the competitor cannot do so within 60 seconds or after a number of attempts, making in all three disobediences during the round, the competitor is eliminated.
- 17.5 If a competitor (themselves) displaces or causes to be displaced or in any way modifies any of the parts comprising the closed combination without trying to jump out, they will be eliminated.
- 17.6 The Judge and SPPHAV Committee must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.
- 17.7 a combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal or run-out, the following procedure applies:
- 17.7.1 if the disobedience occurred in the closed part, the competitor must proceed as in Rule 15.4.
- 17.7.2 if the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so results in elimination.
- 17.8 In the event of a disobedience with a knock down and/or displacing of the obstacle and/or flag at the first element or in the closed element, a time correction of 6 seconds must apply. If it occurs at the second or third of the open elements of a combination, a time correction of 8 or 10 seconds will be applied.

## **PENALTIES**

### **18 PENALTIES DURING A ROUND**

Penalties are incurred for:

- 18.1 Knocking down an obstacle and a foot in the water or on the lath defining the water jump.
- 18.2 A disobedience.
- 18.3 A deviation from the course.
- 18.4 A fall of a horse and/or rider.
- 18.5 Unauthorised assistance.
- 18.6 Exceeding the time allowed and time limit.

### **19 KNOCKING DOWN**

- 19.1 An obstacle is considered to have been knocked down when, through a mistake of the horse or rider:
- 19.1.1 the whole or any part of it falls, even if the part which falls is arrested in its fall by any element of the obstacle;

19.1.2 at least one of its ends no longer rests on any part of its support.

19.2 Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the SPPHAV Committee or Judge should decide in favour of the competitor. The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only. In the event of the displacement of any part of an obstacle, or its flags, as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. This does not count as a knock down and is only penalised as a disobedience and by time correction.

19.3 If any obstacle of the course, which has been struck by the horse or by the competitor when jumping it, reaches the ground after the finishing line has been crossed, the competitor is not penalised. But if this obstacle (single or combination) is the last on the course and if it starts to fall before the competitor has crossed the finishing line, it counts as a fault, even if the obstacle reaches the ground after the finishing line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the competitor has left the arena.

19.4 If any element of an obstacle which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this element is picked up and the way is cleared.

19.5 If a competitor jumps an obstacle correctly which has been improperly rebuilt, they incur no penalty; but if the competitor knocks down this obstacle they will be penalised in accordance with the table for the competition.

## **20 PENALTIES AT STRAIGHT AND SPREAD OBSTACLES**

20.1 When a straight obstacle or part of an obstacle comprises two or several elements placed one above the other and positioned in the same vertical plane, only the fall of the top element is penalised.

20.2 When a spread obstacle which requires only one effort comprises elements which are not positioned in the same vertical plane, the fall of one or several top elements only counts as one fault whatever the number and position of the elements which have fallen. Trees, hedges etc. set as filling are not liable for penalties.

## **21 DISOBEDIENCES**

21.1 The following are considered as disobediences and are penalised as such:

21.1.1 a corrected deviation from the course.

21.1.2 a refusal.

21.1.3 a run-out.

21.1.4 a resistance.

21.1.5 a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason (except as set out in Rule 21.2.1). This is often referred to as crossing your tracks.

21.2 The following are not considered to be disobediences:

- 21.2.1 circling around the last obstacle jumped before jumping the next obstacle, unless there is a fixed line between obstacles on the course plan;
- 21.2.2 circling for up to 60 seconds after a run-out or a refusal without a knock down of an obstacle or a flag to get into position to jump an obstacle;
- 21.2.3 coming to an obstacle, the finishing line or a compulsory turning point at an angle or while zigzagging or turning sharply to take it without going past it.

## **22 DEVIATION FROM THE COURSE**

It is a deviation from the course when the competitor:

- 22.1 Does not follow the course as set out on the published plan.
- 22.2 Does not cross the starting line or the finishing line between the flags.
- 22.3 Omits a compulsory turning point.
- 22.4 Does not jump the obstacles in the order or in the direction indicated, except in certain special competitions.
- 22.5 Jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle.

## **23 CORRECTED DEVIATION FROM THE COURSE**

- 23.1 To correct a deviation from the course, the competitor must resume the course at the point where the deviation took place.
- 23.2 The following are considered as corrected deviations from the course and are penalised as for a disobedience:
  - 23.2.1 a horse or part of a horse going past an obstacle to be jumped or a compulsory turning point or the finishing line and afterwards taking it in the correct direction;
  - 23.2.2 crossing the finishing line or taking a compulsory turning point from the wrong side and afterwards taking it in the correct direction.
- 23.3 The following is not considered as a deviation from the course and incurs no penalties:
  - 23.3.1 crossing the starting line in the wrong direction if, before jumping the first obstacle, this line is recrossed in the right direction. The clock is only started on the second occasion of crossing.

## **24 REFUSAL**

- 24.1 It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.
- 24.2 Stopping in front of an obstacle without knocking it down and without backing followed immediately by a standing jump is not penalised.
- 24.3 If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.

- 24.4 If a competitor, who has knocked down the obstacle in stopping, jumps or attempts to jump it after the bell has been rung and before it has been rebuilt, they will be eliminated.
- 24.5 If a horse slides through an obstacle, the Judge must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue the round. The competitor is then penalised as for an obstacle knocked down.
- 24.6 If the bell has been rung and the competitor jumps other parts of the combination in their stride, it does not entail elimination or any further penalty should the competitor knock down this part of the combination.
- 24.7 The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, results in elimination.

## **25 RUN-OUT**

- 25.1 It is a run-out when the horse escapes the control of its rider and avoids an obstacle which it has to jump.
- 25.2 It is considered to be a run-out and is penalised as such for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or of a part of a combination, or of the finishing line or of a compulsory turning point.
- 25.3 When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The competitor is penalised as for a run-out and must jump the obstacle again correctly.
- 25.4 If after a run-out, the competitor does not attempt to jump or does not jump the obstacle again, they are eliminated.

## **26 RESISTANCE**

- 26.1 It is a resistance when the horse refuses to go forward, halts, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
- 26.2 It is equally a resistance when the competitor stops their horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle. A resistance is penalised as for a refusal except in the circumstances set out in Rule 26.3.
- 26.3. A competitor who has not crossed the starting line 45 seconds after the bell has rung is eliminated

## **27 FALLS**

- 27.1 A fall of rider is considered to have occurred if any part of the rider's body makes unintentional contact with the ground or any solid surface.
- 27.2 A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- 27.3 A fall of a horse or rider or both, wherever it takes place after entering the arena or before leaving the arena, whatever the cause, is penalised by elimination from that class. Participation in subsequent classes is at the discretion of the competitor however, such a decision may be overruled by the Ground Jury at any time during the event.

## **28 UNAUTHORISED ASSISTANCE**

- 28.1 Any intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or their horse is considered to be an unauthorised assistance.
- 28.2 Any form of unauthorised assistance received by a mounted competitor between the starting signal and crossing the finishing line will be penalised by elimination at the discretion of the Judge or Ground Jury.
- 28.3 In certain exceptional cases, the Ground Jury may authorise the competitor to enter the arena on foot or with the help of a groom without this being considered as unauthorised assistance.
- 28.4 Any help given to a mounted competitor to adjust their saddlery or bridle or to hand them a whip which was dropped while mounted during the round will result in elimination. To hand a mounted competitor their headgear and/or spectacles during the round is not considered to be unauthorised assistance.
- 28.5 The act of Officials or other persons in the arena of warning a competitor of a deviation from the course constitutes unauthorised assistance. In this event the competitor may be eliminated at the discretion of the Ground Jury and the Official or other person may be subject to a penalty at the discretion of the Ground Jury.

## **29 DISOBEDIENCES DURING INTERRUPTED TIME**

- 29.1 The time of a round is interrupted only under the provisions of Showjumping Rules 34 and 35. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.
- 29.2 Disobediences are not penalised during interrupted time.
- 29.3 The provisions concerning elimination remain in force during interrupted time.

## **TIME**

### **30 TIME OF THE ROUND**

The time of a round is the time taken by a competitor to complete the round. It starts at the precise moment when the mounted competitor passes the starting line providing the starting signal has been given and extends to the moment when the mounted competitor crosses the finishing line. Both these lines must be crossed in the direction indicated on the plan.

### **31 TIME ALLOWED**

- 31.1 The time allowed for a round in each competition is determined in relation to the length of the course and the speeds shown in the Table of Heights and Speeds
- 31.2 The time allowed for a round must be clearly shown on the course plan.
- 31.3 Any competitor exceeding the time allowed for the round is penalised according to the provisions regulating the type of competition.
- 31.4 In certain special competitions in which the competitor has to take the greatest number of obstacles within a fixed time laid down in advance, this time may never exceed 90 seconds.

### **32 TIME LIMIT**



- 32.1 The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated. Except in novice competition where no time limit is set.
- 32.2 There is no time limit for the Novice Competition to encourage riders to participate and learn.

### **33 RECORDING THE TIME**

- 33.1 The time, recorded in seconds and in tenths of a second, is taken from the instant at which the mounted competitor crosses the starting line to the moment when the mounted competitor crosses the finishing line in the correct direction, except in certain special competitions where the recording is made differently.
- 33.2 Each competition at an event must be timed by the same system or by means of the same type of timing equipment.
- 33.3 The Time Keeper is required to record the number of the horse and the time taken to complete the round.
- 33.4 In any competition where the time is taken by stopwatches, the time is to be registered in tenths of a second.

### **34 INTERRUPTED TIME**

- 34.1 Judges must take great care that the clock is stopped and restarted in accordance with the conditions for the competition in such a manner that the interrupted time can be subtracted from the total time taken for the round.
- 34.2 While the clock is stopped, the competitor remains free to move around until ringing the bell gives permission to start again. At this moment the clock is restarted.
- 34.3 The responsibility for starting and stopping the clock rests solely with the Judge and Ground Jury. The time keeper may not be made responsible for this function.

### **35 TIME CORRECTIONS**

- 35.1 If, as the result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and if this disobedience takes place at a single obstacle, or the first part of a combination or any part of a closed combination, the bell is rung and the clock is stopped until the obstacle has been rebuilt or the flag replaced; the competitor will be penalised for a refusal and 6 seconds of time corrections will be added to the time taken by the competitor to complete their round. The same procedure applies if one of the flags defining the limits of the finishing line or of a compulsory turning point is knocked down or displaced as the result of a run-out or a refusal at these features.
- 35.2 If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and this disobedience takes place at the second part of an open combination, the bell is rung and the clock will be stopped until the obstacle has been rebuilt or the flag replaced; the competitor will be penalised for a refusal and 8 seconds of time corrections will be added to the time taken by the competitor to complete the round. If this disobedience takes place at the third part of an open combination or if a flag defining the limits of the obstacle is knocked down or displaced, 10 seconds of time corrections will be added to the time taken by the competitor to complete the round.

- 35.3 If a competitor displaces or knocks down one of the obstacles of an open combination or a flag defining the limits of the obstacle and refuses or runs out at one of the following parts of this combination without knocking it down, the bell is rung and the clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the adding of 8 or 10 seconds of time corrections must be applied depending on whether the disobedience took place at the second or third part of the open combination.
- 35.4 If the second or third part of a partially closed combination is open, the addition of 8 or 10 seconds of time corrections plus the penalties for a disobedience are applied for a disobedience following a knock down or a displacement. If one of these parts or both are in the closed part of the combination the appropriate penalty of 6 seconds of time corrections only applies.

## 36 STOPPING DURING THE ROUND

- 36.1 In the event of a competitor not being able to continue their round for any reason or unforeseen circumstances, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped.
- 36.2 If the competitor does not stop when the bell is rung, they continue at their own risk, and the clock should not be stopped. The Judge/Ground Jury must decide whether the competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, they should be allowed to continue. If the competitor is not eliminated, and is allowed to continue the round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.
- 36.3 If the competitor stops voluntarily to signal to the Judge that the obstacle to be jumped is wrongly built or rebuilt (for example: wrong dimensions, flags wrongly placed, etc.) the clock must be stopped and the obstacle in question must be checked. **IF**
- 36.3.1 the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the competitor will be penalised as for stopping during the round and the time of the round will be increased by 6 seconds;
- 36.3.2 the obstacle or part of the obstacle needs to be rebuilt or if the flags have to be put back in place, the competitor is not penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the competitor takes up their track at the point where they stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from their recorded time.

## TABLES PENALTIES AND SCORING

### 37 FAULTS

- 37.1 Faults are penalised in penalties or in seconds according to the Tables A or C herein.
- 37.2 Faults made between the starting line and the finishing line except as provided for in Showjumping Rule 19.3 must be taken into consideration. Disobediences committed during the time when the round is interrupted are not penalised.

### 38 TABLE A - TABLE OF PENALTIES

Description	Penalty
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- First disobedience \_\_\_\_\_ 4 penalties
- Obstacle knocked down while jumping \_\_\_\_\_ 4 penalties
- One or more feet in the water jump on the lath defining its limits \_\_\_\_\_ 4 penalties
- Second disobedience \_\_\_\_\_ 8 penalties
- First fall of horse or Rider or of both \_\_\_\_\_ Elimination
- First disobedience plus knocking down an obstacle \_\_\_\_\_ 4 penalties plus 6 seconds
- Second disobedience plus knocking down an obstacle \_\_\_\_\_ 8 penalties plus 6 seconds
- Third disobedience \_\_\_\_\_ Elimination
- Exceeding the time allowed \_\_\_\_\_ 1/4 penalty for each second or commenced fraction of a second
- Exceeding the time-limit \_\_\_\_\_ Elimination
- Exceeding the time allowed in all jump offs against the clock \_\_\_\_\_ 1 penalty for each commenced second

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

38.2 A fall of horse or rider is penalised by elimination. The rider must not remount.

### 39 SCORES UNDER TABLE A

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

### 40 METHODS OF DETERMINING THE SCORES UNDER TABLE A

#### 40.1 One Round Stakes (Competition against the clock)

Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, equal placings will be awarded. No jump-off to take place. This means that it is simply the fastest clear round that will win this competition. All competitors who jump clear will be placed in accordance with their time taken. Likewise if two competitors are placed with four faults for example, the fastest combination will be placed above the slower.

#### 40.2 Table A.1 (Competition not against the clock but with a time allowed.)

The competitors with equality of penalties share the prizes. Depending on the competition, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.

This means, equal first placings in the first round go into a jump off, if still equal first placings they go into a second jump off, if still equal first placings they can NOT be split by the time taken in the jump offs and are declared equal first. If not enough in second jump off to fill all placings, minor placings can be filled by those with fewest faults in first jump off and can NOT be split by their time. If still not enough to fill all placings, rest of placings can be filled by fewest faults in first round and can NOT be split by their time.

#### 40.3 Table A.2 (Competition against the clock.)

Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, a jump-off against the clock may take place.

This means, similar to One Round Stakes, the fastest clear round will win this competition, however if two or more riders have exactly the same time, and the same penalties for first place they may have a jump-off to determine the winner.

#### 40.4 Table AM.3

A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other competitors are placed according to their penalties in the first round.

This means, equal first placings in the first round go into a jump off, if still equal first placings they can be split by the time taken in the jump off. If not enough in jump off to fill all placings, minor placings can be filled by those with fewest faults in first round but NOT split by their time.

#### 40.5 Table AM.4

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 competitors are placed according to their penalties in the first jump-off and if necessary in the first round.

This means, equal first placings in the first round go into a jump off, if still equal first placings they go into a second jump off, if still equal first placings they can be split by the time taken in the second jump off. If not enough in second jump off to fill all placings, minor placings can be filled by those with fewest faults in first jump off but NOT split by their time. If still not enough to fill all placings, rest of placings can be filled by fewest faults in first round but NOT split by their time.

#### 40.6 Table AM.5

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

This means, equal first placings in the first round go into a jump off, if still equal first placings, they can be split by the time taken in the jump off. If not enough in jump off to fill all placings, minor placings can be filled by those with fewest faults in first round and split by their time if necessary.

#### 40.7 Table AM.6

A competition against the clock as for AM.5, but if, in the first jump-off against the clock there are competitors with equal penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties and time taken in the first jump-off and if necessary according to their penalties and time in the first round.

This means, equal first placings in the first round go into a jump off, if still equal first placings they go into a second jump off, if still equal first placings they can be split by the time taken in the second jump off. If not enough in second jump off to fill all placings, minor placings can be filled by those with fewest faults in first jump off and split by their time if necessary. If still not enough to fill all placings, rest of placings can be filled by fewest faults in first round and split by their time if necessary.

#### 40.8 Table AM.7

- 40.8.1 A competition judged under Table A, not against the clock with a time allowed in the first round;
- 40.8.2 A competitor with a clear round must remain in the arena for a jump-off against the clock. The judge rings the bell to indicate that he/she is ready for the competitor to start the jump-off of the competition. A competitor who fails to pass through the start of the jump-off within 30 seconds of the bell incurs elimination;
- 40.8.3 In the case of equality of faults in the jump-off, time will decide the placings. In the case of equality of faults and time, equal placings will be awarded;
- 40.8.4 If the number of competitors who reach the jump-off is insufficient to fill all placings, the additional placings will be decided on faults from the first round, with equal placings being awarded as necessary.
- 40.9 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, (providing that maximum heights and widths for each level are adhered to) depending on the program. If no provision for a jump off is laid down in the program, it is considered that the competition will be run with no jump-off.
- 40.10 Nevertheless, if in a jump-off against the clock which is judged to a hundredth of a second, two or more competitors obtain exactly the same time, a second jump-off may not take place. The competitors are then placed equal.

#### 41 TABLE C

- 41.1 Points under Table C are penalised in seconds which are added to the time taken by the competitor to complete his round. The penalty for each jumping fault is fixed in seconds, in relation to the length of the course and to the number of efforts to be made by the horse during its round.
- 41.2 A Table showing the penalty seconds to be awarded for different lengths of courses and different numbers of jumps or efforts will be found in

#### 42 TABLE C – TABLE OF PENALTIES

Description	Penalty
• Obstacle knocked down while jumping _____	First disobedience None Second disobedience None
• A foot or more in the water jump or on _____ the lath defining its limits _____	First disobedience None Second disobedience None ** First and second disobediences are penalised by the time taken. ** Third disobedience or other infringement laid down under Rule 44 <b>Elimination</b>
• 1st fall by horse or rider or both _____	Elimination
• First disobedience & knocking down an obstacle _____	6 seconds

- Second disobedience & knocking down an obstacle \_\_\_\_\_ 6 seconds
- Exceeding the time allowed (First round and jump-off) \_\_\_\_\_ 1 second for each commenced second
- Exceeding the time limit \_\_\_\_\_ Elimination

#### **43 SCORES UNDER TABLE C**

- 43.1 Adding, in the following order, the time of the round, plus the time penalties in seconds for exceeding the time allowed, plus the seconds for jumping faults, gives the score obtained, in seconds, by the competitor for his round.
- 43.2 In the event of equality of time, a jump-off may take place according to the provisions of the entry. If no provision for jump-off is laid down in the entry, it will be considered that the competition is run with no jump-off.
- 43.3 At the jump-off, the course may be shortened and held over obstacles which may be increased in height and/or in spread in line with the appropriate Levels.

#### **44 ELIMINATIONS**

- 44.1 Unless otherwise specified in the Rules or in the conditions for the competitions, elimination means that the competitor may not continue in the current competition, but the competitor does have the right to jump one single fence which they have already jumped or attempted to jump, after retiring or after being eliminated except if eliminated for a fall.
- 44.1.1 If a competitor (rider) declares a horse unfit to compete in a jumping competition, the horse in question is then NOT eligible to compete in any other jumping competitions on the same day.
- 44.2 The following paragraphs lay down the reasons for which competitors are eliminated in all showjumping competitions. Elimination is left to the discretion of the Judge and/or Ground Jury in the following cases:
- 44.2.1 not entering the arena when the competitor's number is called;
- 44.2.2 not entering the arena mounted or not leaving the arena mounted except after a fall;
- 44.2.3 all unauthorised assistance except for paragraph 44.3.19 below;
- 44.2.4 not stopping when the bell is rung during the round.
- 44.3 Elimination must be applied by the Judge/Ground Jury in the following cases:
- 44.3.1 jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury;
- 44.3.2 starting before the signal is given and jumping the first obstacle of the course;
- 44.3.3 taking more than 45 seconds after the starting signal to cross the starting line;
- 44.3.4 a horse resisting for 60 consecutive seconds during the round;

- 44.3.5 taking more than 60 seconds to jump an obstacle, or the first part of a combination;
- 44.3.6 omitting to cross the starting and/or finishing lines between the flags or omitting the compulsory turning points;
- 44.3.7 attempting to or jumping an obstacle which does not form part of the course during the round;
- 44.3.8 omitting to jump an obstacle of the course;
- 44.3.9 jumping an obstacle in the wrong order;
- 44.3.10 jumping an obstacle in the wrong direction;
- 44.3.11 exceeding the time limit;
- 44.3.12 jumping an obstacle which has been knocked down before it has been rebuilt;
- 44.3.13 jumping or attempting to jump an obstacle after an interruption without waiting for the bell;
- 44.3.14 not jumping all the fences of a combination again after a refusal or run-out except in the case of the closed part of a combination;
- 44.3.15 not taking each element of a combination separately and consecutively;
- 44.3.16 jumping the first obstacle of a competition without having crossed the starting line;
- 44.3.17 not crossing the finishing line mounted before leaving the arena;
- 44.3.18 competitor and/or horse leaving the arena without the permission of the Judge/Ground Jury, including prior to starting;
- 44.3.19 accepting while mounted any object whatsoever during a round except headgear and/or spectacles;
- 44.3.20 using a whip of more than 75cms in length or weighted at the end, in the arena;
- 44.3.21 an accident to a competitor or to a horse which prevents him from completing the competition;
- 44.3.22 not leaving a closed combination in the right direction or displacing a closed combination;
- 44.3.23 third disobedience during the course of a round;
- 44.3.24 first fall of horse and/or rider whilst in the arena;
- 44.3.25 after a run-out, failing to attempt to jump again the obstacle where the fault was committed;
- 44.3.26 showing a horse an obstacle.

## **DISQUALIFICATIONS**

### **45 DISQUALIFICATIONS**

- 45.1 Disqualification means that a competitor and their horse or horses may take no further part in a competition.

45.2 The SPPHAV Committee may disqualify a competitor in the following cases:

45.2.1 rapping horses;

45.2.2 all cases of cruelty and/or ill treatment reported by a member of the SPPHAV Committee;

45.2.3 in all cases laid down by the Vet.

## **RAPPING OF HORSES**

### **46 RAPPING OF HORSES**

46.1 In general, rapping may be construed as the use of certain artificial techniques in preparation (as distinct from normal schooling or practice), intended to induce the horse to jump higher or more carefully in competition.

46.2 It is not practicable to list every possible means of rapping. In general, they consist of the competitor and/or dismounted assistant(s) - either hitting the horse's legs manually with something no matter with what or by whom; or by deliberately causing the horse to hit something itself, whether by building fences 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 a fence or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.

46.3 It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds or to leave the grounds for that purpose during that period extending from the day before the event commences until the end of the event.

46.4 Novice is a competition to encourage new combinations; competitors may have 3 refusals at any jump before being eliminated and may also complete the round if eliminated.

## **TYPES OF COMPETITIONS**

### **47 FAULT-AND-OUT COMPETITION**

47.1 This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are excluded. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall, etc.).

47.2 When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but is not given a point for the obstacle jumped after the bell has rung.

47.3 In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.

47.4 When the fault which ends the round is other than a knock down, such as a disobedience, a fall or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.

47.5 The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitors' times are taken into consideration and the competitor with the shortest time will be declared the winner.



47.6 A Fault-and-Out Competition may be organised in two ways:

47.6.1 over a set number of obstacles: When the competition takes place over a maximum number of obstacles and the competitor has jumped the last obstacle, the clock is stopped at the moment when the competitor 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.

47.6.2 with a fixed time of 60 to 90 seconds: The competitor 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 the competition takes place with a fixed time, the time for a jump off must be reduced.

## **48 HIT-AND-HURRY COMPETITION**

48.1 In this competition, instead of being eliminated at the first fault, the competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. No combination obstacles are allowed.

48.2 This competition takes place with a fixed time of 60 to 90 seconds. Disobediences are penalised by the time lost by the competitor, but three disobediences stop the competitor. In this case, the competitor will be placed last of the competitors who have obtained the same number of points.

48.3 The winner of the competition will be the competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.

48.4 When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but is given no points for the obstacle jumped after the bell has rung.

48.5 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 time is taken at the next obstacle as in Rule 48.4. If a competitor has a disobedience and displaces or knocks down an obstacle, the time must be decreased by 6 seconds and the bell rung accordingly.

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

## **49 TOP SCORE**

49.1 In this competition, a certain number of obstacles, without a combination obstacle, are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. The obstacles must be built so that they can be jumped in both directions.

- 49.2 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 the Course Designer to delete the obstacles he wishes.
- 49.3 The competitor is credited with the number of points carried by each obstacle that was jumped correctly. No points are awarded for an obstacle knocked down.
- 49.4 Each competitor has 60 to 90 seconds (minimum of 45 seconds indoors). During this time, they may jump all the obstacles they choose in any order and in any direction. The competitor must cross the starting line in either direction. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow their time to be recorded. If the competitor does not cross the finishing line, they are placed last of the competitors with the same number of points.
- 49.6 If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.
- 49.7 Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle and for displacing a flag or a lower element positioned in the same vertical plane.
- 49.8 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 competitor does not score the points allocated to this obstacle.
- 49.9 All disobediences are penalised by the time lost by the competitor.
- 49.10 The competitor who has obtained the greatest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line 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.
- 49.11 An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; double points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points are deducted.
- 49.12 In the event of a refusal or run-out with a knock-down at this obstacle, the Judge or SPPHAV Committee will act as in the case of similar disobediences which occur at other obstacles on the course: no points will be deducted from the competitor's score.

## **50 TAKE-YOUR-OWN-LINE COMPETITION**

- 50.1 In this competition the obstacle may be jumped only once in the order chosen by the competitor. Any competitor who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
- 50.2 Competitors may cross the starting line in either direction jump all obstacles in either direction unless otherwise directed on the course plan. This competition takes place without a laid down speed under Table C. Whatever the length of the course and the number of jumps or efforts, a uniform penalty of 5 seconds will be applied for each obstacle knocked down. If after 2 minutes the rider has not completed his course, they will be eliminated.
- 50.3 All disobediences are penalised by the time lost by the competitor. The first fall eliminates the competitor.

50.4 In the event of equality of time for first place there will be a jump-off against the clock in accordance with the conditions of the entry over a shortened course, over obstacles which may be increased and/or enlarged according to the appropriate Levels.

## **51 COMPETITION OVER TWO ROUNDS**

- 51.1 This competition comprises two courses, identical or different, whether in track or in the dimensions of the obstacles, which each competitor must complete with the same horse. Competitors who do not take part in the second round cannot be placed. Competitors who have been eliminated or who have retired during the first round, may not take part in the second round.
- 51.2 All the competitors take part in the first round. The following go forward to the second round according to the conditions of the entry:
- 51.2.1 either all competitors except for those who have been eliminated or who have retired during the first round;
  - 51.2.2 or a limited number of competitors (at least 25%, in any case all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the program).
- 51.3 The manner of judging this competition must be specified on the program in accordance with one of the following formulae:
- 51.3.1 under Table A not against the clock with a time allowed. Competitors are placed by adding the penalties of both rounds. For those sharing the first place, a jump-off against the clock will be held over a shortened course over obstacles which may be increased in height and/or in spread;
  - 51.3.2 under Table A against the clock. Competitors are placed by adding the penalties and the time for the two rounds. In case of equality of penalties for first place, a jump-off against the clock may be held, according to the program, over a shortened course over obstacles which may be increased in height and/or in spread:
  - 51.3.3 under Table A, not against the clock with a time allowed for the first round, and against the clock for the second round. The number of competitors stipulated in the program to jump the second round, over a reduced and possibly raised course, will do so in reverse order of penalties incurred in the first round. The second round will consist of 8 to 10 obstacles from the first round, with not more than 12 efforts. Competitors will be classified according to aggregate penalties and the time incurred in the second round.
- 51.4 When the course of the second round is different from that of the first round, competitors may inspect the course before the second round.
- 51.5 If the Judge or Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. The Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other.

## **52 ALTERNATIVE OBSTACLES AND JOKER**

52.1 When in a competition, two obstacles of the course are placed side by side and the competitor has the choice of jumping either one of the obstacles:

52.1.1 if there is a refusal or run-out without a knock down or displacing of the obstacle and/or flag, at his next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. The Competitor may jump the obstacle of their choice;

52.1.2 if there is a refusal or run-out with a knock down or displacing of the obstacle and/or flag, the competitor may only restart the round when the obstacle and/or flag knocked down or displaced has been replaced and when the Judge or Ground Jury gives the signal to start. The competitor may then jump the obstacle of their choice.

52.1.3 red and white flags must be placed at each of the elements of this alternative obstacle.

The Joker is a difficult obstacle, but must not be unsporting. There must be 200 points allotted to the Joker in the Top Score Competition

## **53 COMPETITION IN TWO PHASES**

53.1 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.

53.2 This competition may take place in accordance with the conditions of entry stated on the program as follows:

53.2.1 both phases under Table A not against the clock with a time allowed for each phase;

53.2.2 the complete course of two phases under Table A against the clock with a total time allowed and a time allowed for the first phase;

53.2.3 the first phase under Table A not against the clock with a time allowed and the second phase under Table A against the clock;

53.2.4 the first phase under Table A not against the clock with a time allowed and the second phase under Table C with a time allowed.

53.3 The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles which may include a single simple combination.

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

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

53.6 Competitors are placed as follows:

53.6.1 under Rule 55.2.1, according to penalties in the second phase;

53.6.2 under Rule 55.2.2, according to penalties in the second phase and time in both phases;

53.6.3 under Rule 55.2.3, according to penalties and time in the second phase;

- 53.6.4 under Rule 55.2.4, by adding the time for the second phase and the seconds awarded for any jumping faults.
- 53.7 In the event of equality for first place, a jump-off against the clock over six obstacles of the first and/or of the second phase may be held according to the program. The obstacles of the jump-off may be increased in height and/or spread.
- 53.8 Competitors stopped after the first phase may only be placed after competitors who have taken part in both phases.
- 53.9 Unofficial relay events may be held and run according to EV Rules. However relay events cannot be classified as official SPPHAV events and points cannot be attained by individual team riders.

## **JUMP-OFFS**

### **54 GENERAL**

- 54.1 Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. One or two jump-offs may be scheduled to determine the winner of a competition.
- 54.2 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. It must be held immediately after the original round of the competition.
- 54.3 Unless otherwise laid down in these Rules, no competition may involve more than two jump-offs. If, after the final jump-off, there is no result, the tied competitors will be placed equal first.
- 57.4 The first or the first and the second jump-offs may take place against the clock.
- 54.5 In all competitions in which the score is 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, according to the provisions of the program. If no provision for a jump-off is laid down in the Program, it will be considered that the competition is run with no jump-off.
- 54.6 Nonetheless, if in a jump-off against the clock judged to a tenth of a second, two or more competitors obtain exactly the same penalties and the same time, a second jump-off may not take place. The competitors are then placed equal.
- 54.7 The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the program.
- 54.8 The obstacles in a jump-off may only be increased in height and spread if those competitors involved have had no jumping penalties in the previous round.
- 54.9 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. These obstacles may consist of two oxers or two verticals or one oxe and one vertical. It must be clearly indicated on the course plan whether the vertical(s) may be jumped from either side or just from one side.
- 54.10 The obstacles in the jump-off(s) may never be increased in height and/or spread (partially or totally), to exceed the limits laid down as maximum heights and widths for SPPHAV Levels.

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

54.12 In all Competitions the number of obstacles in a jump-off may be reduced to six (combinations count as one obstacle).

54.13 The shape, the type of obstacles and their colour may not be altered but it is permitted to leave out one of the obstacles of a combination. If the combination is a treble, only the first or last element of this combination may be omitted. New obstacles may not be provided except as set out in Rule 54.9;

54.9 The order of the obstacles may be altered.

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

## **55 REFUSING TO TAKE PART IN A JUMP-OFF OR JUMP-OFFS**

55.1 If a competitor refuses to take part in a jump-off they must ask the permission from the Ground Jury. If the competitor does not start and has not obtained the permission of the Ground Jury to withdraw they will be placed last of those still qualified (on the result of the previous round) or may be disqualified from the competition.

55.2 If before a deciding jump-off, two or more competitors decline to compete in the jump-off, the Ground Jury will decide whether this request can be accepted or must be rejected. If the Ground Jury accepts the request, the SPPHAV Committee will award the trophy by lot and the prize money (if applicable) for the vacant places will be added together and shared equally between the competitors. If the request is rejected by the SPPHAV Committee and this ruling is not followed by the competitors no trophy will be offered and competitors will only get the placing equivalent to the last placed of the previous round.

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

55.4 A competitor, who with the permission of the SPPHAV Committee withdraws from a jump-off, must always be placed after a competitor eliminated or who retires for a valid reason on the course. Competitors, who retire for no valid reason or who have themselves eliminated on purpose, are placed equal with competitors who have withdrawn from the same jump-off. At the discretion of the Ground Jury, competitors who refuse to start for no valid reason or have themselves eliminated on purpose can be disqualified.

55.5 Prize winners of qualifying competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified.

## **PLACINGS**

### **56 PLACINGS**

56.1 The placing of an individual competitor is decided according to the Table in use and the instructions of the program for the competition or amendments noted on the course plan.

56.2 Any competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during the round.

- 59.3 Competitors who are unable to complete the first round of a competition have no right to any prize except in special competitions involving only one round eg. Top Score.

## **ACCIDENTS**

### **57 ACCIDENTS**

In the event of an accident preventing either the competitor or a horse from finishing the competition, they are both eliminated. If despite the accident, the competitor completes the round but does not leave the arena mounted, they do not incur elimination. An accident involving a fall of rider or horse and rider shall result in elimination.

## **COURSE DESIGN**

### **58 COURSE DESIGNER**

- 58.1 The Course Designer is responsible to the SPPHAV Committee for laying out the course, building the obstacles and the measurement of the course.
- 58.2 When the Course Designer is satisfied that the course is ready in all respects, they shall report to the SPPHAV Committee.
- 58.3 The SPPHAV Committee may only order the competition to start when the Course Designer, and if applicable the Technical Delegate, has reported that all is ready. Thereafter the SPPHAV Committee has the sole responsibility for the conduct of the competition.
- 58.4 The Course Designer named on the program must supervise course construction and should be present on the day to supervise alterations for levels and conditions. This does not preclude them from competing if host club agrees.

### **58 MAIN OBJECTIVES - COURSE DESIGNS**

- Create interesting and rhythmical tracks (lines) with attractive obstacles that encourage free forward movement.
- Look for a maximum of variation and diversity (avoid repetition).
- Try to avoid any risk of accidents.
- Support the development of inexperienced Horse/Rider Combinations in the lower Levels to develop the feeling for rhythm and free forward movement.
- Look to balancing the different kinds of skill in the horse and Rider.
- Assist inexperienced Riders and young horses to obtain positive experiences and confidence.
- Consider and verify the type of Competition (Speed class, Table A).
- Only introduce distance tests when Competitors are ready and experienced enough to deal with them.
- Create an exciting sport to attract spectators and sponsors.

### **59 SAFETY FACTORS**

- The last fence should not be in line with the exit gate.
- Cup depth of approximately 22mm and flat cups must be used for planks, dazzle boards, etc.
- Suggested pole length 4m, 10cm in diameter, and weighing 13-15 kg
- Rail resistance should be checked as rails should fall freely.
- Ground conditions should be checked and distances adjusted if required.
- False ground lines (eg. Pole on the ground set behind the face of a fence) should not be used.
- Check equipment for nails, screws and any sharp objects.
- Check that picket fences/gates and solid jumps do not have hoof traps.

- Only one pole may be used in the back element of spread obstacles.
- Check that spare equipment, eg. poles and cups, are not left on the course.
- Star pickets, if used, must be capped and kept clear of jumps.
- The arena rope must be clearly visible, eg. use bunting or similar materials.
- The use of blue plastic sheeting, canvas etc. should not be used in a Novice Competition.
- The use of blue plastic sheeting, canvas etc., when used, must not exceed the spread of the obstacle. If used as infill, all edges must be suitably secured.

## **60 DISTANCES**

60.1 Distances may need to be shortened when:

- Uphill gradient.
- Gripping and elastic soil.
- Deep and/or slippery soil.
- Going away from the exit gate.
- At the end of a long course.
- Small fences are jumped.
- Jumping indoors.
- The ground is hard.
- 

60.2. Distances may need to be lengthened when:

- Downhill gradient.
- Going home, eg. the direction of the exit gate.
- After a spread or water jump.

## **61 TABLES OF HEIGHTS, WIDTHS AND SPEEDS**

### **LEVELS MAX.**

61.1 HEIGHT

61.1.1 Novice – 450mm

61.1.2 Open – 750mm

61.2 WIDTH

61.2.1 Novice - 450mm

61.2.2 Open - 800mm

61.3 SPEED METRES PER MINUTE

61.3.1 Novice - 250 mpm

61.3.2 Open - 300 mpm

These speeds may be lowered to allow for ground and/or weather conditions.



## 62 Points of Clarification.

62.1 Standardbred Horse – must be SPPHAV registered as a purebred Standardbred horse.

62.2 Partbred Standardbred Horse – proof of minimum 25% Standardbred bloodlines required and must be SPPHAV registered.

62.3 Novice Competition

62.3.1 To be considered eligible for the Novice Competition, the mount and rider as a combination MUST NOT have done the following:

- Won Champion Novice SPPHAV State Showjumper
- Compete as a combination with the horse they are riding in Grade 3 level or higher in PCAV or HRCV competition.

Exclusion to the above Rule, is if the horse had no competition and was the only horse in the event, then the above does not apply.

62.3.2 As novice is a competition to encourage new combinations, competitors may have 3 refusals at any jump before being eliminated. Competitors may also complete the round if eliminated.

62.3.3 There is no time limit imposed for the Novice Showjumping Competition – focus is on safety and having fun.

62.4 Riders under 18 years of age are NOT to wear “long riding” boots or gaiters.