

USPC[®]

Handbook and Rules for



Show Jumping Competition

2008

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REMINDER: This is a new Rulebook for 2008. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming competition season.

Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.

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Forms found in the USPC Horse Management Handbook or on the USPC Website:

- USPC Uniform Officiation Procedures
- Uniform Chaperone Rules/Duties
- USPC Policy 0500 – Drugs, Alcohol and Tobacco
- USPC Policy 0525 – Veterinary Medicines and Equine Medications
- Competitor’s Activity and Rally Release
- Medical Release

INTRODUCTION

PURPOSE/DEFINITION

A Show Jumping competition is one in which teams of horses and riders are tested under various conditions over courses of obstacles. Each riding test is intended to demonstrate the horse's freedom, energy, training and obedience, as well as the rider's horsemanship. It is not intended to be a test of speed and/or strength nor to be a competition of individuals against individuals.

MISSION STATEMENT

The mission of the United States Pony Clubs is to provide a program for youth that teaches riding, mounted sports and the care of horses and ponies, thereby developing responsibility, moral judgment, leadership and self-confidence.

GUIDING BELIEFS

- USPC is an educational organization which progressively develops the well-rounded horseperson.
- The well-rounded horseperson is capable of riding safely and tactfully on the flat, over fences and in the open.
- Knowledgeable care of horses and ponies (Horse Management) is basic to the well-rounded horseperson.
- USPC is committed to the well-being of the horse.
- Fair and friendly competitions develop teamwork and sportsmanship.
- Fun and friendship are part of Pony Club.
- USPC requires parental and volunteer involvement and support.
- The USPC is committed to safety.
- The local club is the core of USPC.

OBJECTIVES

To encourage the teaching and development of the particular knowledge and skills necessary to train and prepare both horse and rider for competition over Show Jumping courses.

To encourage Pony Clubs to provide the opportunity for all Pony Club members to participate in Show Jumping competitions and rallies, thereby promoting knowledge of and interest in the sport.

To provide information needed to organize Show Jumping rallies and competitions.

To promote leadership, good organization, fair competition, horsemastership and good sportsmanship through teamwork.

To educate riders, instructors, coaches and others in the principles and techniques of designing, building, walking, assessing and riding Show Jumping courses appropriate for Pony Club members of every rating and Pony Club mounts, regardless of size, type or breed.

ORGANIZERS AND PARTICIPANTS, PLEASE NOTE THAT...

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SECTION I: General Regulations

Chapter 1 – Participation Regulations

Rules contained herein are the official rules of the United States Pony Clubs, Inc., Show Jumping Rallies. All addenda and amendments apply. NOTE: All rules are in effect upon the official opening of the Rally as defined by the Rally Organizer.

Article 1 – Eligibility of Riders

1. All riders entered in USPC Show Jumping Rallies must be members of the United States Pony Clubs or invited members of International Pony Clubs.
2. Riders shall compete at the level at which they and their mounts are qualified to ride regardless of rating.
3. No rider may compete more than once in each round.
4. As of the official start of the rally, no competitor may ride/school/warm-up another competitor's entered horse. Doing so is grounds for elimination, from that round, of all parties involved.
5. Riders at regional rallies may be of any age and rating as stipulated by the Regional Supervisor and/or organizers.
6. District Commissioners certify the eligibility of a rider entered in the regional rally.
7. At the USPC Championship Rally, riders shall be a minimum age of 12 years and must be rated C-1 or above, including stable managers. Minimum and maximum ages are determined by the Pony Club member's age on January 1 of each year. USPC Championships will include two divisions: The Modified Division, which includes Horse I and Large Pony, and the Regular Division, which includes Horse II, Horse III, and Horse IV.
8. Riders in regional rallies competing for a chance to ride in the USPC Championships must be challenged over a minimum of three courses, including two courses in which a portion of the fences are set to the maximum first round height and spread for that level as given in the specifications (see Appendix I).
9. At the Championship Rally, the rider and the same mount will compete at the level at which they have qualified at a regional Show Jumping rally.
10. Any rider who has been eliminated for any reason in any round at a qualifying rally will not be eligible for the Championship Rally.
11. Regional Supervisors are required to certify the eligibility of a rider entered in the Championship competition. The eligibility is determined from the original competition score sheets – *see note under scoring*.
12. Additional Championship eligibility rules will be broadcast on DC and RS Digests, posted on the website and published in the Championship Goldbook.

Article 2 – Eligibility of Horses and Ponies

1. All horses and ponies entered in USPC Show Jumping competitions must meet these requirements:
 - A. Be of any height, except when entered in a pony level of a Show Jumping competition, which shall be restricted to ponies not exceeding 14.2 hands, or as given in the specifications;
 - B. Be at least five years of age;
 - C. Be the rider's regular mount for Pony Club activities or, in the case of a newly acquired horse, the rider's intended regular mount;
 - D. Be ridden by only one rider in qualifying rounds or on the rally grounds during a qualifying rally.

Article 3 – Determining Eligibility For Levels of Competition

1. Pony Divisions:
 - A. Small/Medium Ponies may not exceed 13.2 hands and shall compete as one division.
 - B. Large Ponies are over 13.2 hands and may not exceed 14.2 hands.
 - C. Small/Medium Ponies and Large Ponies are not to compete over the same courses.
 - D. Any questions of eligibility of ponies may be referred to the Chair of the Committee.
2. Horse I and Large Pony are intended as an introductory level for horses and/or riders.
3. Horse II, III and IV are intended for those horse/rider combinations with more experience who are safely competing at the specifications for these levels.
4. Any rally seeking to qualify riders for USPC Championships must offer divisions in which the courses will include fences set to the maximum heights and spreads given in the specifications for that division. Non-qualifying divisions may be run at any heights and spreads determined by the region and/or organizer.

SECTION I: General Regulations

Chapter 2 – General Regulations

Article 4 – Form of Competitions

1. These rules are intended to establish standards for USPC Show Jumping competitions while allowing variety in the types of competitions and types of courses. Organizers of competitions are free to select from the types of competitions (see Section II) and levels included in Appendix I of this book and may hold as many competitions as they wish.
2. All Show Jumping rallies are to be governed by the USPC Rules for Show Jumping Competitions, the USPC Uniform Officiation Rules and the current USPC Horse Management Handbook and Rules for Competitions. Any official addenda to these rules as well as to this rulebook also apply.
3. Any Regional Qualifying Rally or Championship Rally must be for teams only. Exception: In regions just beginning Show Jumping activity that have limited entries, individual competition may be allowed to qualify competitors. All competitions may be for horses or ponies or both. Any other non-qualifying competitions may be for teams or individuals or both.
 - A. Teams shall normally be of four riders and a stable manager. Teams of three riders and a stable manager may also compete.
 - B. The Organizer may specify whether the teams will be composed of all horses, all ponies, mixed horses and ponies, horses of only one level or ponies of only one level. When teams are made up of animals of mixed levels, each competitor will jump at his own level.
4. It is the responsibility of the regional officers to adjust the courses and competitions to appropriate levels for those riders not attempting to qualify for the Championship rally.
5. Age and rating requirements for a Championship Rally must be met, as well as minimum course requirements for Championships for those competitors wishing to qualify. (See Articles 1, 2 and 3.)
6. An unmounted stable manager is required at Championships. A riding stable manager may be allowed at Regional Rallies at the discretion of the RS.
7. Competitions may be organized over a period of one, two or more days.
8. Competitions may be held outdoors or indoors.

Article 5 – Legal Liability

Neither the USPC, host Pony Club(s), the Organizer, competition officials, staff, nor any other person acting on behalf of the Organizer, shall be held liable for any loss, damage, accident, injury or illness to competitors, horses or to any other person or property whatsoever. (See full liability statement on Activity and Rally Release Form.)

Article 6 – Conduct of Competitors, Chaperones and Coaches

All competitors, chaperones and coaches shall officially represent their Pony Clubs at any USPC Show Jumping competition. All shall conduct themselves in accordance with these rules and with the policies of the USPC under penalty of disqualification.

Article 7 – Team Captains

Each team entered in the competition shall have one member designated as Team Captain who shall act as spokesperson for the team. The Team Captain may participate in any drawing (if held) for starting order. Only the Team Captain may lodge a protest on behalf of any team member (see Article 21). The Team Captain is responsible for all communications between the team and rally officials. Any withdrawal of a team member must be reported to the Steward.

Article 8 – Chaperones (See *Uniform Officiation, current Horse Management Handbook*)

1. Each individual competitor, and/or each team, must be accompanied by a chaperone. The chaperone and the coach shall not be the same person.
2. A chaperone may also be responsible for additional individual competitors from the same club or region.
3. Chaperones will be issued a distinctive badge or identification, which must be worn when on duty.

Article 9 – Coaches (See *Appendix V For Coaching Guidelines*)

1. Each individual competitor, and/or each team, must be accompanied by a coach. The chaperone and the coach shall not be the same person.
2. No competitor is to jump in the warm-up area without a coach present and watching the ride. Jumping a fence without the attention of a coach shall result in elimination.
3. Coaches must have a copy of the current USPC Rules for Show Jumping Competition and complete knowledge of it.
4. The role of a coach is to assist the rider in learning:
 - A. warm-up area techniques,
 - B. assessment of the course,
 - C. how to deal with mistakes made on course,
 - D. competition rules before the competition.
5. The presence of a coach at a Show Jumping rally is to promote safety, good sportsmanship and good horsemastership in the warm-up area and the competition ring. A Pony Club coach is expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm up area.

SECTION I: General Regulations

6. At all times, chaperones and coaches must be aware of the Unauthorized Assistance Rule (see Article 56.7). They must not enter the stable area except during authorized visiting times.
7. Coaches shall be declared on the entry form.
 - A. For a Championship competition, there shall be a minimum of one coach per Regional entry and a maximum of one coach per team entry, identified on the competition entry form.
 - B. Regions sending individuals for scramble teams may send a coach for those individuals. Thus, a scramble team made up of two or more regions may end up with a coach per region represented on the scramble team.
 - C. A region sending a scramble team may ask any coach from another region to help in the warm up area. This may be done before arriving at the rally.
 - D. For a Regional competition, there shall be a minimum of one coach per club entry and a maximum of one per team entry, to be declared on the Entry form.
8. All coaches must sign a Coach's Release Form before the start of competition or before entering the warm up area.
9. Coaches will be issued a distinctive badge and/or identification after the Release Form has been signed, which they must wear at all times while coaching.

Article 10 – Rally Information

1. Organizers are required to provide the following information for competitors in the competition announcement:
 - A. The name, address or location of the competition and the date(s);
 - B. The name, address and telephone number of the Organizer and the Competition Secretary (unless otherwise stated, all communications shall be addressed to the Secretary);
 - C. The types and levels of competitions offered, with specific information as to the manner each competition is to be judged;
 - D. The size of the competition arena(s), whether indoor or outdoors and the footing;
 - E. The awards offered;
 - F. A tentative schedule of events;
 - G. The closing date for the receipt of entries;
 - H. The limits, if they exist, on number of entries or qualifications necessary for entry;
 - I. The time and date of any drawing for the starting order;
 - J. Information regarding accommodations;

- K. Information regarding stabling and Horse Management specifications i.e., bedding, electricity, hanging buckets, tackroom and feedroom availability;
- L. Directions to the competition;
- M. Other information or special instructions.
- N. A detailed list of Regional Qualifying Criteria.

Article 11 – Entry Declarations

1. The District Commissioner will submit all entries to USPC Show Jumping competitions to the Secretary on a proper entry blank or form. The Regional Supervisor will submit Championship entries.
2. The Organizer will set the closing date for receipt of entries. Suggested closing date is 10 days before the rally, to give time for scheduling the order of go.
3. An "entry" means the entire horse and rider combination.
4. The Secretary has the right to refuse any entry, which is:
 - A. Submitted after the closing date;
 - B. Incomplete (without required documents) and/or unsigned;
 - C. Not accompanied by the correct entry fees.
5. The Secretary has the right to make up scramble teams of individuals and/or small groups entered.
6. The submission of an entry constitutes acceptance of all rules and regulations governing USPC Show Jumping competitions.

Article 12 – Withdrawal and Substitutions

1. If a competitor withdraws after the closing date and prior to the day of competition, refunds shall be in accordance with Regional or National policy. The Secretary may request a medical certificate signed by a physician in the case of rider injury or ill health, a veterinary certificate in the case of horse unsoundness or a letter from the competitor's District Commissioner in the case of unavoidable circumstance.
2. In team competitions, the withdrawal of a team member from competition for the reasons stated above is the only instance in which an entry substitution may be made. The Regional Supervisor must approve any substitutions to be made in a Championship team before the entry is made.
3. Substitutions may be allowed upon approval by the Regional Supervisor, the Show Jumping Committee and the Vice President of Activities.
4. Any substituted entry must meet the same qualifications as the original entry. (see Article 1.8)

SECTION I: General Regulations

5. No substitutions may be made once the competition has commenced.
6. Competitors who are obliged to withdraw during the competition must ask permission of the Steward. Upon approval of withdrawal, the Team Captain must notify the Secretary and the Chief Scorekeeper. The competitor's scores will stand and following rounds will be scored as eliminations.

Article 13 – Order of Go, Numbering Competitors

1. In competitions for teams, the Organizer or the Secretary shall draw for the starting order of the entered teams. The draw shall be made for the starting order of the first competitor from each team as designated on the entry form. Thus, the first competitor of the first team drawn shall start, followed by the first competitor of the second team drawn and so on. When all the first competitors from all the teams have completed their rounds, the second competitor of the team drawn first shall start, followed by the second competitor of the second team drawn and so on. In the case of teams of mixed levels, the organizer or secretary must draw as if all riders are at the same level, and then extract the riders to their proper levels. Some additional adjustments may be necessary.
2. The Secretary shall make up the jumping order of go from the draw. The competitors will follow the order of go or risk elimination. The order of go must be available to the competitors before the opening of rally, so those riders early in the order have time to prepare.
3. In the case of a team with three riders, the first competitor must start with the first group and the last competitor must start with the last group.
4. In competitions for individuals, the Organizer, in the presence of the Secretary, shall, at the time specified in the invitation, draw the starting order.
5. When individual competitors and teams are entered in the same competition, there will be separate draws for each to decide their starting orders. Then, equal groups of individuals will be inserted between the groups of team competitors.
6. A systematic rotation of the order of go must be employed so that the first riders are not the same numbers for every round if such a rotation is at all possible.
7. All team members shall be numbered consecutively.
8. Numbers must be worn in a prominent manner either on the rider or on the horse at all times.

Article 14 – Dress

1. All competitors must be appropriately dressed while in the schooling area, in the competition arena, when inspecting courses and when receiving awards. If competitors are not properly dressed at all times, the Steward or Judges may refuse to allow them to compete or receive awards. Competitors shall refer to USPC Horse Management Handbook for proper attire for work in the barns, turnout and jogs.
2. Correct attire (formal or informal) is required for the first round of rally competition. For following rounds, at the discretion of the Organizer, colored shirts (team, regional or club), may be worn as long as they have collars and sleeves. When choosing team shirts, please consider the time of year and the appropriateness of dark or light colored shirts.
3. The Pony Club pin must be worn according to the Horse Management Handbook.
4. An F1163 ASTM equestrian helmet having a seal bearing the letters SEI (Safety Equipment Institute), is mandatory and shall be worn with the retention system properly secured at all times while mounted. If a retention system should become unfastened, or if a helmet comes off during a ride, the rider must dismount to replace the hat under penalty of elimination. (Handing a helmet to a mounted rider does not constitute unauthorized assistance.) (*See Article 56.7B.*)
5. In adverse weather conditions, the Organizer, in consultation with the Steward and the Judges, may alter the dress regulations to suit conditions (*See Heat Index Chart – USPC Horse Management Handbook, Appendix A*).

Article 15 – Saddlery and Equipment

1. There is no restriction on saddles, girths and bridles. Any bit used in Pony Club should enable the Pony Club member to ride safely and to effect control without causing pain or injury to the horse. The misuse of any bit will be severely penalized by elimination from that round up to disqualification.
2. Blinkers and hoods are prohibited.
3. For all levels of Ponies and Horse I, standing or running martingales used in the conventional manner are permitted. For Horse II, III and IV, only running martingales used in the conventional manner are permitted.
4. If a dropped or a crossed or a flash noseband (a combination of a cavesson noseband with a drop noseband attached) is used, it must be properly adjusted and made entirely of leather.

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5. Under penalty of elimination, no competitor may carry or use a whip over 30 inches in length while riding or schooling over fences, nor may a competitor use a whip which is weighted or has a pointed end, at any time while on the rally grounds. Longe whips may be used for longeing only. Dressage whips may be used for schooling on the flat only. No substitute for a whip may be used or carried.
6. All tack must be clean and in serviceable condition upon arrival at the competition. No equipment shall be misused.
7. No exceptions to the above are permitted during schooling or exercising.
8. Saddlery and equipment questions should be referred to the USPC Horse Management Handbook for general conditions.
9. Any questions of suitability or use of equipment will be referred to the Steward of the competition.

Article 16 – Cruelty and Abuse

U.S. Equestrian Federation defines “cruelty” and “abuse” as inhumane treatment of a horse in a stall, runway, schooling area, show ring or elsewhere on the show grounds, by any person (refer to current U.S. Equestrian Federation Rulebook, Article GR302). Such treatment shall result in disqualification.

Article 17 – Soundness and Shoeing

1. All horses shall be serviceably sound. Should the soundness of a horse be questioned, the matter shall be reported immediately to the Steward, who shall request an inspection of the horse by the Veterinarian. In the absence of the Veterinarian, the Judges or Steward shall determine the ability of the horse to compete. All decisions by the Veterinarian, Steward or Judges regarding the soundness of a horse and its ability to compete are final.
2. There are no restrictions placed upon whether or not a horse is shod; however, the feet must be in good condition.

Article 18 – Inspections of Horse and Rider (Jogs, Turnout Inspections and Safety Checks)

1. Before the beginning of competition, the horses must be examined in hand, for soundness, by an Inspection Panel (refer to Uniform Officiation Rules). It is recommended that the President of the Ground Jury be present at the initial inspection. The Inspection Panel has the duty of excluding from competition those horses not considered serviceably sound for competition purposes. At any time during the competition, the Judge(s), Steward and/or Horse Management Judge in consultation with the Veterinarian, if available, may excuse a horse not considered serviceably sound.
 - A. It is strongly suggested to have a soundness check *each* morning before the start of riding when a multiple day rally exists. The first soundness check may be the evening before the first day of competition.

- B. Horses excused from soundness checks may, at the riders’ discretion, be presented again on the next day.
 - C. Horses excused after the beginning of competition will receive elimination scores for all of the following rounds, unless they are later judged to be sound and allowed to compete again.
 - D. Braiding is optional as long as it does not interfere with the competitor’s responsibilities to his or her mount. Braids shall not stay in overnight. Braiding or not braiding, nor the quality of the braid job, shall have any effect on the performance or turn-out scores.
2. Before beginning the jumping competition, both horse and rider shall be presented for Turnout Inspection. Horses shall be presented fully tacked with all tack (i.e., saddle, bridle, martingale, boots, etc.), which is to be used in the competition. Once inspected, changes to tack or equipment are only permitted in the schooling area under the expressed permission and supervision of the Paddock Master. *See Section V, Appendix IV, Paddock Master.*
 - A. Any questions of suitability or use of equipment will be referred to the Steward of the competition. (Refer to Article 67 for additional duties.)
3. Before each entry into the schooling area, both horse and rider shall be presented for a safety check to the Horse Management Judge on duty, except when the competitor proceeds directly from Turnout Inspection to the schooling area.
4. When requested by the Judges, all competitors, managers and coaches shall allow the Veterinarian or the Steward to inspect and examine their horses. Should any person not allow his/her horse to be inspected and/or examined when requested to do so, the competitor and horse will be disqualified from further participation in the competition.

Article 19 – Schooling (*See also Article 36.*)

1. It is forbidden, under penalty of elimination, to exercise or school a horse over fences in any place other than the schooling area(s) provided. Walking a horse out, working on the flat or working a horse on a longe line may be carried out outside the schooling area. If a competitor wishes to longe, he/she should notify the Chief Horse Management Judge. A designated area will be assigned.
2. It is forbidden, under penalty of elimination, to school or warm up over fences without the presence and attention of a coach. If a rider is in the warm-up area without “his/her coach,” he/she is to request help from another coach in the area. If there are no coaches present, the Paddock Master will call for a coach to help.
3. It is forbidden, under penalty of disqualification, to school or warm up any horse other than the rider’s own entered horse.

SECTION I: General Regulations

Article 20 – Rapping

1. Rapping (poling) is the deliberate hitting of a horse's legs with a pole or other object held in the hand. A horse is considered to have been rapped if it is asked to jump a hand-held pole or obstacle, whether or not the horse's legs were touched.
2. It is forbidden to rap a horse in any way and in any place while on the grounds before, during or after a competition.
3. Any confirmed rapping will result in the disqualification of the horse, the rider and any other person(s) involved.

Article 21 – Inquiries and Protests (*See Horse Management Handbook Uniform Officiation Rules*)

1. Inquiries about perceived irregularities or incorrect scoring in the competition are to be directed to the Steward. In the event there is disagreement with the decision of the Steward, a protest may be made, in writing, to the Ground Jury. The decision of the Ground Jury may be appealed to the Appeal Committee, whose determination is final.
2. Inquiries concerning Horse Management are to be directed to the Chief Horse Management Judge. In the event there is disagreement with the decision of the Chief Horse Management Judge, a protest may be made, in writing, to the Steward, with subsequent appeals to the Ground Jury and Appeal Committee, whose decision is final.
3. In the case of questioning the qualifications of either riders or horses, such questions must be raised before the start of competition. Inquiries or protests against the qualification of another team or competitor, after the start of the competition, will under no circumstances be allowed.
4. In team competitions, only the Team Captain may make an inquiry or protest concerning penalties affecting their team.
5. In individual competitions, only the the competitor involved may make an inquiry or protest.
6. In the event the Chief Horse Management Judge is not available, Horse Management inquiries may go to the Steward. If the Steward is not available, the inquiry or protest may be made, in writing, to the President of the Ground Jury.
7. No protest may be made without first having made an inquiry. Inquiries and protests must be made within a reasonable time of the occurring incident, but no later than 30 minutes after posting announcement of the applicable scores.
8. An appeal against the ruling of the Ground Jury must be lodged in writing with the President of the Appeal Committee within one hour of the announcement of the Ground Jury's decision.
9. If the decision of the Ground Jury is appealed, the decision of the Appeal Committee is final.

10. Inquiries and protests are to be made in a polite and courteous manner; abuse of the procedures or rude behavior may be penalized, up to and including disqualification.

Article 22 – Disqualification and Elimination

Attention is drawn to the difference between disqualification and elimination:

1. Elimination is the penalty for a mistake during competition. A competitor who is eliminated in a course (see Table of Penalties, Section III, Chapter 6, Article 63) may not participate any further in that round or Jump-Off round; however, he/she is free to compete in any subsequent round held during the same event. A competitor who is eliminated for violations between rounds (i.e., for failing to undergo a safety check or for rule violations in the schooling area) will be eliminated from his/her next round.
2. Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC Show Jumping competitions. Any person disqualified shall take no further part in the competition, may be asked to leave the competition area and forfeits any awards. The horse may be removed from the team area as soon as possible at the direction of Horse Management and the Organizer.
3. The following cases may cause disqualification of a competitor and horse, however not limited to:
 - A. Exercising horses in the competition arena at any time, except as allowed by the Organizer;
 - B. Willfully jumping any obstacle of a competition in which the rider is going to compete;
 - C. Rapping a horse;
 - D. Poor sportsmanship;
 - E. Cruelty or abuse of the horse;
 - F. Unlawful use of drugs, medications and/or alcohol;
 - G. Refusing to leave the arena at the end of a round or following elimination;
 - H. Schooling over obstacles other than those provided by the Organizer;
 - I. Misuse of equine medication;
 - J. Cheating;
 - K. Dangerous riding;
 - L. Riding a sick, injured or exhausted horse.

Article 23 – Drugs and Medications

1. No horse shall be used in any competition if it has been administered a stimulant, depressant, tranquilizer or other drug, which may stimulate or depress its circulatory, respiratory or central nervous system.

SECTION I: General Regulations

2. Any horse under treatment by a veterinarian for a condition that would require administration of any drug or medication while at the competition shall have a veterinary certificate attached to the competitor's entry form or presented to the Chief HM Judge upon arrival. In this case, the prescribed treatment shall only be administered in the presence of the Veterinarian or a Horse Management Judge.
3. Any horse requiring treatment with a tranquilizer, stimulant or depressant for a condition, which occurred while on competition grounds, shall be withdrawn from the competition.
4. The Steward may request the Organizer to order that any horse receiving an award be tested by a saliva, blood and/or urine test for forbidden substances. The Veterinarian on call will do this testing.
3. In all circumstances not specifically covered by these Rules, the Organizer, Steward and Judges shall make decisions in a sporting spirit to produce a fair and reasonable result approaching as nearly as possible the intent of these Rules. They may use the U.S. Equestrian Federation Rulebook as a guide.

Article 24 – Breakage of Equipment Or Loss of Shoe

1. If a competitor breaks an item of tack or if the horse throws a shoe prior to entering the ring, the matter must be reported immediately to the Steward. If the circumstance would prevent the competitor from reporting to the competition arena on schedule, the competitor may request an adjustment in the starting order to permit the repair or replacement of the broken equipment or the lost shoe. At the discretion of the Steward, the competitor may be rescheduled later in the jumping order; however, in subsequent rounds or Jump-Offs, the competitor shall ride in the order originally scheduled.
2. If, during a round, the horse's equipment breaks or the horse throws a shoe, no concessions will be made. The competitor may either continue without penalty, if he can safely do so or may withdraw and thus be eliminated for that round.

Article 25 – Interruption, Postponement and/or Abandonment of Rounds

1. In the event the competition in progress is stopped due to the weather or other emergency and the stoppage is prolonged, the decision to continue shall rest with the Organizer and the Steward. The following considerations shall be taken into account:
 - A. If the delay is of such duration that the round cannot be completed that day, then all further competition in that round shall cease and all scores discarded;
 - B. If the condition of the grounds has deteriorated to the extent the footing is dangerous, then all further competition in that round shall cease and all scores discarded.
2. If the round is continued at a later time in the event, it shall be held over in its entirety and no scores from the first session shall be counted.

Article 26 – Horse Management

1. All Regional competitions shall include Horse Management judging. The Horse Management scores must be included in the qualifying scores used to select qualified Championship competitors.
2. The emphasis of the Horse Management judging is to be on safety, proper procedures and good health for both horse and rider. Horse Management shall be judged and scored in accordance with the current USPC Horse Management Handbook and factored by .25, (divided by four) to equate the value of the Horse Management judging to the Show Jumping scoring.
3. All Championships and National Competitions will include Horse Management.
4. Four scores are necessary for Turnout Inspections and Turnbacks. Daily Sheets for a team of three riders, the three riders' scores shall be averaged and used as the fourth score for each phase (creating a "ghost score").

Article 27 – Equitation

1. All Regional competitions shall include Equitation judging, which shall be held concurrent with a normal knockdown round.
2. It is recommended the Equitation round be concurrent with the first or second round; it must not be concurrent with the last round.
3. The Equitation round will receive two scores: a normal knockdown (jumper) competition score and an equitation score. The equitation score will be a bonus round score.
4. In scoring the Equitation round, the Judge will assign each rider a score of 0-100. For each competition division, the scores will be listed in order from high to low and converted to a decimal score by multiplying by .01. Any ties will receive equal scores. For the purpose of individual awards and ribbons, these ties may be broken by the Equitation Judge.
5. The Equitation round score must be included in the qualifying scores used to select Championship Rally competitors.
6. All Championship Rallies and National Competitions shall include an Equitation round, normally as the first or second round.

SECTION I: General Regulations

Article 28 – Jump-Off Rounds

1. Jumping a clear round in the designated final round of competition qualifies the competitor for the Jump-Off round over a shortened course. A clear round means no time, jumping or technical faults. All Jump-Off course briefings by coaches must be done in the pre-competition course walk. No additional coaching will be allowed for the Jump-Off. Riding the Jump-Off or bonus round is entirely optional. A qualified rider may or may not choose to attempt the Jump-Off round. The decision not to attempt the Jump-Off round should be indicated to the Judge or the Gate Keeper. Competitors' scores from the regular rounds will not change.
2. Although the length of the course will be shortened and the number of obstacles decreased for a Jump-Off, the shape and nature of the obstacles may not be changed. Part of a combination of obstacles may be omitted.
3. In the Jump-Off, the course may not be shortened to less than six (6) obstacles, must include at least one vertical and one spread obstacle, and must have at least one change of direction. The sequence of jumps may be in any order, and verticals may be jumped in either direction so long as built, flagged and numbered correctly.
4. The Jump-Off may include two obstacles, which were not in the first round and which may be 3" higher than the round. These two obstacles must be in the ring when the ring is opened for walking. They will be marked on the course map, flagged and numbered, but are not to be jumped for the first round. **THEY ARE ONLY TO BE JUMPED** for the Jump-Off.
5. The Final Round will be designated either as U.S. Equestrian Federation Rulebook Table II, 2(a) or Table II, 2(b).
6. For Table II, 2(a), the eligible riders will leave the ring, and present themselves for the Jump-Off in their original order after the final rider of the round has left the ring. A period to walk the course may be offered or may not, the decision at the Steward's and Judge's discretion.
7. Table II, 2(b), the riders will remain in the ring after completing the final round. Upon the audible signal from the judge indicating a clear round, the rider will start the Jump-Off Round.

SECTION II: Competitions

Chapter 1 – Levels of Competitions

Article 29 – General

1. To encourage participation, USPC Show Jumping competitions are structured on six levels. These levels are based on the ability of the horse and on the ability and size of the pony as well as on the ability of the rider. (See Appendix I.)
2. Determination of the highest level at which a rider should compete shall be left to the competitor's District Commissioner or to that Pony Club's teaching staff.
3. Within each level, courses may be set at the minimums given or the maximums or at a mixture of heights within that level. Introductory courses may also be set at lower heights for less skilled riders.
4. The mounted phases of a rally must be all negative scoring or all positive scoring. (Exception: Equitation, Jump-Off, and Take Your Own Line rounds).
 - A. In a competition consisting of accumulated penalties, i.e. negative scoring (faults); the Bonus Round (Equitation round) or Jump-Off is subtracted from the total number of faults, thereby improving the final score.
 - B. In a competition consisting of accumulated points, i.e. positive scoring, the Bonus Round (Equitation Round) or Jump-Off is added to the total number of points, thereby improving the final score. (See Article 51.5A.)

SECTION II: Competitions

Chapter 2 – Types of Competitions

Article 30 – Normal (Knockdown) Competitions

1. These competitions are judged under the Table of Penalties (see Article 63), with or without time to count, but with time recorded.
2. The course should be built to test the horse's ability to jump a variety of obstacles. The number of obstacles, their type, height, spread and maximum length of course for each of the six levels of competition are given at the end of this section. (See Appendix I.)
3. These are negatively scored competitions, i.e., accumulation of penalties or faults.
4. Clear rounds in the designated final round of competition, whether it be Table II.2a or Table II.2b, may be eligible for the Table II, 2(b) or Table II, 2(a) Jump-Off over a shortened course. If Table II, 2(b), the rider remains in the ring after having jumped the clear first round and starts the Jump-Off course after the judge's audible signal. If Table II, 2(a), the Jump-Off is held after all first round rides are completed. All Jump-Off course briefing by coaches must be done in the pre-competition course walk. No additional coaching will be allowed for the Jump-Off.

Article 31 – Fault and Out Competitions

1. These competitions take place against the clock over medium-sized obstacles, each of which is numbered. Combinations are not permitted. The competitor's round finishes with the first mistake made, whatever it may be (an obstacle knocked down, any disobedience, exceeding the time allowed, etc.).
2. The competition may be Once Around – over a specified number of obstacles, or competitors may be required to jump as many obstacles as possible within a specified time. In this case, the Time Allowed must be fixed between 50 and 60 seconds. Should a competitor jump all the obstacles on the course within the Time Allowed, he/she may start on the course again, but is not required to go back through the start markers.
3. In these competitions, positive points instead of faults are awarded:
 - A. Two points for each obstacle jumped clear;
 - B. One point for each obstacle jumped, but knocked down.
4. An obstacle is not considered to have been jumped until the horse's forefeet have touched the ground on landing.
5. When an obstacle is knocked down or when the Time Allowed is reached, the audible signal will be sounded. The competitor will then jump the next obstacle and the clock will be stopped at the moment the horse's forefeet touch the ground on landing.
6. The obstacle jumped after the signal is sounded is called the timing obstacle. No points will be awarded for jumping that obstacle.

7. When the competition is over a maximum number of obstacles, the clock will only be stopped when the competitor crosses the finish line after jumping the last obstacle on the course or when the first mistake takes place.
8. If the mistake which brings the round to an end is the result of a disobedience, a fall, elimination or the competitor does not jump the obstacle at which the clock should have been stopped, the audible signal is sounded and the competitor is given "NO TIME" and is placed last of those gaining the same number of points.
9. The winner is the competitor gaining the greatest number of points. In the case of equality of points, the times of the competitors will be taken into account and the competitor with the shortest time will be declared the winner.
10. Should there be an equality of time as well as points, for first place only, a fault and out jump-off may be held over a reduced number of obstacles and in a reduced period of time.
11. To score this competition in negative faults, the scorekeeper shall use the highest positive score gained by a competitor or if Once Around, the maximum possible score, as the maximum score for that course and deduct each competitor's positive score from that maximum. The difference will be the negative (faults) score; e.g., if the highest score is 30 positive points, then a competitor who earns a score of 24 would be given six faults.

Article 32 – Relays

1. These competitions are for two or more competitors riding as a team. All competitors on a relay team must compete at the same level.
2. These are scored in negative points.
3. Generally, relays are conducted as follows:
 - A. As soon as the first member of the team completes his/her round, the next competitor starts and so on, until all the members of the team have had a turn;
 - B. The start line needs only to be crossed by the first member of the team and the last member must cross the finish line;
 - C. Elimination of one or more competitors on a team may or may not cause elimination of the whole team, depending upon the conditions laid down for the competition;
 - D. Relays shall be judged under the Table of Penalties;
 - E. The winning team is that which totals the lowest number of faults in the best aggregate time;
 - F. Organizers are free to arrange any type of relay competition, provided the conditions are clearly stated in the invitation and provided they comply with the principles outlined in the following articles;

SECTION II: Competitions

4. Baton Relays are conducted as follows:
 - A. The team enters the arena together and the first competitor starts his/her round carrying a baton.
 - B. At the end of the round, he/she hands the baton to the next competitor and so on;
 - C. The time is taken from the moment the first competitor of a team crosses the start line to the moment the last member crosses the finish line;
 - D. If a competitor drops the baton at any time, he/she must pick it up by dismounting and remounting.
 - E. The baton may only be passed between mounted competitors.
 - F. Dropping a baton is not penalized except by loss of time, as the clock is not stopped.
5. Relays from within an enclosure are conducted as follows:
 - A. The team enters the arena together and goes into an enclosure or "base;"
 - B. Once the first team member has left the base, no one may leave until the first member has returned to base;
 - C. The next team member may only depart from the base when the preceding team member is entirely inside;
 - D. A Steward must be present at the base to ensure this procedure is followed;
 - E. A competitor leaving the base during the course of another's round will eliminate the team;
 - F. Time is taken from the moment the first team member crosses the start line to the moment the last team member crosses the finish line.

Article 33 – Two Phase Competitions (aka Power and Speed) (*USEF Table II, Sec. 2(c)*)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and penalties for exceeding the Time Allowed, if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course. If there are no clean rounds and a tie exists for first place, there will be one jump-off, in which time will decide in the event of equality of faults. The use of a Time Allowed is optional in the first round. The Time Allowed in the first round may be taken by electronic or manual means.

Article 34 – Take Your Own Line Competition

One round at Show Jumping Championships will be a Take Your Own Line class. To help you better understand how to handle this class at your rallies, the Show Jumping Committee offers this explanation:

1. This round is to be judged and scored the same as all other rounds, i.e., all knockdowns, refusals and other disobediences are to be scored according to the table of penalties. The time is to be recorded. The clear rounds are to be "ranked" according to time taken, fastest being first. All clear rounds receive bonus points according to the scale used for scoring the jump-off round (Art. 51). In the case of a team with 4 riders receiving bonus points, all 4 count. Only riders earning bonus points are to receive bonus points; there are no ghost scores.
2. In this competition, the obstacles are to 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.
3. Competitors may cross the starting line and finishing line in either direction. These lines are to be provided with four flags; a red and a white flag at each end of the lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan. The jumps may or may not be flagged but if they are, they must have 4 flags, indicating the jump may be jumped in either direction. Jumps are not to be numbered, except for identification purposes for the judge.
4. This competition is to take place without a predetermined speed or time allowed. If the competitor does not complete the course within 120 seconds after his round has started, he is to be eliminated.
5. Bonus points in this round are to be awarded in the same manner as the Jump Off round, i.e., the first ten rounds (by time elapsed) are to be given bonus points. The remaining clear rounds are to be scored as clear rounds and awarded 0.3 points. Rounds with jump penalties are not to be included in the Bonus scoring. Disobediences are to be scored as the table of faults indicates. All clear rounds are to count toward the total clear round award(s) given at Championships and regional rallies, where recognized.
6. If there is a refusal or run-out with a knock-down or displacement of the obstacle, the competitor may only restart his round when the obstacle knocked down or displaced has been replaced and when the Judge gives him the signal to start. He may then jump the obstacle of his choice. In this case, 45 seconds for time correction will be added to the time of the run.

SECTION III: Competition Rules

Chapter 1 – Arenas and Courses

Article 35 – Dimensions and Nature of the Competition Arenas

1. The dimensions and nature of the arena(s) should be given in the invitation to the competition. The USPC Show Jumping Committee and/or their official representatives have the right to forbid an event to take place if the proposed arena is in any way unsuitable for the competition.
2. The arena must be enclosed. Temporary barriers are allowed. It is strongly recommended that the gate area be closed while a horse is jumping during competition, particularly for less experienced riders. If there is no gate or the gate is unusable, a rope barrier may be appropriate.
3. An average-size arena for Show Jumping competitions is 300 feet by 150 feet. In smaller arenas, particular care must be exercised to avoid a too tight or a too restrictive track or overcrowding the arena with obstacles. Competitions held indoors should not be held in arenas, which measure less than 200 feet in length and 80 feet in width, excluding any spectator areas and schooling areas.
4. The footing should be well drained and level. Slight undulations and slopes are allowable, so long as not too great a problem for the caliber of competitors and so long as they are considered by the Course Designer in his/her planning.

Article 36 – Schooling Area

1. A Schooling Area must be provided. The Schooling Area should be near, but not necessarily next to, the competition arena. It does not have to be enclosed. The area should be large enough to accommodate competitors who are jumping and warming up on the flat at the same time.
2. The Schooling Area must be equipped with at least one “trot-over,” one vertical and one spread obstacle. The obstacles must be flagged and can only be jumped in the correct direction. The Paddock Master and or the coaches may raise or lower, make wider or narrower, the warm up jumps as long as the jumps remain within the limits set for the schooling area. See notes below.
3. Every Schooling Area shall be under the jurisdiction of a Paddock Master (*see Appendix IV*) who shall have complete authority to:
 - A. See that competitors and coaches comply with all Schooling Area rules.
 - B. Limit number of competitors in warm up area, (a safety consideration).
 - C. Limit jump heights to three inches (3”) over the maximum set in the competition ring.
 - D. The Paddock Master is authorized to do safety checks as needed if a HM judge is not available.

4. Schooling Area Rules

- A. All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
- B. No one may hold a rail or touch a standard while it is being jumped.
- C. If an item (blanket, cooler, etc) is laid over the rail of an oxer, it may be laid over the front rail only. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.
- D. Jumps in the schooling area may not exceed 4’6” in height, 4’9” in width.
- E. Any jump 4’3” or higher must have a minimum of 2 rails in cups on the take off side of the jump regardless of whether a ground line is used. The lower rail must always be below 4’3”.
- F. Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 3’3” out. No false ground lines, (i.e. no ground line behind the face of the jump.
- G. If a trot /canter rail is used, the jump may not exceed 4’3” in height and must be a vertical. If a rail is used on the take off side of a jump it may be no closer that 8’2”.
- H. No guide rails allowed.
- I. If a rail is placed on the lip of a cup it must be placed on the far side of the cup and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset)
- J. There may never be more than one rail on the back of an oxer.
- K. A cross rail may only be made at a vertical either by itself or below a single rail lower than 4’3”, or if the overall jump is lower than 4’3” at the front of an oxer with a minimum distance between the rails of the cross rails of 4” and a maximum distance of 12”.
- L. No oxer may have the front rail higher than the back rail.
- M. No Swedish Oxers!
- N. It is recommended that either safety cups or breakable jump cup pins be used in all schooling/warm-up rings.
- O. If a Liverpool is used at an oxer or vertical, the front of the Liverpool may not be behind the front plane of the jump. If used at an oxer, the front of the Liverpool may not be more that 3’3” in front of the jump. If used at a vertical, the back of the Liverpool may not exceed the front plane of the jump.

SECTION III: Competition Rules

- P. If space and available fence material allows and safety conditions permit, combinations may be built using correct distances.
 - Q. Riders are fully responsible for any jump taken by their horse.
 - R. Any action deemed not in the best interest of the horse will not be allowed.
5. Rallies, which have more than one competition arena, must have a separate Schooling Area for each competition arena. If only one area is available, it should be large enough so it can be divided into two Schooling Areas. *Exception: If the rounds are scheduled to immediately follow from one ring to the next, so no further warm-up is necessary.*
 6. Every rider must have a coach present while jumping.
 7. A Safety Check area must be obvious and easily accessible to competitors before mounting.

Article 37 – Access to the Arena

1. Competitors on foot may be admitted to inspect a course before competition, including any jump-off. When the course is not open for inspection, a notice stating “Arena Closed” must be placed at the in-gate or conspicuously in the middle of the arena. Permission to enter the arena and inspect the course will be given by the Course Designer or the officiating Judges by sounding the audible signal and/or by an announcement over the public address system. A notice stating “Arena Open” should also be displayed.
2. No competitor may enter the arena on foot once the competition has started.
3. Competitors may not exercise or school their horses in the arena, except as indicated below, nor jump any obstacles of a competition in which they are to take part, under penalty of disqualification.
4. The Organizer of an indoor show, where facilities are severely limited, may, with agreement of the Steward, give special authorization for the arena to be used for schooling at specified times.
5. The following are not considered to be practicing over the obstacles in the arena:
 - A. Participation in a previous competition;
 - B. Participation in the parade of teams, provided none of the obstacles are jumped or shown to horses;
 - C. Participation for the benefit of the official photographer provided none of the obstacles are jumped or shown to horses.

Article 38 – The Course

1. The course is the track the competitor must follow over the jumps to complete a round. The length must be measured accurately, paying particular attention to the turns, from the start line along the line normally to be followed by a horse to the finish line.
2. There must be at least one change of direction in every course, including Jump-Off courses.
3. No two courses at a single level may be identical.
4. At least one combination must be included in every course.
5. Every course must contain a minimum of eight obstacles. Each obstacle of a combination is counted separately.
6. At least three obstacles out of the first eight must be spread obstacles. For each additional four obstacles, one obstacle must be a spread. No more than 50% of the obstacles may be spreads.
7. Should circumstances make it necessary to alter the plan of the course after it has been posted, it may be done after warning the Judges, the Steward, the coaches and personally informing all competitors.
8. Under no circumstances, once the competition has commenced, may any alterations be made to a course or may the conditions of the competition be changed. If it is necessary to interrupt the competition, because of a storm, bad light or other emergency, it must be resumed using the same course, obstacles and conditions at the exact point where it was interrupted. *Exception: Should a jump become so damaged it can no longer be used in that round, it shall be replaced with one as similar as possible which has the same knock-down factor.*
9. The start line must be at least 12 feet from the first obstacle. The finish line must be at least 24 feet from the last obstacle. Flags or properly flagged start and finish markers must mark these two lines. When electric timing equipment is used, it shall be placed with these markers or flags or on a line with such markers or flags.

Article 39 – The Plan of The Course

1. A plan showing the layout of the course must be posted at the in-gate at least one hour prior to the start of competition for the information of the competitors and coaches. In addition, a copy of the course plan must be given to the Judge(s) before the commencement of the official inspection of the course, and also with the scorecards.
2. Obstacles must be numbered consecutively, in the order in which they are to be jumped.
3. Combinations of obstacles shall carry one number and the number need not be repeated at each part of the combination obstacle, but each part must carry one letter to differentiate between each part (e.g., 5A, B, C).

SECTION III: Competition Rules

4. The plan must show the following:
 - A. The relative positions of the start and finish lines;
 - B. The relative positions of the obstacles and their numbers;
 - C. Any compulsory passages or turning points;
 - D. The length of the course as measured (when measuring courses in smaller arenas, the track taken should not require excessively tight turns);
 - E. The direction in which each obstacle is to be taken must be marked by an arrow.
 - F. The speed, the Time Allowed and the Time Limit;
 - G. The obstacles to be used in the Jump-Off, the Time Allowed, the Time Limit, and the length of the course.
2. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to a competitor, management may extend the time limit for entering the ring.
3. A competitor is expected to halt and salute the judge upon entering the ring. Once the competitor has saluted, the judge will sound an audible signal to start the round. This signal is used for the following purposes:
 - A. To give the signal to start the round after the competitor has saluted.
 - B. To stop a competitor for any reason or for an unforeseen incident (which also designates time out);
 - C. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out).
 - D. To give the signal for a competitor to continue his round after an interruption, also designating time in (Note: It is the rider's responsibility to be ready to continue on the course when signal is given)
 - E. To indicate by repeated and prolonged sounding that the competitor has been eliminated;
 - F. To indicate the rider is to commence the Jump-Off as in U.S. Equestrian Federation Rulebook Table II, 2(b).

Article 40 – Flags

1. Entirely red flags (front and back of flags) and entirely white flags must be used to mark the following on the course;
 - A. The start line;
 - B. The side limits of the obstacles;
 - C. Compulsory turning points;
 - D. The finish line;
 - E. Obstacles used in the Schooling Area.
2. The flags must be placed so that competitors leave the red flags on their right and the white flags on their left. Competitors must pass all flags correctly, under all circumstances.
3. When flagging oxers, flags must be placed on the back standards, and may be placed on both front and back standards, if enough flags are available.
4. If a flag limiting an obstacle is knocked down in a refusal, it must be replaced before the obstacle is jumped. The clock must be stopped while the flag is replaced and the penalty of 4 seconds applies according to the procedure laid down in Article 60, Time Penalties.
4. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
5. Different audible signals (e.g., one horn, one whistle) shall be used when competition arenas are close enough so the audible signal in one arena may be heard in another arena.

Article 41 – Start and Finish of Course and the Audible Signal (*Bell, Whistle, Horn*)

1. A start line must be established at least 12' from the first obstacle and a finish line at least 24' from the last obstacle, each indicated by two markers at least 12' apart. Horses must cross the start line between the markers mounted, and to complete the course they must cross the finish line between the markers in the proper direction, mounted. (Exception: Fault and Out classes). Passing through the starting markers in the improper direction before starting, does not incur penalty. The judge(s) may permit or disallow mounting in the ring at their discretion.

SECTION III: Competition Rules

Chapter 2 – Obstacles

Article 42 – General

1. The obstacles must be varied and 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.
2. The obstacles must not be unsporting nor cause an unpleasant surprise for competitors
3. All solid fences (walls, boxes, coops) must have a rail over the top of the fence as a knockdown factor.
4. Rails and other elements of the obstacles are held up by supports (cups). The rail must be able to roll on its support; in this case, it is recommended the support have a minimum depth of 18 mm (11/16 in.) and a maximum depth of 30 mm (1-3/16 in.). The purpose of this rule is to ensure that rails when struck are not trapped in the cup, perhaps causing a fall or injury. Shallower cups should be used wherever safety is a concern. For planks, balustrades, barriers, gates, etc., the diameter of the supports must be more open or even flat, with a maximum depth of 1.3 cm (1/2 in.). Flat cups (as herein defined) shall never be used to support rails when they comprise the top element(s) of an obstacle.
5. It is strongly recommended that either safety cups or breakable jump cup pins be used in all schooling/warm-up rings and for the back rail of all spreads in the competition ring.
6. Rails must be at least eight feet long.

Article 43 – Straight Obstacles

1. A straight obstacle is one that has all elements to be jumped in the same vertical plane. A ground line immediately below the fence is allowed and may protrude slightly in front of the jump.
2. A ground line must never be behind the face of the jump, thus creating a false ground line.

Article 44 – Spread Obstacles

1. A spread obstacle is one built to require a horse to jump width as well as height.
2. A spread jump is measured at the standards on each side of the face of the jump from the two outermost top extremities, on a line parallel to the ground.
3. A type of standard where the rail rests on top of the post may not be used.
4. Only one rail is to be used as the back element of a spread obstacle. Exception: “Take Your Own Line” and “Two-Phase” competitions.

5. A solid component (e.g., wall, coop, etc.) must not be used as a part of the back element.
6. When using a triple bar the width may be up to 9 (nine) inches wider than the height.
7. It is strongly recommended that safety cups or breakable jump pins be used on the back of all spread obstacles and the middle elements of a triple bar.

Article 45 – Water Jump

1. A water jump is a ditch filled with water.
2. Water jumps must be a minimum of 16 feet wide at the face. The maximum allowed depth is to be determined by multiplying the length by 2 inches per foot of length: (the length equals the distance between the take off point and the landing strip). Maximum depth is not required.
3. Only a guardrail or hedge, fixed on the ground, may be placed on the take-off side. The hedge must be between 1-1/2 and 2-1/2 feet high. These elements are not part of the obstacle and displacing or knocking them down is not penalized although they count in the calculations of the total width.
4. The limits of water jumps without guardrails or hedges must be clearly marked both on the take-off and landing sides with a white strip of wood or other suitable material 2 inches wide. Water jumps with a rail or hedge on the take-off side need only be marked on the landing side.
5. No marking strip is required to define the limits of an obstacle when water is used at the base of an obstacle built over it and not as a proper water jump (e.g., a Liverpool).
6. A water jump may have one rail over the center no higher than 3 feet. When water is used in this manner, scoring of the marking tape is optional and the manner of scoring must be clearly stated on the course plan. A penalty of four faults is incurred if the rail is knocked down.
7. A judge must be present at the water jump unless only the rail is being scored.

Article 46 – Combinations

1. A double, triple or multiple combination is composed of obstacles necessitating two, three or more successive jumps with a maximum inner distance of 39 feet 5 inches between any two elements. Any obstacles with 39 feet 5 inches or less between them must be designated as a combination by numbering them with a single number and the use of A and B or A, B, and C.
2. The distance between elements of a combination is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

SECTION III: Competition Rules

3. In combinations, each obstacle of the whole must be jumped separately and consecutively, on penalty of elimination. Faults are counted at each obstacle of the combination.
4. If there is a refusal or run-out anywhere in the combination, the competitor must retake the combination from the beginning.
5. All faults made at each obstacle of a combination during each attempt are counted separately and added together.
6. Banks, slopes, ramps and sunken roads, whether or not they include any type of obstacle and regardless of direction negotiated, are to be considered as combinations of obstacles.
7. A bank without the addition of a jump or with only one rail may be taken in one jump without incurring any penalties.
8. The Course Designer and/or Judges must decide before the competition whether the obstacle is to be considered as closed or partially closed and this decision shall be shown on the plan of the course. If it is not so indicated, the combination must be considered as open.
 - A. A combination is considered as completely closed if the horse cannot get out without jumping.
 - B. If a competitor, having jumped into a closed combination, leaves the enclosure by the wrong side or otherwise improperly crosses the defined limits of the obstacle, he/she is considered to have jumped an obstacle not on the course and is eliminated.
 - C. If a competitor, having jumped into a closed combination, has a refusal at the jump out, the rider must attempt to jump out in the correct direction. If unable to do so within 60 seconds or after the third disobedience, he/she is eliminated.
 - D. If a competitor deliberately displaces, causes to be displaced or in any way modifies any of the obstacles of a closed combination without attempting to jump out, he/she is eliminated.

SECTION III: Competition Rules

Chapter 3 – Scoring

Article 47 – General

1. Competitors are scored on a mathematical basis, with penalty faults being awarded for errors, which include disobediences, falls, knockdowns and time penalties committed between the start and finish lines. Passing through the start markers in the wrong direction before starting does not incur penalty.
2. The jumping and time faults added together give the competitor's score for his/her round. The time taken by competitors to complete their rounds may be taken into consideration to decide cases of equality of faults for first and subsequent places, according to the conditions set down for the competition.
3. In any round decided on time, the winner will be the competitor with the least faults in the fastest time. First, competitors are placed by faults, and then separated by the time taken to complete the course.
4. When a horse makes two or more faults at the same time at an obstacle, only the major fault counts; or, in the case of equal faults, only one will count. *Exception: Disobediences will count in addition.*
5. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
6. When an obstacle to be taken in one jump is composed of several elements not in the same vertical plane (oxer, triple bar, etc.), faults at several elements are penalized as one fault.
7. When an obstacle requires two or more jumps (combination or in-and-out), the faults committed at each obstacle are considered separately.
8. In cases of broken tack or loss of shoe, the rider must continue if he or she wishes to avoid penalty or may voluntarily withdraw. If a retention system should become unfastened, it must be re-fastened immediately. If a helmet comes off during a ride, the rider must dismount to replace hat under penalty of elimination. (See Article 62.22.) The clock does not stop. No other penalty is assessed beyond the time taken.
9. In all circumstances not specifically covered by these Rules, the Organizer, Steward and Judges shall make decisions in a sporting spirit to produce a fair and reasonable result approaching as nearly as possible the intent of these Rules. They may use the U.S. Equestrian Federation Rulebook as a guide.

Article 48 – Elimination Score

1. To calculate total faults for all riders who have been eliminated (over all levels in the division in that round), the Scorekeeper must add 20 faults to the worst score gained in that round and use that total for the eliminated riders in that round.
2. The elimination score for each round, will be determined by the scores for that round only.
3. This applies to each division (each group receiving a set of ribbons), not to each level jumped.

Article 49 – Cumulative Scoring

1. **Individual Scoring:** When competitions involve more than one round of competition, the scoring is cumulative. That is, each competitor jumps a round; the jumping score in that round is totaled with the jumping score in all other rounds minus the Equitation score and Jump-Off bonus points, and then added to the total Horse Management score (factored by 0.25) to arrive at the total score for the competition. Equality of faults will be decided by the method described in Article 53.
2. Competitions may include individual riding awards at each level in addition to the team awards. These awards may be given on the basis of cumulative performance scoring, the Equitation score, horsemanship, sportsmanship or any combination thereof. Details of these awards must be given in the invitation to the competition.
3. **Team Scoring:** Teams are made up of four riders and a stable manager. For Team Scoring, only the best three of four riding scores in each round are to be totaled and included in the final score. All Equitation and Jump-Off scoring is included (one score for each rider, no ghost scores). All Horse Management scores are totaled and factored by .25. Horse Management scores include: four Turnout Inspection scores (Ghost score if needed), four turnback scores for each round (Ghost score if needed), all scores from equipment inspection, daily sheets and any other sheets used for individual or team judging. (See Ghost Scores, Article 50.)
4. Factored Horse Management Scores shall be limited to no more than 25 penalties per rider per day or 100 penalties per team per day.
5. Overall team placing will be decided by the numbers resulting from the procedure outlined in Article 49.3. and adding the total of the performance scores, (from Article 49.3) deciding team totals for competition.
6. Awards may be given for Horse Management placing. All Horse Management scores are brought forward, including four Turnout Inspection scores, and four Turnback scores for each round. (Refer to Horse Management Handbook for breaking ties in Horse Management).

SECTION III: Competition Rules

Article 50 – Ghost Scores

1. Any time a team needs a fourth score and they have only three, a Ghost Score is used. This does not include riding scores or other instances where a score is dropped.
2. This Ghost Score is made up by averaging the three available scores and using the average score as the Ghost Score.
3. Any team losing a fourth horse in the pre-competition soundness check or entering with only three riders shall be assigned a fourth Turnout Inspection score and all fourth turnback scores, by averaging the three available scores and using the Ghost Score.
4. Any team losing the third rider during the competition may continue to ride and will have the option of dropping from the team competition or being assigned elimination scores for the remaining rounds of competition.
5. The only time there is a ghost score created is when there are more scores required than there are available. There should never be a ghost score created with the worst score then dropped from that team.

Article 51 – Scoring the Jump-Off

1. Scoring consists of bonus (positive) points to increase the emphasis on the jumping phase.
2. Equality of clear rounds at each level are placed by the time taken to complete the course, with the fastest clear first, and so forth, to the slowest clear round.
3. Equality of jumping faults at each level are placed by the time taken to complete the course to separate those with equal faults, with the fastest with that number of faults ahead of the next slowest, etc.
4. Riders eliminated in the Bonus Round/Jump-Off will not receive bonus points. Neither do they receive penalty points for being eliminated. If there are only ten riders in the Jump-Off, they will be the tenth, but they will not receive any “credit” for the ride.
5. Each competitor in the jump-off receives bonus points based on his/her faults/placing, as follows:
 - A. Example:

1st =1.00	6th =.70
2nd =.90	7th =.65
3rd =.85	8th =.60
4th =.80	9th =.55
5th =.75	10th =.50
 - B. In the case of ties with equal times, the ties will not be broken. The same points will be awarded to all tied riders. All ten places will still be awarded.
6. All other clear rounds, if any, in the jump-off receive .30 points.
7. All other (non-clear) rounds, if any, that complete the Bonus Round without elimination receive .10 points.

8. The bonus points are then subtracted from the cumulative score.
9. COMPETITORS WITHDRAWING: A competitor not wishing to participate in a Jump-Off may be excused without penalty.

Article 52 – Scoring the Equitation Round *(See Equitation Appendix 1, Part 8)*

1. The jumper score will be recorded and added as on other rounds
2. The equitation score will be recorded as a value between 100-1. This value will rank the riders.
3. The posted score will be the value divided by 100. I.E. a score awarded of 83 will be posted as .83; a score of 54 will be posted as a score of .54.
4. The equitation scores are positive scores, not penalty points.

Article 53 – Equality of Faults/Ties

1. In a team competition, ties will be decided on the following conditions:
 - A. Number of clear rounds for each team in the overall competition; if still tied then,
 - B. The total number of bonus points earned by each team; if still tied then,
 - C. The total team riding score (including the throw-out scores and “Ghost scores” for a short team so every team has the same number of scores); if still tied then,
 - D. Turnout Inspection scores (four) for each team.
2. Horse Management ties will be broken according to the Horse Management Handbook, Part III, HM 40f, Breaking Ties.
3. For individual awards only, ties in the Equitation Round are broken at the discretion of the Equitation Judge.

Article 54 – Alternative Methods of Scoring

1. For competitions not decided on time, but with the time of each round recorded, the place standings are decided either by:
 - A. Totaling the jumping and time faults; competitors with equality of faults remain tied; or,
 - B. As in item A. above, but with only those competitors tied for first place required to take part in one or two jump-offs, the last of which will be against the clock.
2. For competitions decided on time, the time taken to complete the course will decide between any competitors with clear rounds or equal faults, with the fastest time being the best.

SECTION III: Competition Rules

Chapter 4 – Faults and Disobediences

Article 55 – Obstacle Knocked Down

1. An obstacle is considered knocked down when the rider or horse by contact:
 - A. Lowers any part of the obstacle, which established its height or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by any portion of the obstacle;
 - B. Moves any part of the jump, which establishes its height, as described above in item A. so that the part rests on a different support from the one on which it was originally placed.
2. Should a rail resting in a cup come to rest on the lip of the cup or on a bracket, which is an integral part of the cup, it is not considered a knockdown.
3. Narrowing the width of a spread obstacle without altering the height of any element as defined in items A. and B. above is not considered a knockdown.
4. If an obstacle falls after a competitor crosses the finish line, it shall not be considered a knockdown. (Exception: A fault at the final jumping effort will count, unless the competitor has left the arena.)
5. If any element of an obstacle, which has been knocked down, prevents a competitor from jumping another obstacle, it must be removed, even if a Time Out is required for this purpose.
6. If the flag, standard, wing or obstacle has not been reset when the competitor is ready to jump, he must await the signal to start or be eliminated.

Article 56 – Disobediences

1. Refusal
 - A. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience.
 - B. Stopping at an obstacle without knocking it down and without backing, followed IMMEDIATELY by jumping from a standstill, is not penalized. However, if the halt continues or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
 - C. If a horse slides through an obstacle, the Judge must decide immediately whether it is to count as a refusal or as an obstacle knocked down. If he/she decides that it is a refusal, the audible signal is sounded at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. Should the Judge decide that it was not a refusal, he or she will not sound the audible signal and the competitor should continue his/her round.

2. Run-Out
 - A. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
 - B. After a run-out or a refusal the rider must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated.
3. Loss of Forward Movement
 - A. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out or an order from a judge due to unforeseen circumstances such as a fence being blown down), will be penalized as a disobedience.
 - B. Loss of forward movement on banks will not be scored as a disobedience unless the horse takes a step backwards.
4. Circling
 - A. Any form of circle or circles, whereby the horse crosses its original track between two consecutive obstacles (start and finish included) or stops advancing toward or turns at least 180 degrees away from the next fence and/or finish line, except to retake an obstacle after a disobedience, is considered a disobedience.
 - B. NOTE: Coming sideways or zigzagging toward an obstacle does not constitute disobedience unless the horse passes or turns his back to the next obstacle or the finish line.
5. Fall of Horse or Rider
 - A. A rider is considered to have fallen when he/she is voluntarily or involuntarily separated from his/her horse (which has not fallen) in such a way that he/she has to remount or vault into the saddle.
 - B. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or the obstacle and the ground.
 - C. A fall of a horse and/or a rider is penalized by elimination.
6. Deviation of Course
 - A. A competitor is considered off course when he/she deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.
 - B. Anyone who draws the attention of a competitor to a deviation from the course is giving unauthorized assistance. In this case, the competitor may be eliminated at the discretion of the Judge. Any such person giving unauthorized assistance shall be immediately informed of the rule on unauthorized assistance by the Steward or the Judge and be asked to leave the area.

SECTION III: Competition Rules

7. Unauthorized Assistance

A. Any intervention by a third party during the course of a round, whether solicited or not, with the object of helping a competitor or the competitor's horse, is considered to be unauthorized assistance.

B. Handing anything, which has been dropped during his/her round to a mounted competitor, constitutes unauthorized assistance and the competitor will be eliminated. Handing protective headgear and/or spectacles to a rider is not considered unauthorized assistance.

Chapter 5 – Time

Article 57 – Timing

1. Time is taken from the instant the horse's chest reaches the start line until it reaches the finish line. The competitor is considered to have started the course when the chest of the horse crosses the "start line" (between the markers), in the proper direction or upon expiration of 45 seconds following the sounding of the audible signal to start the course.
2. The time of a round is not interrupted except as laid down in Articles 60 and 61 of these rules. The clock is not stopped for taking the wrong course, disobediences or for adjusting equipment.
3. Disobediences are not penalized during interrupted time, Time Out/Time In.
4. All rules governing elimination remain in force during interrupted time, Time Out/Time In.

Article 58 – Time Allowed, Time Limit

1. The Time Allowed to complete the course must be calculated from an actual measurement of the course's length for all rounds and the Jump-Off. However, if the number of turns on the course or the size of the ring, or both, suggest that the calculated Time Allowed may prove unfair in practice, it may be adjusted prior to posting.
2. The Time Allowed for Large Ponies and Horse I, II, III, and IV shall be based on a speed of 325 meters per minute. For Small/Medium Ponies, a speed of 300 meters per minute shall be used. For Horse II, III and IV, a speed of 350 meters per minute may be used. (See charts in Appendix I, Part 6.)
3. The Time Allowed, length of the course and speed, must be clearly indicated on the plan of the course.
4. The Time Limit is twice the Time Allowed.

5. The Time Allowed must be announced and posted prior to the start of each round of each level. After the first competitor has completed his/her round, the Time Allowed and the competitor's time should be announced. In cases where an electronic display clock is not available, or visible to the riders, in the ingate area, the reference times for the first three riders should be announced.
6. The time allowed may be adjusted at the discretion of the Judge if they feel it is inaccurate, but only after consultation with the course designer and/or the Steward. The Time Allowed may only be adjusted after the first competitor completes the round without a disobedience and not later than following the third competitor to complete the course without a disobedience. The Time Allowed may not be adjusted thereafter. Once a competitor has completed a course without a refusal and within the original time allowed, the time allowed may not be lowered to such an extent so that competitor receives time faults.

Article 59 – Recording Time

1. The time shall be recorded in seconds and at least tenths of seconds.
2. Automatic timing equipment is recommended for all competitions at or above the regional level.
3. Two stopwatches recording time to at least hundredths of seconds with time-out features must always be used unless automatic timing equipment is used. If automatic timing equipment recording to at least hundredths of seconds and with time out feature is used, one stopwatch with the same features must also be used. The officiating Judge should run the automatic timer and an additional stopwatch for timing the start from the horn, holds, etc.
4. When automatic timing equipment fails in use, the time of the stopwatch will be used.
5. When only stopwatches are used, one watch will be primary and the other will be back-up.

SECTION III: Competition Rules

Article 60 – Time Penalties

1. One time fault is charged for each second or fraction thereof by which the Time Allowed is exceeded.
2. If, as a result of a disobedience, a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately, Time Out, and remains stopped while the obstacle or flag marking the limits of the obstacle are rebuilt.
3. Any competitor whose time, including penalty seconds, exceeds the Time Limit is eliminated.
4. Time faults awarded in a Jump-Off are penalized 1 fault for each commenced second over the Time Allowed.
5. For Fault-and-Out and Take-Your-Own-Line competitions, see Section II, Articles 31 and 34.

Article 61 – Time Out/Time In

1. If, as a result of a disobedience, a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately, Time Out and remains stopped while the obstacle or flag marking the limits of the obstacle are rebuilt.

2. If a competitor knocks down or dislodges one of the parts of a combination or a flag marking the limits of an obstacle and then refuses or runs out at the next or subsequent parts of the combination without knocking it down, the clock is stopped, Time Out, as for a knockdown resulting from a disobedience, while all parts of the obstacle are rebuilt. Regardless of which fence on the course this occurs at, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course.
3. In the case of unforeseen circumstances (an obstacle not rebuilt by the time a competitor is ready to jump it, a part of an obstacle knocked down prevents the competitor from jumping another obstacle, a dangerous situation in the arena, etc.), the audible signal shall be sounded to indicate to the competitor that he/she must stop and the clock will be stopped, Time Out. Regardless of which fence on the course this occurs at, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course.
4. When the audible signal is sounded to indicate the course is clear and ready for the competitor to resume his/her round, the clock will be restarted, Time In.

SECTION III: Competition Rules

Chapter 6 – Table of Penalties

Article 62 – Faults

1. Errors are penalized according to the Table of Penalties (see Article 63).
2. All errors, which occur between the start and finish lines, are counted. (Exceptions: see Article 55.) If an element of an

obstacle is dislodged but does not fall, it shall not be repositioned by anyone in the arena until after the rider has crossed the finish line.

Article 63 – Table of Penalties

1. Knockdown of obstacle, standard or wing by any portion of horse, rider or equipment when jumping an obstacle: **4 Faults**
2. Knockdown of flag, automatic timing equipment or other designated markers on start or finish line or flags standing alone marking the limits of banks, ditches or water jumps, with any part of horse, rider or equipment during the round: **4 Faults**
3. First disobedience (anywhere on course): **4 Faults**
4. Second cumulative disobedience (anywhere on course): **4 Faults**
5. Third cumulative disobedience (anywhere on course): **ELIMINATION**
6. Fall of horse and/or rider: **ELIMINATION**
7. Exceeding Time Allowed, for each commenced second: **1 Fault**
8. Exceeding Time Allowed in the Jump-Off, for each commenced second: **1 Fault**
9. Exceeding Time Limit: **ELIMINATION**
10. Failure to enter ring within one minute of being called: **ELIMINATION**
11. In un-timed courses, failure to start within 45 seconds of the signal to begin **1 FAULT/SECOND**
11. Jumping an obstacle before it is reset or without waiting for signal to proceed (TIME IN): **ELIMINATION**
12. Starting before Judge's audible signal to proceed: **ELIMINATION**
13. Jumping obstacle out of order, off course: **ELIMINATION**
14. Jumping any obstacle before crossing start line unless said obstacle is designated as a practice jump: . . **ELIMINATION**
15. Jumping any obstacle after crossing finish line, whether forming part of the course or not: **ELIMINATION**
16. Failure to jump in designated order (at discretion of Ground Jury): **ELIMINATION**
17. Leaving the enclosure of a closed obstacle not in the proper direction: **ELIMINATION**
18. Rider and/or horse leaving the arena before finishing the course (penalized at any time the horse is in the ring): **ELIMINATION**
19. Failure to jump the combination from the beginning after a refusal or run-out: **ELIMINATION**
20. Failure to cross the finish line, mounted, before leaving the arena: **ELIMINATION**
21. Unauthorized assistance: **ELIMINATION**
22. Failure to secure a helmet retention system, which has come undone during a ride: **ELIMINATION**
23. Jumping a flagged schooling fence backwards: **ELIMINATION**
24. Riding another competitors entered horse: **ELIMINATION**

Elimination means that a competitor may take no further part in that round of competition. (see Article 22).

SECTION IV: Officiation

The use of recognized U.S. Equestrian Federation officials is preferable. However, realizing that not every area has Pony Club-oriented U.S. Equestrian Federation officials easily available, regional officials are asked to contact a suitably experienced person to fill the “discipline specific” official positions, i.e., Course Designer, Judge and Steward. A multiple ring rally should have both one course designer and a judge for each ring, or a course designer/judge for each ring. Any organizer needing help is welcome to contact the Show Jumping Committee for resource people (refer to Annual Directory or the USPC Show Jumping Web site, www.showjumping.ponyclub.org). These resource people, available by e-mail, fax or phone, can help with courses, officials or other questions.

Article 64 – Course Designer

1. The Organizer shall appoint a qualified Course Designer. The Course Designer should supervise the layout of the course from the plan provided.
2. The Course Designer is responsible for course layouts and measurements, which comply in all respects to the rules and regulations governing the courses, and obstacles permitted for the various types of competition found in Section II and levels of competition specified in Appendix I of this rule-book.
3. The Course Designer shall have a clear understanding of the intents and purposes of USPC Show Jumping competitions, be thoroughly knowledgeable of the USPC Rules for Show Jumping Competitions and be experienced in the design and layout of Show Jumping courses. Whenever possible, the Course Designer shall have as assistants, Pony Club members who are not competing in the competition, thereby providing an educational opportunity.
4. The Course Designer may do an official course walk with all competitors.

Article 65 – Veterinarian (*See Uniform Officiation Rules, current Horse Management Handbook*)

1. The Veterinarian should be a part of the Inspection Panel for all soundness jogs.
2. Regional competitions should have a qualified Veterinarian present or on call for all jumping phases of the competition.
3. The Veterinarian shall assist the Organizer in all matters pertaining to the health and welfare of the horses at the competition.
4. The Veterinarian, when required to be present at a competition, shall have the right to inspect and examine any horse at the competition. The Judges or the Steward may request an inspection or an examination of any horse.
5. The Veterinarian’s decision shall be final when a Judge or the Steward request an inspection or examination as to the serviceable soundness of a horse. In the absence of a Veterinarian, the Judges or the Steward shall have the right

to excuse a horse from further participation on the grounds of unsoundness.

6. In any suspected case of use of drugs, the Veterinarian shall be permitted to take blood, urine and/or saliva sample(s) to test for drug residues.

Article 66 – Judges

1. The Organizer shall appoint the Judges. It is recommended that judges be selected from those persons holding a U.S. Equestrian Federation Judge’s card for the Jumper Division and the Hunter Seat Equitation Division. The best judge will hold both cards and will be able to do both sets of judging with the help of a scribe. All Judges must be knowledgeable in the USPC Rules for Show Jumping Competitions and shall be given a copy of these rules. It is to be carefully noted that these rules closely follow the rules published by the U.S. Equestrian Federation, but may differ in small ways. Regional rallies having competitions without qualifying rounds may use as a Judge any person having good knowledge of U.S. Equestrian Federation Show Jumping, Hunter Seat Equitation and USPC Show Jumping Rules.
2. A Judge shall not officiate at any event in which any member of his/her family, any owned horse or any of his/her students compete.
3. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

Article 67 – Steward (*Previously known as a Technical Delegate (TD). See Uniform Officiation Rules, current Horse Management Handbook*).

1. The Organizer shall appoint a knowledgeable person to serve as STEWARD. Stewards should be licensed Stewards of U.S. Equestrian Federation or of a comparable association. If a licensed Steward is not available, a knowledgeable jumper judge or other knowledgeable person may be used.
 - A. The Steward shall act with complete impartiality and report to the Organizer and Show Jumping Committee, protecting the interests of competitors, judges, officials and the competition organizers. The Steward shall have no connection with the management or judging of a competition.
 - B. No Steward may officiate at any competition in which a member of his/her family, any owned horses or any of his/her students are competing.
 - C. No competition shall be organized and held without the presence of a Steward.
2. The Steward is responsible for:
 - A. Ensuring the Show Jumping competition is organized and managed in strict compliance with the USPC Rules for Show Jumping Competitions;

SECTION IV: Officiation

- B. Inspecting jumping arenas, warm-up areas, courses and obstacles prior to the competition with the Course Designer and/or Judges;
 - C. Supervising the soundness jog(s);
 - D. Once the competition begins, the Steward is responsible for accounting for the presence of all competitors and horses on rally grounds. Any withdrawals of horses or riders must be reported to the Steward as soon as possible.
 - E. Supervising the technical conduct of the competition.
 - F. Reporting any infraction or violation of the competition rules and regulations to the Organizer or Show Jumping Committee, by any competitor, coach, manager, competition official, staff member or any other person present on the competition grounds, and seeing that immediate action is taken;
 - G. Protecting the interests of competitors, judges, officials and the competition organizers;
 - H. Furnishing the USPC Show Jumping Committee with a complete written report on the competition, including any infractions or violations of the Rules, within three days following completion of the competition. (See Appendix VI.)
- 3. The Steward is authorized to insist on alterations to the course and/or the obstacles if, in his/her opinion, the courses and/or obstacles do not comply with the established limits for the competition. If the arena or course is considered unsuitable for competition, the Steward is encouraged to confer with the Course Designer and/or Judge(s) before insisting on alterations;
 - 4. The Steward shall have no duties other than those specified above and in Uniform Officiation Rules.

Article 68 – Ground Jury (*See Uniform Officiation Rules, current Horse Management Handbook*)

- 1. The Organizer shall appoint a Ground Jury, which shall consist of the Chief Jumping Judge as President, Chief Horse Management Judge, a second Jumping Judge or one other knowledgeable person.
- 2. The following persons are ineligible to serve on the Ground Jury:
 - A. Any competitor, manager, chaperone, coach or owner of a horse entered in the competition;
 - B. Any close relative of a person named in item A. above;
 - C. Any instructor or trainer of any competitor or horse entered in the competition;
 - D. The Organizer or any member of the Organizing Committee;
 - E. No other Horse Management Judge;
 - F. The Steward;

- G. Any member of the Appeal Committee.
- 3. All inquiries and protests are to be immediately referred to the Steward. The Steward shall make a ruling on inquiries. If a protest is lodged and the Steward rules the protest is legal, he/she shall assemble the Ground Jury to adjudicate the matter.

Article 69 – Appeal Committee (*See Uniform Officiation Rules, current Horse Management Handbook*)

- 1. The Organizer shall appoint an Appeal Committee, which shall consist of a President and two knowledgeable horsemen.
- 2. The following persons are ineligible to serve on the Appeal Committee:
 - A. Any competitor, manager, chaperone, coach or owner of a horse entered in the competition;
 - B. Any close relative of a person named in item A. above;
 - C. Any instructor or trainer of any competitor or horse entered in the competition;
 - D. The Organizer or any member of the Organizing Committee;
 - E. The Steward;
 - F. Any member of the Ground Jury or any Horse Management Judge.
- 3. Protests against the decision of the Ground Jury are to be referred to the Appeal committee.
- 4. The Appeal Committee shall make a proper inquiry and hear all matters pertaining to the case. All members of the Appeal Committee sitting together must hear all cases. *Exception: a member party to the protest or charge must be excused from serving. (Refer to Article 21.)*
- 5. All decisions rendered by the Appeal Committee shall be based on the USPC Rules for Show Jumping Competitions. All decisions of the Appeal Committee are final.

Article 70 – Timekeepers

- 1. The Chief Timekeeper shall be responsible for the prompt and accurate timekeeping of each round and jump-off of the competition. The Chief Timekeeper must be thoroughly knowledgeable of the Rules and of the proper timing of competitors during a round. The chief timekeeper may be a Judge.
- 2. The Organizer shall appoint such assistant Timekeepers as necessary to operate the required number of watches and to time and record each round. The Chief Timekeeper is responsible for thoroughly briefing his/her assistants. All Assistant Timekeepers must be thoroughly knowledgeable of the USPC Rules for Show Jumping Competitions and the proper timing of competitors during a round.

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3. For each competition (except where no time is required), two Timekeepers must time all competitors, using either electric timing equipment with one backup stopwatch or two stopwatches. All timing devices must have a time-out feature and must read at least in tenths of seconds.
4. All Timekeepers shall act with complete impartiality.

Article 71 – Chief Scorekeeper

1. The Chief Scorekeeper is responsible for prompt and accurate scorekeeping. The Judges and Timekeepers provide factual data for the Chief Scorekeeper to use in the calculation of scores and place standings.
2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials and spectators informed. Therefore, the Judges and the Chief Scorekeeper shall work in close cooperation with the Announcer.
3. The Chief Scorekeeper shall appoint such assistants as he/she may require for the work. All scoring shall be conducted with complete impartiality.

Article 72 – Horse Management Judges

1. All competitions shall include judging of Horse Management. Horse Management shall be judged in accordance with current USPC Horse Management Rules. At all events, Horse Management Judges will judge safety standards throughout the day.
2. The Horse Management Judges shall be responsible for conducting stable, turnout and turnback inspections.
3. Horse Management Judges shall be responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm up and jumping areas as feasible.
4. If the competition is a qualifier for Championships, the Chief Horse Management Judge must be Nationally approved. The current list is available from USPC National Office or Horse Management Committee.

Article 73 – Paddock Master (See Appendix IV)

1. There shall be a Paddock Master for each schooling area.
2. The Paddock Master must have a thorough grounding in both the USPC Rules for Show Jumping Competitions and U.S. Equestrian Federation Jumper Rules for rules and conditions governing the schooling area. Familiarity with Horse Management is also recommended. (See Appendix IV for description of Paddock Master duties.)

3. The warm-up arena is under the full jurisdiction and control of the discipline. The location of and the size of the warm-up arenas will dictate the number of volunteer stewards needed. Paddock Masters will need to be familiar with the discipline rules and report any unsafe riding, unsportsmanlike behavior, unauthorized assistance or coaching issues to the Ground Jury of the discipline. Riders will have received safety checks from Horse Management prior to arriving in the warm-up area and will be allowed to make minor last minute adjustments (tightening the girth or adjusting stirrup leathers) to their tack.

Article 74 – Qualified Medical Personnel

All mounted, competitive Rallies must have on site a properly equipped qualified medical personnel, paramedic or other medical personnel with CPR certification and training or experience in pre-hospital emergency medical care. This person must have no other duties at the Rally. He/she must have a reliable means of communicating with the local EMS service. It is essential that there be direct communication between medical personnel and all riding areas, especially those out of view. The medical personnel must have immediate access to the Medical Release forms for all competitors and be prepared to take the appropriate form with any injured party. The Organizer must have planned the quickest route to a hospital and have this information available. The medical personnel and Organizer shall agree ahead of time on which hospital shall handle injured parties. An on-site ambulance, if available, is strongly recommended. If an ambulance is not stationed on the grounds, medical personnel must know how to get an ambulance and the location of the nearest hospital. (See *Horse Management Handbook Appendix A- Uniform Officiation Rules.*)

Article 75 – Competition Staff

1. The term Competition Staff shall apply to any person appointed or engaged by the Organizer to perform a specific task on the day of the competition. Competition Staff do not officiate in any capacity; they are, however, subject to all rules and regulations governing the competition.
2. Competition Staff shall include the following:
 - A. Announcer;
 - B. Farrier;
 - C. Score Keeper(s)
 - D. Scribes
 - E. Qualified Medical Personnel;
 - F. Traffic Control and Parking Attendants;
 - G. Volunteer Coordinator;
 - H. Clean Up Crew.

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3. The following personnel are needed for each competition ring:
- A. Gate Keepers/Starters; (control the in-gates to competition rings);
 - B. Arena Manager (coordinates and works with Course Designer and Jump Crew);
 - C. Jump Crew;
 - D. Timers;
 - E. Runners/score runners;
 - F. Scribes for judges;
 - G. Any other personnel required on the day of competition; i.e., errand runners, etc.

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APPENDIX I – Specifications

Part 1 – Specifications for Six Levels of Show Jumping Competition

Class	1st Round Height (2)	Spreads			Minimum Number of Spreads	Number of Jumping Efforts	Minimum Number of Combinations*	Maximum Length of Course**
		Maximum Height Jump-off	Not Less Than	Not More Than				
Small/ Med Ponies (1)	2' – 2'9"	3'	2'	3'	3 spreads out of first 8 jumping efforts, plus 1 spread for each 4 more	8 – 12	1 Double	500 yds.
Large Ponies	2'6" – 3'3"	3'6"	2'6"	3'6"	Same as above	8 – 14	1 Double	600 yds.
Horse I	2'6" – 3'3"	3'6"	2'6"	3'6"	Same	8 – 14	1 Double	600 yds.
Horse II	2'9" – 3'6"	3'9"	2'9"	3'9"	Same	8 – 14	1 Double	600 yds.
Horse III	3' – 3'9"	4'	3'	4'	Same	8 – 14	1 Double	600 yds.
Horse IV	3'3" – 4'	4'3"	3'6"	4'6"	Same	8 – 14	1 Double	600 yds.

* Number of combinations must be increased to include 2 doubles and/or 1 or 2 triples if arena is of sufficient size and skill of competitors warrant for Championships Qualifying Rounds at a rally.

** Course length can be longer if the competition arena mandates it because of terrain.

(1) Not to be included for competitors seeking to Qualify for Championships

(2) For Qualifying Rounds, the first round must start 3 inches higher than minimum.

Part 2 – Important Notes On Specifications

1. Ground Lines: For all Ponies and Horse I, a separate ground line is required.
 - A. *Exception: at Championships and Championship qualifying rallies, after the first round, only 50% of the fences must have a true ground line.*
 - B. No false ground lines may be used at any level.
2. Heights:
 - A. The height of the first round of any competition can be set at the minimum given for that level or at a mixture of heights within the range given. Courses need not be set at all heights given for each level.
 - B. Depending on the ability of the competitors, all jumps may be the same height, mixed heights, all at the low side of the standard or at the high side. This is particularly applicable when many riders may come from the lower ratings or when a Pony Club needs to not only limit the level because of the mount, but also limit the competition because of the lesser skill of the riders – such as having all D-3 riders on Level I horses or all D-2's on Small Ponies.
 - C. If fences are raised for the jump-off, they should be raised a minimum of 3 inches, but no more than 6 inches and cannot exceed the maximum given for that level.
 - D. At Championships, heights of the first round for the Large Pony and Horse I shall be no less than 2'9"; for Horse II no less than 3'; for Horse III no less than 3'3"; for Horse IV no less than 3'6".
 - E. At Championship qualifying rallies, courses for qualifying levels must be built in accordance with 2.D. above.
3. Spread Fences
 - A. In the first round or in any subsequent round or jump-off, all spread fences must be at least as wide as the minimum given and cannot exceed the maximum.
 - B. *Exception: In combinations the spread may be less than the minimum.*
 - C. In all courses, at least three jumps in a course of eight must be spreads.
 - D. Beyond this requirement, for each additional four jumps, one must be a spread.
 - E. No more than 50% of the obstacles may be spreads.

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4. Number of Obstacles

- A. Each course must have at least 8 jumping efforts.
- B. No course can have more than 12 (Small/Med Pony) or 14 jumping efforts.

5. Combinations

Each course, except for the Fault-and-Out and Take-Your-Own-Line, must have at least one combination, which may be either a double or a triple.

6. Course Length

No minimum length is required as this is governed by ring size.

7. A chart showing suggested distances between elements of combinations may be found in this Appendix in Part 7.

8. No two courses at any level may be identical.

9. There must be at least one change of direction in every course, including Jump-Off Rounds.

10. Courses designed for regional qualifying rallies should be designed in light of the fact that the Championship courses will reach maximum height and technical difficulty.

Part 3 – Prohibited Obstacles

1. Prohibited Obstacles At All Levels of Competition

- A. Double crossed rails (two pairs of crossed rails with spread between).
- B. Hinged coop free at the bottom.

2. Prohibited Obstacles For Small/Medium Pony, Non-Qualifying Large Pony and Non-Qualifying Horse I Competitions

- A. Water
- B. Liverpool
- C. Banks, slopes, ramps
- D. Ditches
- E. Sunken roads
- F. Triple bar

3. Prohibited Obstacles For Large Pony, Horse I and Horse II Competitions

- A. Water
- B. Ditches
- C. Sunken roads

4. Prohibited Obstacles For Horse III

- A. Open water (may have a water jump, not over 6 feet wide with one rail directly over the center, between 2-1/2 and 3 feet high).
- B. Sunken roads

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Part 4 – Knock Factor

1. Knock Factor

- A. The obstacles must be varied and 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.
- B. The jump cups holding the rails should not be more than 1/3 (one third) the diameter of the rail and must not be more than 1/2 the diameter of the rail. Because of their weight, if planks, gates or panels are hung as the top elements, the cups holding them must be flat. If flat cups are not available, the jumps should be constructed so that the heavy element is lower and a rail is used on top.
- C. The tops of walls should be built in sections that dislodge easily.
- D. All suspended gates, panels, planks, etc. must be hung not more than 4 inches from their top edges.

2. Brush Jumps

Brush jumps must have a clearly visible rail resting on or placed above or beyond the brush.

Part 5 – Equipment List For One Competition Arena

- 1. The following equipment list is a “bare bones” list and will allow a minimum of 12 fences, including four spreads, plus fences for the schooling area.
 - A. 48 standards, 5-6 feet high (must be at least 12 inches higher than the highest jump will be. If wing standards are used, they should be at least 24 inches wide).
 - B. 12 natural rails or 4 natural and 8 solid color (redwood and yellow are good colors).
 - C. 8 white rails

D. 28 striped rails

E. 8 planks or little ladders, 12' x 8"

F. 4 gates, measuring 12' x 2'3"

G. 4 panels or walls, brick/stone or variations thereof; if panels, same measurements as gates; if walls, measuring 2'

H. 10 pairs of take-off boxes or flower boxes, six inches to one foot high. These should measure 10 - 11 feet wide per pair, but should be in sections for ease of handling. These boxes can be painted to look like little brick or stone walls or white brush boxes or fencing. They may be with or without flowers or simulated brush on top. These boxes are excellent ground lines.

I. 80 - 120 jump cups with a metal pin for each. 32 cups should be flat cups. It is good to have extra metal pins on hand. Either safety cups or breakable jump cup pins must be available for use on the back rail of all oxers as well as in all schooling/warm-up rings.

J. Set of start markers and finish markers.

K. Red and white flags for each fence and the start and finish (remember, oxers must be flagged on the back element or on all elements).

M. Set of jump numbers – numbers 1 - 14, plus capacity for numbering a combination (“A” and “B”) and a triple (“A,” “B,” “C”) obstacle.

N. Two stopwatches or electric timing equipment with one stopwatch for backup.

- 2. Should you need to use more fences in the courses, you can expand this inventory accordingly.
- 3. If you are using more than one ring, you should double the inventory. This also allows for extra equipment should you have breakage and need to replace a fence that cannot be repaired.

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Part 6 – Speed and Time Tables for Show Jumping Competitions

SMALL/MEDIUM PONIES

Speed:	328 yards per minute		300 meters per minute	
	100 yards	18.3 seconds	100 meters	20 seconds
	200	36.6	200	40
	300	55.0	300	60
	400	73.3	400	80
	500	91.7	500	100
	10 yards	1.83 seconds	10 meters	2.00 seconds
	20	3.66	20	4.00
	30	5.50	30	6.00
	40	7.33	40	8.00
	50	9.17	50	10.00
	60	11.00	60	12.00
	70	12.80	70	14.00
	80	14.70	80	16.00
	90	16.66	90	18.00

LARGE PONIES* AND HORSE I

Speed:	355 yards per minute		325 meters per minute	
	100 yards	16.6 seconds	100 meters	18.3 seconds
	200	33.3	200	36.6
	300	50.0	300	54.8
	400	66.6	400	73.1
	500	83.3	500	91.4
	600	100.0	600	109.7
	700	116.6	700	128.0
	10 yards	1.16 seconds	10 meters	1.83 seconds
	20	3.33	20	3.66
	30	5.00	30	5.48
	40	6.66	40	7.31
	50	8.33	50	9.14
	60	10.00	60	10.97
	70	11.66	70	12.80
	80	13.33	80	14.63
	90	15.00	90	16.45

*For Large Ponies, the Course Designer, Judge and/or Technical Delegate may elect to use the Small/Medium Pony time allowed, if they feel it better fits the level of ponies and riders competing.

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HORSE II, III* & IV* (Optional)

Speed:	382 yards per minute		350 meters per minute	
	100 yards	15.7 seconds	100 meters	17.0 seconds
	200	31.4	200	34.3
	300	47.1	300	51.4
	400	62.8	400	68.6
	500	78.5	500	85.7
	600	94.2	600	102.9
	700	109.9	700	120.0
	10 yards	1.57 seconds	10 meters	1.70 seconds
	20	3.14	20	3.43
	30	4.71	30	5.14
	40	6.28	40	6.86
	50	7.85	50	8.57
	60	9.42	60	10.29
	70	10.99	70	12.00
	80	12.60	80	13.70
	90	12.66	90	15.40

*The Course Designer, Judge and/or Technical Delegate may elect to use the above time allowed or the time allowed for Horse I, depending on which better fits the level of riders competing and the arena conditions. Smaller rings, bad footing and courses with a great many tight turns mandate the use of slower times. It is important to be fair in the selection.

NOTE: If the time allowed has been miscalculated, it can be adjusted once, after the third rider without a disobedience completes the course. The judge and the course designer shall confer and agree on the adjustment (see USPC Show Jumping Rules). If the course includes a high percentage of sharp turns, the time may need to be longer than usual for that length course. The course designer needs to remember in measuring the course to walk it, as it should be ridden, allowing for proper turns and approaches to each jump as appropriate for the level and ability of the competitors. An improperly set time allowed unfairly penalizes the riders, whether too short or too long.

When measuring course length in smaller arenas or indoors, the track taken should not require excessively tight turns.

As a further resource, the U.S. Equestrian Federation Rulebook has an excellent chart in the Jumper Division rules for use in setting the time allowed.

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Part 7 – Suggested Distances Between Elements of Combinations

	Small/Med. Ponies		Large Ponies		Horse I	II	III, IV	Horse I	II	III, IV
	1 Stride	2 Strides	1 Stride	2 Strides		1 Stride			2 Strides	
A to A	20-22'	30-32'	23-24'	33-34'	24-25'	24-26'	25-26'	34-35'	35-36'	35-36.5'
A to B	19-21'	29-31'	22-23'	32-33'	23-25'	23-25'	24-26'	33-35'	34-35'	34.5-35.5'
A to C	19-21'	29-31'	22-23'	32-34'	23.5-25'	23.5-25.5'	24-26'	33-35'	34-35'	34.5-35.5'
A to D	*	*	*	*	*	24'	24'	*	33-34'	33-34.5'
B to A	20-22'	30-32'	23-24'	33-34'	24-25'	25-26'	25-26'	34-35.5'	35-36'	35-36'
B to B	19-21'	29-31'	22-23'	32-33'	24'	24-25'	24-26'	33-34.5'	34-35'	34-36'
B to C	19-21'	29-31'	22-23'	32-33'	24'	24-25'	24-26'	33-34.5'	34-35'	34-36'
B to D	*	*	*	*	*	23-24'	23-24'	33-34'	34-35'	34-35'
C to A	*	*	22-23'	33-34'	23-24'	24-25'	24-26'	33-35'	34-35'	34-36'
C to B	*	*	21-23'	32-34'	22-24'	23-24'	23-25'	33-35'	34-35'	34-35'
C to C	*	*	21-23'	32-34'	22-24'	23-24'	23-25'	33-34'	34-34.5'	33.5-35'
C to D	*	*	*	*	*	*	*	*	*	*
D to A	*	*	*	*	*	*	*	*	*	*
D to B	*	*	*	*	*	*	*	*	*	*
D to C	*	*	*	*	*	*	*	*	*	*
D to D	*	*	*	*	*	*	*	*	*	*

When jumps are set at the lower height as given for that level, the distance between elements of the combination should be the shorter distance shown above. When fences are set at or near the maximum, use the longer distances. NOTE: Uneven ground, bad footing, small rings and combinations set following short turns may necessitate modification of these distances.

All distances are measured from the base of the first element on the landing side to the base of the next element on the takeoff side.

For triple combinations, use the above distances as applicable to each pair of the combination. For example: Vertical to Vertical to Ascending Oxer is A to A and A to B.

Distances for lower level competitors or non-qualifying divisions: Distances between jumps, including combinations should be reduced in relationship to the conditions, footing and height of obstacles.

*= Not allowed

A= Straight (vertical) fence

B= Ascending oxer

C= Square oxer

D= Triple Bar

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Part 8 - Equitation

In developing the equitation challenge for the Show Jumping Rulebook, many references came back to the Manuals. Quoting from the C Manual, page 24: “*At the C-1 Level, ...you will need to develop a more secure and independent seat over jumps and also work on your timing, so that you go smoothly with your pony as he jumps.*” On page 67: “*In C-2 jumping, you will become more secure over fences, with and without stirrups, and you will learn to jump with more control. You will also begin jumping combinations, and learn how to walk a (Show Jumping) course and develop a riding plan.*” Page 73: “*Good approaches (and good jumps) are a combination of several important factors: balance, line, impulsion, pace, and distance.*” Page 123: “*A good jumping performance is more than just jumping higher, faster, or more difficult fences, or winning in competition. Good jumping is safer, smoother, easier for both horse and rider, and unites them. It feels wonderful and is beautiful to watch!*” The C-3 section goes on to describe jumping faults of the rider and what is necessary to correct them. By including an Equitation Round in Show Jumping competition, the Show Jumping Committee is encouraging the development of excellent, safe riding over fences.

Gigi Winslett (U.S. Equestrian Federation Judge H/E, J, H), as a member of the Show Jumping Committee, writes:

Equitation is the science – and art – of riding a horse in a manner that improves the horse’s performance without in any way interfering or inhibiting that performance. It includes security for the rider, control over the horse and no-interference with the physical effort of the horse, plus puts the rider in the best position to use the aids effectively. Correct equitation over fences is that style, form and techniques of the rider, which best enables the horse to perform most correctly, efficiently and confidentially over the course, including on the flat between the fences and over the jumps. Correct equitation is an “art,” yes, but not an art form. We are not looking for the “posed” passenger rider however. Even the most perfect style alone will not make a great rider. There is no substitute for good judgment, courage, timing, patience and feel; in other words, an effective, workmanlike, results-oriented performance. The judge wants to see the rider present the horse to the course correctly, ask for and get the correct response, and be able to stay with the performance gotten.

Judging Equitation is the science of evaluating the performance of the rider as an effective, efficient, non-interfering partner to the horse through a deep understanding of the standards and expectations, and also the skill of recording that performance in a manner that enables the judge to correctly rank the riders.

EQUITATION FAULTS

1. Major Faults
 - A. Refusal
 - B. Loss of stirrup
 - C. Trotting on course when not part of a test.
 - D. Loss of reins
 - E. Knockdowns cause by rider’s performance
 - F. Adding stride(s) in combinations
2. Major or minor Faults – scaled according to Judge’s opinion or severity may be considered
 - A. Missing a lead change or cross cantering
 - B. Getting “left”
 - C. Adding or eliminating a stride in a line followed by jumping out of form
 - D. Exceeding the Time Allowed
 - E. Jumping into corners of obstacles
 - F. Weaving/swapping leads between fences in a line
 - G. Position Faults
 - 1) Pivoting,
 - 2) Ducking,
 - 3) Not following
 - 4) Catching horse in mouth
 - 5) Heels up
 - 6) Behind center of balance
 - 7) Round back
 - 8) Sitting early
3. May or may not be considered as faults depending on severity
 - A. Swapping leads in a line without weaving
 - B. Adding or eliminating a stride in a line particularly if the change in the line fits the stride of the horse/pony (i.e., a long or short strided animal may not be able to “do the line” without adjustment)

Equitation Classes are judged on hands, seat, guidance and control with emphasis on style and execution. The judge must be able to evaluate the performance of each rider individually AND bookkeep the performances on the judge’s card kept by the judge. The jumper round score can be kept by a scribe.

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Following are some additional points of judging equitation that affect the final score.

Positive Points:

- Good jump
- Good jump close
- Has a clean understanding of course and horse = bonus points to rider.

Negative Points:

- Reach
- Dive
- Jump left/right
- Swim thru jump
- Cut corner
- Ahead of horse
- Open early
- No release/grabs mouth
- “Picks” to jump
- Wrong lead / wrong diagonal
- Ducks or dives
- Twisted stirrup
- Twisted rein
- Weak rider / loose leg/ slide around in saddle
- Poor eye control
- Rough change / late change positive
- High hands / low hands
- Scary!

Definitions of terms:

“**Reaching**” is a less dangerous method of dealing with a risky spot, but is still a major fault. In “reaching,” a milder form of diving, the horse tries to clear the obstacle by stretching its front legs forward – beyond their normal position in the air – often in a quick, frantic movement.

“**Propping**” is when a horse appears to be pushing back from the fence during the approach to the obstacle and at takeoff, in an effort to get its front legs away from the rails.

“**Twisting**” is when the horse remains upright in the air, but writhes during its flight path in order to let the front and hind limbs clear the fence.

(The above definitions are supplied courtesy of the book, “*Judging Hunters and Hunter Seat Equitation*,” Anna Jane White-Mullin, Trafalgar Square Publishing, North Pomfret, Vermont, 05053. Copyright 1984, 1993. All rights reserved.)

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APPENDIX IV: Paddock Master

The Paddock Master is a liaison between competitors and Horse Management Judges, a supervisor of the schooling area, a source of information for the Coaches, a direct link to both the competition arena and to the Steward and the overseer of the safety of the schooling area.

This person must have a thorough grounding in both the USPC Rules for Show Jumping Competitions and U.S. Equestrian Federation jumper rules for rules and conditions governing the Schooling Area. Familiarity with Horse Management is also required.

Any problems of rule infractions, soundness, abuse, aggressive coaches or scheduling will be referred to the Steward.

By keeping in touch with the competition arena, the Paddock Master is in a position to control traffic and ensure that those riders about to compete are not blocked from the schooling fences by riders who have more time to wait; and to ensure that competitors get to the arena on time.

Any changes in the schedule or holds on course can be reported to the competitors and coaches in the schooling area through the Paddock Master, as well as over the P.A. system.

There should be one Paddock Master for each schooling area.

They should be there from one half hour before the start of competition until after the jumping competition is over and during any open schooling times.

They are to ensure that the schooling fences are kept within the rules given under Schooling Areas.

1. There will be at least one crossrail, one vertical and one spread obstacle.
2. The obstacles must be flagged with red flag(s) on the right and can only be jumped in the correct direction.

3. The heights and spread of the obstacles may be altered by either the coaches or by the Paddock Master as long as the jumps remain within the limits set for the schooling area. See Article 36.

4. There will be no false ground lines.

5. There will be no poling.

6. There will be no rapping.

Any minor (see Article 73.3) adjustment of bridles or martingales may be checked by the Paddock Master.

Any meetings between coaches and riders, either before the competitive ride or after the competitive ride will take place either in the warm up area or at the entrance to the warm up area. This area is under the jurisdiction of the Paddock Master.

Occasionally there are times when a rider has a very hard time with his/her horse in the ring. If the rider's coach feels that a positive ending can be salvaged by returning to the schooling area to use the trot-over fence once or twice, then the rider and coach may ask permission of the Paddock Master, who will give permission depending on the state of traffic in the schooling area. If there are too many riders at that time, permission may be given to return at the end of the division at the Paddock Master's discretion.

The Paddock Master will monitor any coaches debriefing a rider so that they do not interfere with the rider's care of the horse, nor with riders yet to go.

Any coach found in a lengthy or less than positive meeting with a rider (a meeting which is interfering with the care of a hot and tired horse) will be the cause of elimination of that rider.

See also Article 36. – Schooling Area

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APPENDIX V: Guidelines for Coaching at USPC Show Jumping Competitions

The role of a coach is to assist the rider learning:

1. warm-up area techniques,
2. the assessment of the course,
3. how to deal with mistakes made on course,
4. the rules of competition before competition begins.

A Pony Club coach is expected to help any Pony Club competitor who asks for help or who is present without a coach.

The coach is not present to give a riding lesson in the warm up area. It is the Coach's job to aid the rider in managing the confusion of a competitive warm-up area as well as dealing with dangerous traffic situations.

All teams/individuals must have a coach; teams/individuals may share a coach.

The coach's name must be included on the entry form.

The coach must be familiar with and comply with the current USPC Rules for Show Jumping Competitions and should assist riders in learning these rules before the competition begins.

The coach must read, sign and return to the organizer a copy of this form to indicate that he/she has read, understands and will abide by the USPC Show Jumping Rules and the coach's guidelines.

The coach must wear the identification provided by the organizer during the competition times. Those times are defined to be at least from the opening to the closing of stables each day.

Communication between coaches and competitors during the competition is limited to:

1. The Official Briefing and any subsequent briefings, as required by the Organizer;
2. Show Jumping course walks;
3. Show Jumping warm ups;
4. A brief meeting following the Show Jumping round in the Schooling Area if the rider so desires.

Coaches must:

1. Attend the Official Briefing for Coaches;
2. Attend the Official Course Walk if held.

Every rider must have a coach present while jumping.

1. All coaches must be identified so they are easily recognized as a coach.
2. While each rider must be under a coach's direct supervision, it is not required to be the coach who came with that team.
3. A rider in the schooling area whose coach is not present may/should approach another coach and ask for help.

A coach may not be:

1. A team chaperone, except with the permission of the Organizer;
2. The Organizer, any member of the Organizing Committee or any other official of the competition;
3. A Regional Supervisor at a regional competition.

The duties of a coach shall be limited to the jumping phases of competitions and may include:

1. Observing, but not participation in, any pre-competitive soundness check and any daily soundness checks.
2. Accompanying competitors during course inspection or at any other subsequent times that the courses are open for walking, during which they may give advice and coach.
3. Assisting competitors in the designated Schooling Area.
4. No competitor is to jump in the warm-up area without a coach present and watching the ride. Jumping a fence without the attention of a coach shall result in ELIMINATION.
5. Briefly meet with the rider after the round for feedback on the round, if the rider desires. This meeting will be held in or very near by the gate to, the Schooling Area; and under no circumstances will interfere with the care of the horse, under penalty of elimination of the rider.
6. If necessary, a coach may lead a competitor's horse into the arena.

The coach must not interfere with the immediate care of the horse under penalty of elimination of the competitor from that round, in accordance with the rules for unauthorized assistance.

A coach may request an adjustment of tack from the Paddock Master or Steward.

1. If permission is granted, after the adjustment is made, the competitor must return to the Paddock Master or Horse Management Judge for a safety check of the adjustment.
2. Permission for changes must be requested before the change is made.

At all times coaches must be aware of the unauthorized assistance rule (see Article 56.7). They must not enter the stable area except at authorized visiting times.

The paddock master/judge/ground jury under the rules governing unauthorized assistance will penalize violations of these coaching guidelines.

All coaches must sign that they have read this sheet:

I _____ have read the USPC Handbook and Rules for Show Jumping and the above guidelines for coaching.

SECTION V: Appendices

APPENDIX VI – USPC Rallies Steward’s Evaluation and Report

Region: _____ Date of Rally _____ Rally Levels _____

of Teams/Competitors per Level: _____

Organizer’s Name: _____ Telephone: (____) _____

Address: _____ City/State/Zip _____

Steward’s Name: _____ Telephone: (____) _____

HM Chief: _____ Telephone: (____) _____

Address: _____ City/State/Zip _____

Yes	No	
___	___	Did you have a CURRENT copy of the USPC Show Jumping Rules?
___	___	Was the entire rally conducted according to these rules?
___	___	Did Horse Management function according to the rules?
___	___	Did you have any problem with a stated rule?
___	___	Did you have a situation for which there was no stated rule?
___	___	Did the Organizer prepare a program (with course maps, order of go, etc.)?
___	___	Were qualified medical personnel & equipment (qualified medical personnel, ambulance) on grounds during mounted activities and on call at all times?
___	___	Were Medical Releases and horse papers on grounds for each competitor?
___	___	Were any accidents reported? (please attach a copy of each accident report)
___	___	Were horse services available? Vet/farrier on grounds on call (circle one)
___	___	Were communications adequate for all phases?
___	___	Were the facilities suitable for all phases?
		a) warm-up area: yes no c) parking: yes no
		b) cool out area: yes no d) written tests: yes no
		Were there enough:
		a) telephones: yes no d) trash cans: yes no
		b) toilets: yes no e) necessary equipment: yes no
		c) concession stands yes no
___	___	Were briefings held for:
		a) Coaches yes no on time
		b) Chaperones yes no on time
		c) Stewards yes no on time
		d) Judges yes no on time
		e) Competitors yes no on time
___	___	Was sufficient personnel provided to manage all phases?
___	___	Were the organizers and other officials friendly and supportive to competitors and each other?
___	___	Were you satisfied with accommodations for horses?
		a) stabling/tie area yes no c) water yes no
		b) feed/hay/bedding supplies yes no d) other yes no
___	___	Were you satisfied with accommodations for officials?
		a) housing yes no c) transportation yes no
		b) food/drink yes no
___	___	Were the courses appropriate for the levels?
___	___	Was the rally a learning experience for all competitors?

REMARKS: If any of the above were “No” or questionable, please explain on a separate sheet of paper.

SECTION V: Appendices

HORSE MANAGEMENT REVIEW:

As the Technical Delegate, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do **NOT** sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Ground Jury.

It is essential that we find out your evaluation of the Horse Management program at this rally. Please answer the following questions:

1. How many Assistant Horse Management Judges were used: _____.
2. Did the Chief Horse Management Judges briefing to the competitors fairly address all of the issues critical to this competition?
YES _____ NO _____
3. Did the Chief Horse Management Judge and assistants treat the judging phase as an opportunity to teach and educate the competitors? YES _____ NO _____
4. Was the Chief Horse Management Judge open and accessible to the competitors and prepared to hear the arguments and reasons of the competitors? YES _____ NO _____
5. Were there problems in the competition with issues and matters that were not discussed or explained in the competitors' briefing? YES _____ NO _____ If yes, what issues arose that had not been addressed at the briefing: _____

6. Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a collegial and respectful manner and vice versa? YES _____ NO _____
7. Based on your knowledge of the Horse Management Handbook and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests? YES _____ NO _____
8. Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally?
YES _____ NO _____

If yes, please explain: _____

Are you a U.S. Equestrian Federation licensed Steward? YES _____ NO _____

If not, what qualifications give you the skills and knowledge necessary to fulfill the requirements of a Steward? _____

If you have any suggestions for our rallies or this report, please write them on a separate sheet of paper.

Steward's Signature

Please return to:
USPC National Office
4041 Iron Works Parkway
Lexington, KY 40511