



HORSESPORT AUSTRALIA

Showjumping Rules

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Showjumping Events

PREAMBLE

The following Rules apply to HSA events and must be followed for all Showjumping Events.

Organising Committee and Ground Jury are considered the same in these rules unless separate panels exist.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, The Appropriate person or the Organising Committee will fulfil their duty and make a decision in a sporting spirit whilst adhering as closely as possible to the intention of these Rules, so providing fair conditions for all Competitors. Should there remain any omissions in the Jumping Rules, such omission shall be interpreted in a manner compatible to the fullest extent with the other provisions of these Jumping Rules, other rules and regulations of HSA and sporting spirit.

The broadest possible spirit has been included in these rules to allow Organising Committees the fullest freedom in the management of their Events and Programs. The Rules are established so that Competitors may compete against each other under fair and equal conditions.

These Rules must be read when in conjunction with all Rules and Regulations of HSA.

1. GENERAL

- 1.1. A Showjumping Competition is a test in which the combination of horse and Rider are presented with various conditions over a course of obstacles.
- 1.2. If a Competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time limit, etc. the competitor incurs penalties. The winner of the Competition is the Competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of Competition.

2. SALUTE

- 2.1. All riders must present to the judge immediately upon entering the arena and salute.
- 2.2. The Judge shall acknowledge all salutes.
- 2.3. The Judge may refuse to start a competitor who has not saluted.
- 2.4. The Ground Jury can decide whether reporting to the judge or the salute is not necessary if another method of notifying the judge or rider identity is available.
- 2.5. Salute can present as raising the whip or lowering the head.

3. SADDLERY

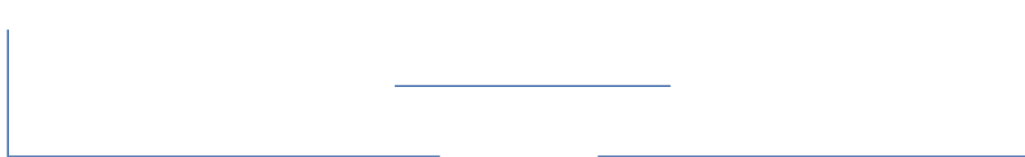
- 3.1. The stirrup leathers must hang free from the bar of the saddle and outside of the flap. There must be no other restrictions or attachments of any kind.
- 3.2. Blinkers and fly masks that cover the horse's eyes are forbidden.
- 3.3. Only unrestricted running martingales are allowed.
- 3.4. Any type of bridle may be used. Reins must be attached to the bit(s) or directly to the bridle. Gags and hackamores are permitted.
- 3.5. Competitors are forbidden to use a whip more than 75cms long or one which is weighted at the end, in the arena or anywhere on or in the immediate vicinity of the grounds. No substitute for a whip may be carried. Elimination will occur with failure to comply with this Rule. When measuring a whip, the length of the flap/tassel is to be included.
- 3.6. Leather, sheepskin or similar material may be used on each cheek piece of the bridle providing the material does not exceed 3 cm in diameter measured from the Horse's cheek.
- 3.7. There are no restrictions on bits however, the Ground Jury has the right to forbid the use of a bit that may cause injury to a horse.
- 3.8. Rowel that is spurs with a notched or serrated rotating disc, are not authorised anywhere within the grounds of Jumping Events; spurs with a rotating discs that is not notched or serrated are allowed.
- 3.9. An approved equestrian helmet with a fixed harness must be worn at all times whilst mounted. See guidelines "[HorseSport Rules and Policies for clubs](#)"
- 3.10. Protective boots may be worn and must not interfere with the movement of the horse or cause discomfort.
- 3.11. Any other gadgets such as bearing, running, balancing or side reins are not permitted.
- 3.12. Ear bonnets are permitted and may also provide noise reduction.
- 3.13. Racehoods made from stretch fabric are permitted, with or without ear coverings, but without any eye coverings or cups. The hood must not be long enough to interfere with a noseband or bit.



4. ARENAS

- 4.1. The Competition Arena must be enclosed. While a horse is in the arena during a Competition, all entrances and exits must be closed.
- 4.2. At the discretion of the Organising Committee and under the direct supervision of the steward and/or judge a Horse may enter the competition arena while the preceding Horse and Athlete combination is still completing their round. Athletes distracting the Athlete /combination on course may be eliminated at the discretion of the judge.
- 4.3. It is recommended that an obstacle is placed a few metres inside the arena in front of the entry/exit gate so that the gate may be left open. The obstacle is placed so that the Horse must make two turns (a serpentine) in order to enter/exit the arena.

Example 1

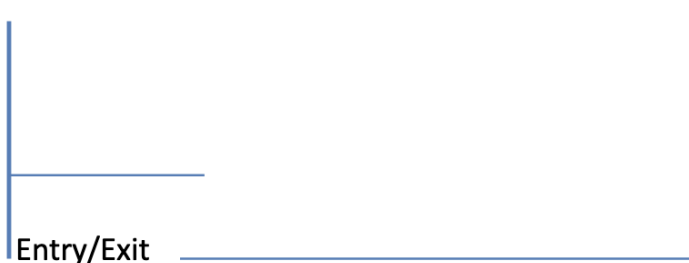


Entry/Exit

Example 2



Example 3



- 4.4. Unless permission is given by the Judge or Ground Jury, it is forbidden for Competitors to enter the arena on foot once the Competition has started. Penalty is disqualification.
- 4.5. Competitors are forbidden to exercise their horses in the arena, under penalty of elimination. Competitors are forbidden to jump or attempt to jump an obstacle in the arena before starting under penalty of elimination from the Competition in which the Competitor was going to take part.

- 4.6. The Competitor must enter the arena when his number is called. Failure to do so may incur elimination at the discretion of the Judge or Ground Jury.
- 4.7. Competitors must enter and leave the arena mounted except with the permission of the Judge or Ground Jury or in case of an accident during the round. Failure to do so will incur elimination. In the event of a fall of horse and/or rider, the Competitor is eliminated and must leave the arena unmounted. Except refer 24.3
- 4.8. A Competitor or horse leaving the arena before the completion of his round, including prior to starting, without the permission of the Judge or Ground Jury will be eliminated

5. EXERCISE/WARM UP AREAS AND PRACTISE FENCES

- 5.1. The Organising Committee must provide at least one exercise/warm up area sufficiently large to provide good training conditions. The ground should be in similar condition to that of the competition arena.
- 5.2. The exercise/ warm up area must only be used by Competitors preparing for immediate competition.
- 5.3. The exercise/warm up area should always be supervised when in use and rules are to be observed.
- 5.4. If crossed poles are used a gap of approximately 3cm must be left between the poles at the point of crossing to allow each pole to fall independently. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles, which must be at least 20cm higher than the height of the place where the poles cross each other.
- 5.5. There should be a minimum of one vertical and one spread fence. When there are many Competitors and sufficient space, additional fences should be provided. A separate schooling area without fences may be provided. When there is more than one competition area operating, separate practice fences must be provided for each arena.
- 5.6. No part of the fence may be held by any person. The top rails of a fence (excepting crossed poles when only one end of the poles are in one cup each) must always be in cups at both ends.
- 5.7. All fences must be provided with red and white flags and may only be jumping in the direction for which they are flagged.
- 5.8. The obstacles in the practice arena may not exceed in height and width 10 cm more than the actual maximum height and width of the obstacles of the competition in progress.
- 5.9. It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.
- 5.10. Ground lines may be placed directly underneath the first part of an obstacle or up to 1.00 m away on the take-off side. If there is a ground-line

on the take-off side of a vertical obstacle, a ground-line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1.00 m. A ground line may never be used on the landing side of a spread obstacle.

- 5.11. The Organising Committee of an indoor Event where facilities for exercising are severely limited, may give special permission for the arena to be used for exercising at specified times.
- 5.12. If the schooling area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances facultative or practice obstacles are not allowed in any Competition. In certain special Competitions (including but not limited to the Six Bar or Puissance Competition) the Ground Jury may decide that the Athletes remaining in the Competition must stay in the arena after the first or second jump-off. In this case, the Ground Jury must allow a practice obstacle in the arena.
- 5.13. Jumping the practice obstacle in the wrong direction may incur disqualification.

6. BELL

- 6.1. The bell is used to communicate with the Competitors. The responsibility for its use rests with the Judge or Ground Jury.
- 6.2. The bell MAY be used:
 - 6.2.1. To give permission to the Competitors to enter the arena when the course is ready to be walked.
- 6.3. The bell IS used:
 - 6.3.1. To give the signal to start. After the bell has been rung, a 45 second countdown commences for the Competitor to commence their round.
 - 6.3.2. To stop a Competitor for any reason or following an unforeseen incident.
 - 6.3.3. To signal to him to continue his round after an interruption.
 - 6.3.4. To indicate to him that an obstacle and/or flag knocked down or displaced following a disobedience has been replaced.
 - 6.3.5. To Indicate by prolonged and repeated ringing that the Competitor has been eliminated.
- 6.4. If the Competitor does not obey the signal to stop, he may be eliminated at the discretion of the Judge or Ground Jury.
- 6.5. If, after an interruption, the Competitor starts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated.
- 6.6. It is the responsibility of the Competitor to remain near the obstacle when it is being rebuilt.
- 6.7. Should the Competitor not keep himself in the neighbourhood of the obstacle being rebuilt, the Judge/Ground Jury may use their discretion and not wait until he is in a good position, and the bell may be rung when the obstacle is rebuilt.

COURSES

7. COURSE AND MEASURING

- 7.1. The course is the track which the Competitor must follow when competing from passing the starting flags up to the finishing flags. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line expected to be followed by the horse, taking into consideration the level of competition. This normal line must pass through the middle of the obstacle.
- 7.2. Once the Competition has started, only the Judge in consultation with the Course Designer may decide that a gross error has been committed in the calculation of the time allowed for the course. At the discretion of the Judge and CD the amended time may be set at the latest after the first three Competitors have completed the course without a disobedience or any other interruption and who started their course prior to the 45-second countdown elapsing, but not after the fourth Competitor has done so. The score of the Competitors concerned will then be adjusted accordingly. If the time allowed is increased, the score of the Competitors who have jumped the course before the time was altered will then be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Competitor having previously completed his round receives time penalties due to the alteration of the time allowed. If the condition of the ground becomes bad, the Judge in consultation with the CD may alter the speed before the start of the first Competitor of the Competition.
- 7.3. The total length of the course in metres may never exceed the number of obstacles in the Competition multiplied by 60.
- 7.4. The starting line may not be more than 15m nor less than 6m from the first obstacle. The finishing line may not be less than 6m nor more than 15m from the last obstacle. In indoor arenas the finishing line may not be less than 10m from the last obstacle. These two lines must each be clearly marked with letters.

8. COURSE PLAN

- 8.1. A plan showing accurately all the details of the course should be posted as close as possible to the entrance of the arena at least half an hour before the beginning of each Competition. An identical copy must be given to the Ground Jury or Judge.
- 8.2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special Competitions. The numbers should be placed on the right-hand side of the obstacle. Obstacles must only carry numbers of the current class.
- 8.3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury, Judge

and Competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc.).

- 8.4. The plan must indicate the following:
- 8.4.1. The position of the starting and finishing lines. During a round these may be recrossed without penalty.
 - 8.4.2. The relative position of obstacles, their type and numbering.
 - 8.4.3. Any compulsory turning points marked by a white flag on the left side and a red flag on the right.
 - 8.4.4. The length of the course as measured.
 - 8.4.5. The table of penalties to be used.
 - 8.4.6. The time allowed and time limit, if any, or the fixed time in certain special Competitions.
 - 8.4.7. The obstacles, the length, the time allowed and the time limit for the jump-offs if applicable.
 - 8.4.8. The combinations considered as completely closed or as partially closed.
 - 8.4.9. All decisions and/or modifications made by the Ground Jury or Judge in regard to this course.

9. ALTERATIONS TO THE COURSE

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

10. FLAGS

- 10.1. Completely red flags and completely white flags may be used to mark the following details of the course. The red flags must always pass on the right-hand side of the Competitor and the white flags on his left-hand side.
 - 10.1.1. The start (it is also advisable to place an S marker).
 - 10.1.2. Flags must be used to mark the direction in which to jump the obstacles provided in the warm up areas or the practice jump in the arena.
 - 10.1.3. Compulsory turning points.
 - 10.1.4. The finishing line (it is also advisable to place an F marker).
- 10.2. At the starting and finishing lines and at the compulsory turning points, the Competitor must pass between the red flag(s) (red on his right) and the white flag(s) (white on his left) if used.
- 10.3. A Competitor, once the bell is rung, who goes through the start flags and jumps the first jump, may go through the start flags again without incurring any penalty. If a Competitor passes through the finish flags in either direction prior to jumping the last fence, no penalty is incurred.
- 10.4. If a Competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated.
- 10.5. Knocking down a flag anywhere in the arena does not incur a Penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a Disobedience / Resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the Competitor must continue his round and the obstacle / compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next Competitor will be given the signal to start.
- 10.6. In a jump-off, the starting and finishing flags must be placed at the required distance from the first and last obstacle. The same applies to the letters S (Start) and F (Finish) if they are used for the initial course.
- 10.7. In certain special Competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be marked with four flags; a red flag and a white flag at each end of these lines.

OBSTACLES

11. GENEREAL

- 11.1. The obstacles must be inviting in their overall shape and appearance and suitable for the specific competition and level of horse and rider. Both the obstacles themselves and their elements must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall. Obstacles must not be unsporting or cause an unpleasant surprise.
- 11.2. Poles and other elements of the obstacles are held up by supports (cups). The diameter of the supports must be slightly greater than that of the pole and no more than a third of the circumference, without gripping it. The pole must be able to roll on its support and should weigh between 10 and 15kg. For special obstacle material and planks, balustrades, barriers, gates, etc. The diameter of the supports must be more open or even flat. For obstacles having one or more back rails, that form a spread fence, suitable breakaway cups must be used on any rail not supported at both ends by the front pair of wings. This must be observed for practice fences where applicable. Any competitor or ground assistant removing breakaway holders and/or cups on practice fences may cause elimination of the competitor at the discretion of Ground Jury.
- 11.3. The limits on the height and spread of obstacles for each Level laid down in these Rules must be observed. In no circumstances will marginally exceeding the maximum dimensions be acceptable, regardless of limitations caused by material used for construction and/or position of the obstacle on the ground.
- 11.4. Both maximum height and width at the same obstacle must not be used on the first two obstacles.

12. STRAIGHT OBSTACLE

- 12.1. An obstacle whatever its construction can only be called straight when all the elements of which it is composed are positioned in the same vertical plane.

13. SPREAD OBSTACLE

- 13.1. A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height.
- 13.2. Cross Bars and Fan jumps where the height or width may differ in the centre of the obstacle should be measured off centre at two-thirds the length of the pole towards the higher end.

- 13.3. Safety cups must be used as support for the back pole of spread obstacles and in case of a triple-bar to support the centre and back poles of the obstacle.

14.COMBINATION OBSTACLES

- 14.1. Double or treble combinations mean a group of two or three obstacles, with a minimum distance of one stride and a maximum distance of two strides and requiring two or three successive efforts.
- 14.2. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side
- 14.3. In combinations, each element of the obstacle must be jumped separately and consecutively. Failure to do so incurs elimination. Faults committed at any obstacle of a combination are penalised separately.
- 14.4. When there is a refusal or run-out, the Competitor must retake all the elements unless it is a closed combination or partially closed combination. Failure to do so incurs elimination.
- 14.5. Penalties for faults made at each element and during different attempts, are counted separately and added together.
- 14.6. In a combination obstacle a triple bar may only be used as the first element.
- 14.7. Article 215 – Alternative Obstacles and Joker
- 14.7.1. When in a Competition two obstacles of the course carry the same number, the Athlete has the choice of jumping either one of the obstacles:
- 14.7.2. If there is a Refusal or Run-out without a knock-down or displacing of the obstacle, at his next attempt the Athlete is not obliged to jump the obstacle at which the Refusal or Run-out occurred. He may jump the obstacle of his choice;
- 14.7.3. If there is a Refusal or Run-out with a knock-down or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice;
- 14.7.4. Red and white flags must be placed at each of the elements of this alternative obstacle.
- 14.7.5. The Joker is a difficult obstacle and must be designed with horsemanship and fairness in mind. It may only be used in an Accumulator Competition or in a Top Score Competition.

PENALTIES

15. PENALTIES DURING A ROUND

- 15.1. Penalties are incurred for:
 - 15.1.1. Knocking down an obstacle.
 - 15.1.2. A disobedience.
 - 15.1.3. A deviation from the course.
 - 15.1.4. A fall of a horse and/or rider.
 - 15.1.5. Unauthorised assistance.
 - 15.1.6. Exceeding the time allowed or time limit.

16. KNOCKING DOWN

- 16.1. An obstacle is considered to have been knocked down when, through a mistake of the horse or rider:
 - 16.1.1. The whole or any part of it falls, even if the part which falls is arrested in its fall by any element of the obstacle. Refer Showjumping Rule 17.
 - 16.1.2. At least one of its ends no longer rests on any part of its support.
- 16.2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury or Judge should decide in favour of the Competitor. The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only. In the event of the displacement of any part of an obstacle, or its flags, as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. This does not count as a knock down and is only penalised as a disobedience and by time correction.
- 16.3. If any obstacle of the course, which has been struck by the horse or by the Competitor when jumping it, reaches the ground after the finishing line has been crossed, the Competitor is not penalised. But if this obstacle (single or combination) is the last on the course and if it starts to fall before the Competitor has crossed the finishing line, it counts as a fault, even if the obstacle reaches the ground after the finishing line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the Competitor has left the arena.
- 16.4. If any element of an obstacle which has been knocked down is likely to impede a Competitor in jumping another obstacle, the bell must be rung and the clock stopped while this element is picked up and the way is cleared.

- 16.5. If a Competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle, he will be penalised in accordance with the table for the Competition.

17. PENALTIES AT STRAIGHT AND SPREAD OBSTACLES

- 17.1. When a straight obstacle or part of an obstacle comprises two or several elements placed one above the other and positioned in the same vertical plane, only the fall of the top element is penalised.
- 17.2. When a spread obstacle which requires only one effort comprises elements which are not positioned in the same vertical plane, the fall of one or several top elements only counts as one fault whatever the number and position of the elements which have fallen. Trees, hedges or any type of filler etc. are not liable for penalties.

18. DISOBEDIENCES

- 18.1. The following are considered as disobediences and are penalised as such:
- 18.1.1. a corrected deviation from the course.
 - 18.1.2. a refusal.
 - 18.1.3. a run-out.
 - 18.1.4. a resistance.
 - 18.1.5. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. This is often referred to as crossing your tracks.
 - 18.1.6. circling around the last obstacle jumped before jumping the next obstacle, unless there is a fixed line between obstacles on the course plan.
- 18.2. The following are not considered to be disobediences:
- 18.2.1. circling for up to 45 seconds after a run-out or a refusal without a knock down of an obstacle or a flag to get into position to jump an obstacle.
 - 18.2.2.

19. DEVIATION FROM THE COURSE

- 19.1. It is a deviation from the course when the Competitor:
- 19.1.1. does not follow the course as set out on the published plan.
 - 19.1.2. does not cross the starting line or the finishing line between the flags.
 - 19.1.3. omits a compulsory turning point.

- 19.1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special Competitions where order can be determined by competitor.
- 19.1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle.

20. CORRECTED DEVIATION FROM THE COURSE

- 20.1. The following are considered as corrected deviations from the course and are penalised as for a disobedience:
 - 20.1.1. a horse or part of a horse going past an obstacle to be jumped or a compulsory turning point or the finishing line and afterwards taking it in the correct direction.
 - 20.1.2. crossing the finishing line or taking a compulsory turning point from the wrong side and afterwards taking it in the correct direction.
- 20.2. The following is not considered as a deviation from the course and incurs no penalties:
 - 20.2.1. Crossing the starting line in the wrong direction if, before jumping the first obstacle, this line is recrossed in the right direction. The clock is only started on the second occasion of crossing.

21. REFUSAL

- 21.1. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.
- 21.2. Stopping in front of an obstacle without knocking it down and without backing, followed immediately by a standing jump is not penalised.
- 21.3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.
- 21.4. If a Competitor, who has knocked down the obstacle in stopping, jumps or attempts to jump it after the bell has been rung and before it has been rebuilt, he is eliminated.
- 21.5. If a horse slides through an obstacle, the Judge must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the Competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Judge decides that it is not a refusal, the bell is not rung, and the Competitor must continue his round. He is then penalised as for an obstacle knocked down.
- 21.6. If the bell has been rung and the Competitor jumps other parts of the combination in his stride, it does not entail elimination, or any further penalty should he knock down this part of the combination.

22.RUN-OUT

- 22.1. It is a run-out when the horse escapes the control of its Rider and avoids an obstacle which it has to jump.
- 22.2. It is considered to be a run-out and is penalised as such for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or of a part of a combination, or of the finishing line or of a compulsory turning point.

23.RESISTANCE

- 23.1. It is a resistance when the horse refuses to go forward, halts, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
- 23.2. It is equally a resistance when the Competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle.

24.FALLS

- 24.1. A fall of rider is considered to have occurred if any part of the rider's body makes unintentional contact with the ground or any solid surface.
- 24.2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- 24.3. A fall of a horse or rider or both, after entering the arena and before crossing the finishing line, whatever, the cause, is penalised by elimination from that class. A fall of horse or rider or both, after crossing the finishing line but before leaving the arena is not penalized by elimination, however, the combination is not permitted to take part in any jump-off or second round if applicable for that class and will be placed after combination taking part in any jump-off or second round.
 - 24.3.1. All rider falls must be reported to the Event Office. Participation in subsequent classes is at the discretion of the competitor however, the Ground Jury, Technical Delegate or HSA Representative have the authority to eliminate a rider or horse from the event at any time following a fall, on the grounds that their further participation risks the health and safety of the rider or the welfare of the horse.

25. UNAUTHORISED ASSISTANCE

- 25.1. Any intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the Competitor or his horse is considered to be an unauthorised assistance.
- 25.2. Any form of unauthorised assistance received by a mounted Competitor between the starting signal and crossing the finishing line will be penalised by elimination at the discretion of the Judge or Ground Jury.
- 25.3. In certain exceptional cases, the Ground Jury may authorise the Competitor to enter the arena on foot or with the help of a groom without this being considered as unauthorised assistance.
- 25.4. Any help given to a mounted Competitor to adjust his saddlery or bridle or to hand him a whip which he dropped while mounted during the round will incur elimination. To hand a mounted Competitor spectacles during his round is not considered to be unauthorised assistance.
- 25.5. The act of Officials or other persons in the arena of warning a Competitor of a deviation from the course constitutes unauthorised assistance. In this event the Competitor may be eliminated at the discretion of the Ground Jury, and the Official or other person may be subject to a penalty at the discretion of the Ground Jury.
- 25.6. Earphones and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by Elimination.

26. DISOBEDIENCES DURING INTERRUPTED TIME

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

TIME

27.TIME OF THE ROUND

- 27.1. The time of a round is the time taken by a Competitor to complete the round, plus the time correction, if any. It starts at the precise moment either when the mounted competitor passes the starting line, providing the starting signal has been given, or upon expiration of the 45 second countdown, whichever occurs first and extends to the moment when the mounted competitor crosses the finishing line. Both these lines must be crossed in the direction indicated on the plan.

28.TIME ALLOWED

- 28.1. The time allowed for a round in each Competition is determined in relation to the length of the course and the speeds shown in the Time Allowed Calculator.
- 28.2. The time allowed for a round must be clearly shown on the course plan.
- 28.3. Any Competitor exceeding the time allowed for the round is penalised according to the provisions regulating the type of Competition.
- 28.4. In certain special Competitions in which the Competitor has to take the greatest number of obstacles within a fixed time laid down in advance, this time may never exceed 90 seconds.

Time Allowed Calculator

Time Allowed in Seconds at Various Speeds

Distance Metres	300 m per minute	325 m per minute	350 m per minute	375 m per minute	400 m per minute
250	50	47	43	40	38
260	52	48	45	42	39
270	54	50	47	44	41
280	56	52	48	45	42
290	58	54	50	47	44
300	60	56	52	48	45
310	62	58	54	50	47
320	64	60	55	52	48
330	66	61	57	53	50
340	68	63	59	55	51
350	70	65	60	56	53
360	72	67	62	58	54
370	74	69	64	60	56
380	76	71	66	61	57
390	78	72	67	63	59
400	80	74	69	64	60
410	82	76	71	66	62
420	84	78	72	68	63
430	86	80	74	69	65
440	88	82	76	71	66
450	90	84	78	72	68
460	92	85	79	74	69
470	94	87	81	76	71
480	96	89	83	77	72
490	98	91	84	79	74
500	100	93	86	80	75
510	102	95	88	82	77
520	104	96	90	84	80
530	106	98	91	85	78
540	108	100	93	87	81
550	110	102	95	88	83
560	112	104	96	90	84
570	114	106	98	92	86
580	116	108	100	93	87
590	118	109	102	95	89
600	120	111	103	96	90
610	122	113	105	98	92
620	124	115	107	100	93
630	126	117	108	102	95
640	128	119	110	103	96

Speed and Elimination Table

Speeds and elimination for different heights

Height	Speed		Elimination
	Outdoors	Indoors	
Less than 1.05m	325mpm	325mpm	3 disobediences
1.05m to 1.30m inclusive	350mpm	325 – 350mpm	
1.15m and below			3 disobediences
Above 1.15m			2 disobediences
Above 1.30m	375 mpm	Minimum 325	2 disobediences

29. TIME LIMIT

- 29.1. The time limit is equal to twice the time allowed for all Competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated.

30. RECORDING THE TIME

- 30.1. The time is taken from the instant at which the mounted Competitor crosses the starting line to the moment when the mounted Competitor crosses the finishing line in the correct direction, except in certain special Competitions. If handheld timing equipment is used, time may be recorded in seconds and tenths of seconds. If fixed electronic timing is used, then time may be recorded to hundredths of a second.
- 30.2. The timekeeper is required to record the number of the horse and the time taken to complete his round.
- 30.3. Two stop watches or timing devices must be available to allow for stopping and restarting. A third stopwatch may be required to measure the time taken to start after the bell has been rung, interruptions, and the time limit for a resistance.

31. INTERRUPTED TIME

- 31.1. Judges must assure that the clock is stopped and restarted in accordance with the conditions for the Competition allowing for the interrupted time to be subtracted from the total time taken for the round.
- 31.2. While the clock is stopped, the Competitor remains free to move around within the course and arena until ringing the bell gives him permission to start again. At this moment the clock is restarted.
- 31.3. The responsibility for starting and stopping the clock rests solely with the Judge and Ground Jury. Any separate timekeeper may not be made responsible for this function.

32. TIME CORRECTIONS

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

33. STOPPING DURING THE ROUND

- 33.1. In the event of a Competitor not being able to continue his round for any reason or unforeseen circumstances, the bell should be rung to stop the Competitor. As soon as it is evident that the Competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the Competitor reaches the precise place where the clock was stopped.
- 33.2. If the Competitor does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Judge/Ground Jury must decide whether the Competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he

should be allowed to continue. If the Competitor is not eliminated, and is allowed to continue his round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.

- 33.3. If the Competitor stops voluntarily to signal to the Judge/Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example; wrong dimensions, flags wrongly placed, etc.) the clock must be stopped and the obstacle in question must be checked.
 - 33.3.1. If the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the Competitor will be penalised as for stopping during the round and the time of his round will be increased by 6 seconds;
 - 33.3.2. If the obstacle or part of the obstacle needs to be rebuilt or if the flags have to be put back in place, the Competitor is not penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the Competitor takes up his track at the point where he stopped. Any delay incurred by the Competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

TABLES PENALTIES AND SCORING

34. FAULTS

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

35. TABLE A – TABLE OF PENALTIES

1. Description	2. Penalty
First disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the Water Jump or on the lath defining its limits	4 penalties
Second disobedience	8 penalties
First fall of horse or Rider or of both	Elimination
First disobedience plus knocking down and obstacle	4 penalties plus 6 seconds
Second disobedience plus knocking down an obstacle	8 penalties plus 6 seconds
Third disobedience	Elimination
Exceeding the time allowed	1 penalty for each second or commenced fraction of a second
Exceeding the time-limit-	Elimination
Exceeding the time allowed in all jump-offs against the clock	1 penalty for each commenced second

- 35.1. Penalties for the disobediences accumulate not just at the same obstacle but throughout the entire round.
- 35.2. A fall of Horse or Rider is penalised by elimination. The Rider must not remount.

36. SCORES UNDER TABLE A

- 36.1. Adding together the penalties for faults at the obstacles and the time penalties gives the score obtained by the Competitor for his round. Time may be considered to separate placings.

37. METHODS OF DETERMINING THE SCORES UNDER TABLE A

- 37.1. One Round Against Clock often referred to as A2
 - 37.1.1. All placings are determined on penalties and time. Equality of penalties are placed in order of fastest time. Equality of penalties and time are awarded as equal placings.
- 37.2. One Round Not Against the Clock (Jump Off if required) often referred to as A3. A Competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other Competitors are placed according to their penalties in the first round.
- 37.3. One Round with Jump Off (for equal placings in first round) often referred to AM5
 - 37.3.1. A Competition against the clock, but in the event of equal penalties for first place there will be one jump-off against the clock. Other Competitors are placed according to their penalties and time in the first round. In the event of no clear rounds in the first round, equal lowest penalties competitors can advance to a jump off.
- 37.4. One Round with Immediate Jump Off often referred to as AM7
 - 37.4.1. A competition judged under Table A, not against the clock with time allowed in the first round.
 - 37.4.2. A competitor with a clear round remains in the arena for a jump-off against the clock. The judge rings the bell to indicate start of the jump off. The competitor has 45 seconds to commence the round before the round time begins.
 - 37.4.3. In the case of equality of faults in the jump-off, time will decide the placings. In the case of equality of faults and time, equal placings will be awarded. If insufficient number of competitors are available to fill all the placings additional placings are decided on faults from the first round including equal placings if necessary.
- 37.5. When a jump off is held to determine placings the jump-off may take place over a shortened course over obstacles which may be increased in height and/or in spread. One or two extra obstacles may be included.

38. TABLE C

38.1. Points under Table C are penalised in seconds which are added to the time taken by the Competitor to complete his round.

39. TABLE C – TABLE OF PENALTIES

3. Description	4. Penalty
Obstacle knocked down while jumping	4 seconds
A foot or more in the water jump or on the lath defining its limits	4 seconds
First disobedience	None
Second disobedience	None
<i>First and second disobediences are penalised by the time taken.</i>	
Third disobedience or other infringement laid down under Rule 44.	Elimination
1st fall by horse or rider or both	Elimination
First disobedience & knocking down an obstacle	6 seconds
Second disobedience & knocking down an obstacle	6 seconds
Exceeding the time allowed (First round and jump-off)	1 second for each commenced second
Exceeding the time limit	Elimination

40. SCORES UNDER TABLE C

- 40.1. Adding, in the following order, the time of the round, plus the time penalties in seconds for exceeding the time allowed, plus the seconds for jumping faults, gives the score obtained, in seconds, by the Competitor for his round.
- 40.2. A jump off may be held in the event of equality of time, but must be noted on the entry schedule.
- 40.3. At the jump-off, the course may be shortened and held over obstacles which may be increased in height and/or in spread.

ELIMINATIONS

41. ELIMINATIONS

- 41.1. Unless otherwise specified in the Rules, or in the conditions for the Competitions, elimination means that the Competitor may not continue in the current Competition, but the Competitor does have the right to jump one single fence which he has already jumped after retiring or after being eliminated except if eliminated for a fall.
 - 41.1.1. If a Competitor (Rider) declares a horse unfit to compete in a jumping Competition, the horse in question is then NOT eligible to compete in any other jumping Competitions on the same day.
- 41.2. The following paragraphs lay down the reasons for which Competitors are eliminated in all Showjumping Competitions. Elimination is left to the discretion of the Judge and/or Ground Jury in the following cases:
 - 41.2.1. not entering the arena when the Competitor's number is called.
 - 41.2.2. not entering the arena mounted or not leaving the arena mounted except after a fall.
 - 41.2.3. all unauthorised assistance except for paragraph 41.3.15 below.
 - 41.2.4. not stopping when the bell is rung during the round.
- 41.3. Elimination must be applied by the Judge/Ground Jury in the following cases:
 - 41.3.1. Jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury;
 - 41.3.2. Starting before the signal is given and jumping the first obstacle of the course.
 - 41.3.3. Attempting to or jumping any obstacle in the arena (except were permitted under rules 5.11 and 5.12), which is not on the course plan for the level entered may be penalised by elimination at the discretion of the judge or Ground Jury.
 - 41.3.4. Omitting to jump an obstacle of the course
 - 41.3.5. Jumping an obstacle in the wrong order.
 - 41.3.6. Jumping an obstacle in the wrong direction.
 - 41.3.7. Exceeding the time limit.
 - 41.3.8. Jumping an obstacle which has been knocked down before it has been rebuilt.
 - 41.3.9. Jumping or attempting to jump an obstacle after an interruption without waiting for the bell.
 - 41.3.10. Not jumping all the fences of a combination again after a refusal or run-out except in the case of the closed part of a combination.
 - 41.3.11. Not taking each element of a combination separately and consecutively.
 - 41.3.12. Jumping the first obstacle of a Competition without having crossed the starting line.
 - 41.3.13. Not crossing the finishing line mounted before leaving the arena.

- 41.3.14. Competitor and/or horse leaving the arena without the permission of the Judge/Ground Jury, including prior to starting.
- 41.3.15. Accepting while mounted any object whatsoever during a round except spectacles.
- 41.3.16. Using a whip of more than 75cms in length or weighted at the end, in the arena.
- 41.3.17. An accident to a Competitor or to a horse which prevents him from completing the Competition.
- 41.3.18. Third disobedience during the course of a round or 2nd for over 1.15m.
- 41.3.19. First fall of horse and/or rider whilst in the arena.
- 41.3.20. After a run-out, failing to attempt to jump again the obstacle where the fault was committed.

DISQUALIFICATIONS

42.DISQUALIFICATIONS

- 42.1. Disqualification means that a Competitor and his horse or horses may take no further part in a Competition or in any other Competition of the Event.
- 42.2. The Ground Jury may disqualify a Competitor in the following cases:
 - 42.2.1. Rapping horses.
 - 42.2.2. All cases of cruelty and/or ill treatment reported by a member of the Ground Jury, Judge or HSA Delegate.
 - 42.2.3. In all cases laid down by the Vet.
 - 42.2.4. Exercising horses in the arena or jumping or attempting to jump an obstacle without permission.
 - 42.2.5. Entering the arena without permission of the steward
 - 42.2.6. Retiring, before a jump-off, without permission of the Ground Jury or without valid reason.
 - 42.2.7. Jumping the obstacles in the schooling areas in the wrong direction

RAPPING OF HORSES

43.RAPPING OF HORSES

- 43.1. In general, rapping may be construed as the use of certain artificial techniques in preparation (as distinct from normal schooling or practice), intended to induce the horse to jump higher or more carefully in Competition.
- 43.2. It is not practicable to list every possible means of rapping. In general, they consist of the Competitor and/or dismounted assistant(s) - either

hitting the horse's legs manually with something no matter with what or by whom; or by deliberately causing the horse to hit something itself, whether by building fences too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into a fence or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.

- 43.3. If a case of rapping is reported to the Ground Jury and is confirmed by this body within their period of jurisdiction, the Competitor and the horse concerned will be disqualified from all Competitions for the succeeding twenty-four (24) hours. The Ground Jury can take any further action which they deem appropriate to the particular circumstances.

44. HIT-AND-HURRY COMPETITION

- 44.1. In this Competition, instead of being eliminated at the first fault, the Competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. No combination obstacles are allowed.
- 44.2. This Competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalised by the time lost by the Competitor, but three disobediences stop the Competitor. In this case, the Competitor will be placed last of the Competitors who have obtained the same number of points.
- 44.3. If a Competitor has a disobedience and displaces or knocks down an obstacle, the time must be decreased by 6 seconds and the bell rung accordingly.
- 44.4. The winner of the Competition will be the Competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.
- 44.5. When the fixed time is reached, the bell is rung. The Competitor must then jump the next obstacle, and the clock is stopped at the moment when the horse's forefeet reach the ground, but the competitor is given no points for the obstacle jumped after the bell has rung.
- 44.6. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The time is taken at the next obstacle as in Rule 44.4
- 44.7. When the Competitor does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The Competitor is then placed last of those who have obtained the same number of points.

45. COMPETITION OVER TWO ROUNDS

- 45.1. This Competition comprises two courses, identical or different, whether in track or in the dimensions of the obstacles, which each Competitor must complete with the same horse. Competitors who do not take

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

46. ACCUMULATOR COMPETITION

- 46.1. This Competition takes place over 8 or 10 obstacles which are progressively more difficult. No combination obstacles are allowed. The progressive difficulty can occur also to the difficulty of the track, not just height and spread of obstacles.
- 46.2. Bonus points are awarded as follows: 1 point for obstacle No. 1 not knocked down, 2 points for No. 2, 3 points for No. 3 etc. with a total of 36 or 55 points. No points are awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.
- 46.3. This Competition may also take place directly against the clock.
- 46.4. For the last obstacle of the course, an alternative obstacle may be provided, of which one part may be designated the Joker. The Joker must be more difficult in construction, height or line than the alternative obstacle and carry double points. The CD may determine the height and width of the Joker based on the level of competition. If the Joker is knocked down, the double points must be deducted from the total.
- 46.5. Double Accumulator
 - 46.5.1. This Competition is similar to the Accumulator Competition and the first round is run according to Rules 46.1 & 46.2. Only those Competitors who have completed the first round without faults are eligible to take part in the second round.
 - 46.5.2. In the second round, points are deducted from the bonus points gained in the first round in the reverse order, so that maximum points are deducted for knocking down the first obstacle and one point is deducted for knocking down the last obstacle.
 - 46.5.3. The Competitor with the greatest number of bonus points, and least faults, after the two rounds will be declared the winner. In the event of equality of points the fastest time in the second round will decide.

47. ALTERNATIVE OBSTACLES AND JOKER

- 47.1. When in a Competition, two obstacles of the course are placed side by side and the Competitor has the choice of jumping either one of the obstacles:
 - 47.1.1. If there is a refusal or run-out without a knock down or displacing of the obstacle and/or flag, the competitors next attempt they are not obliged to jump the obstacle at which the refusal or run-out occurred. The competitor may jump the obstacle of his/her choice;
 - 47.1.2. If there is a refusal or run-out with a knock down or displacing of the obstacle and/or flag, the competitor may only restart their round when the obstacle and/or flag knocked down or displaced has been replaced and when the Judge or Ground Jury gives the signal to start. The competitor may then jump the obstacle of choice.

- 47.1.3. Red and white flags should be placed at each of the elements of this alternative obstacle. The Joker is a difficult obstacle but must not be unsporting. There must be 200 points allotted to the Joker in the Top Score Competition. Twice the points for the last obstacle must be allotted to it in the Accumulator Competition.

48. COMPETITION IN TWO PHASES

- 48.1. This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second.
- 48.2. The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase includes 4 to 6 obstacles and may include a combination.
- 48.3. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed of the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line except when formula 48.5.6 is being used for judging (Super 2 – Phase).
- 48.4. For all judging formulas except 48.5.6, only Competitors not penalised in the first phase continue the course, which finishes after crossing the second finishing line.
- 48.5. The manner of judging this competition must be specified in the program in accordance with one of the following formulas:

First phase	Second phase	Placing
48.5.1 Table A Not against the clock	Table A Not against the clock	According to penalties in the second phase and, if necessary, to penalties in the first phase.
48.5.2 Table A Not against the clock	Table A Against the clock	According to penalties and time in the second phase, and, if necessary, penalties in the first phase
48.5.3 Table A Against the clock	Table A Against the clock	According to penalties and time in the second phase, and, if necessary, penalties and time in the first phase
48.5.4 Table A Not against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties in the first
48.5.5 Table A Against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties and time in the first phase
48.5.6 Table A (Super 2-Phase) Not against the clock Min 5 max 7 obstacles in first phase	Table A Against the clock Remaining obstacles (Total min 11 max 13 obstacles over both phases)	According to penalties in the first phase (faults at obstacles and exceeding time allowed) and, if necessary, according to penalties and time of the second phase. OC may limit the number of penalties incurred in the first phase for allowance into second phase, i.e. 20 penalties. This must be noted on class information.

48.6. Competitors stopped after the first phase may only be placed after Competitors who have taken part in both phases.

JUMP-OFFS

49. GENERAL

- 49.1. Only Competitors who are in equal first place after one or several preliminary rounds of the same Competition may take part in a jump-off. One or two jump-offs may be scheduled to determine the winner of a Competition.
- 49.2. A jump-off must take place under the same Rules and Table as the original Competition and the Rules for jump-offs in that type of Competition. It must be held immediately after the original round of the Competition.
- 49.3. Unless otherwise laid down in these Rules, no Competition may involve more than two jump-offs. If, after the final jump-off, there is no result, the tied Competitors will be placed equal first.
- 49.4. The first or the first and the second jump-offs may take place against the clock.
- 49.5. In all Competitions in which the score is determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place. The jump-off must be over a shortened course over obstacles which may be increased in height and/or in spread, according to the provisions of the Program. If no provision for a jump-off is laid down in the Program, it will be considered that the Competition is run with no jump-off.
- 49.6. Nonetheless, if in a jump-off against the clock judged to a tenth of a second, two or more Competitors obtain exactly the same penalties and the same time, a second jump-off may not take place. The Competitors are then placed equal.
- 49.7. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the Program. If the jump off allows competitors who accrued penalties in the first round, a ceded jump off may be held with order determined by reverse of penalties accrued in first round with highest penalties commencing first in jump off.
- 49.8. The obstacles in a jump-off may only be increased in height and spread if those Competitors involved have had no jumping penalties in the previous round.
- 49.9. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection. These obstacles may consist of two oxers or two verticals or one oxer and one vertical. Vertical obstacles from the first round may be used in reverse in the jump-off and considered an extra obstacle and must be numbered accordingly.
- 49.10. The obstacles in the jump-off(s) may never be increased in height and/or spread (partially or totally), more than 10-15cm.
- 49.11. If the original course includes combination(s) the jump-off(s) must also include at least one combination.

- 49.12. In all Competitions the number of obstacles in a jump-off may be reduced to six (combinations count as one obstacle).
- 49.13. The shape, the type of obstacles and their colour may not be altered but it is permitted to leave out one of the obstacles of a combination. If the combination is a treble, only the first or last element of this combination may be omitted. New obstacles may not be provided except as set out in Rule 49.9. The order of the obstacles may be altered.
- 49.14. In a jump-off, the distance between the elements of a combination may never be altered.

50. REFUSING TO TAKE PART IN A JUMP-OFF OR JUMP-OFFS

- 50.1. If a Competitor refuses to take part in a jump-off they must ask the permission from the Ground Jury. If the competitor does not start and has not obtained the permission of the Ground Jury to withdraw they will be placed last of those still qualified (on the result of the previous round) or may be disqualified from the Competition.
- 50.2. If before a deciding jump-off, two or more Competitors decline to compete in the jump-off, the Ground Jury will decide whether this request can be accepted or must be rejected. If the Ground Jury accepts the request, the Organising Committee will award the trophy by lot and the prize money (if applicable) for the vacant places will be added together and shared equally between the Competitors. If the request is rejected by the Ground Jury and this ruling is not followed by the Competitors no trophy will be offered and Competitors will only get the placing equivalent to the last placed of the previous round.
- 50.3. A Competitor who is eliminated in a jump-off will be placed last of the Competitors who have completed the jump-off.
- 50.4. A Competitor, who with the permission of the Ground Jury withdraws from a jump-off, must always be placed after a Competitor eliminated or who retires for a valid reason on the course. Competitors who retire for no valid reason or who have themselves eliminated on purpose, are placed equal with Competitors who have withdrawn from the same jump-off. At the discretion of the Ground Jury, Competitors who refuse to start for no valid reason or have themselves eliminated on purpose can be disqualified.
- 50.5. Prize winners of qualifying Competitions retain the prizes they have won even if they decline to take part in the final Competition for which they have qualified.

PLACINGS

51.PLACINGS

- 51.1. The placing of an individual Competitor is decided according to the instructions of the Program for the Competition or amendments noted on the course plan and advised to competitors.
- 51.2. Any Competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during the round.
- 51.3. Competitors who are unable to complete the first round of a Competition have no right to any prize except in special Competitions involving only one round e.g. Top Score.
- 51.4. Prize winners must take part in the prize giving ceremony (if held ()) and it is preferred they do so with the placed horses. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner does not attend the prize giving ceremony, without permission from the Ground Jury, to take part at the prize giving ceremony, the Ground Jury, at its discretion, may decide to allow the OC to withhold the competitor's prize.

ACCIDENTS

52.ACCIDENTS

- 52.1. In the event of an accident preventing either the Competitor or a horse from finishing the Competition, they are both eliminated. If despite the accident, the Competitor completes the round but does not leave the arena mounted, he does not incur elimination. An accident involving a fall of rider or horse and rider shall result in elimination.
- 52.2. If the Ground Jury decides that either Competitor or Horse is not fit to compete after an accident they must impose elimination.

COURSE DESIGN

53. COURSE DESIGN

- 53.1. The Course Designer is responsible to the President of the Ground Jury, for laying out the course, building the obstacles and the measurement of the course.
- 53.2. When the Course Designer is satisfied that the course is ready in all respects, he shall report to the President of the Ground Jury.
- 53.3. The Ground Jury may only order the Competition to start when the Course Designer has reported that all is ready. The Ground Jury is responsible for the conduct of the competition.
- 53.4. The Course Designer named on the program must supervise course construction and should be present on the day to supervise alterations for heights and conditions. This does not preclude them from competing if host club agrees.
- 53.5. For a Show Jumping event to be accorded Official status, an approved HSA Course Designer, as listed on the HSA website, must be used. If the Club cannot obtain the services of an approved HSA Course Designer an application to use a non-accredited Official must be sent to the HSA for consideration.

54. MAIN OBJECTIVE - COURSE DESIGN

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

55. SAFETY FACTORS

- The last fence should not be in line with the exit gate.
- Cup depth of must not be excessive (22mm is ideal) and flat cups must be used for planks, dazzle boards, etc.
- Suggested pole length 3.6m, 10cm in diameter, and weighing 10-15 kg if possible.

- Rails should fall freely from cups.
- Ground conditions should be checked and distances adjusted if required.
- False ground lines (e.g. Pole on the ground set behind the face of a fence) must not be used.
- Check equipment for nails, screws and any sharp objects and correct before using.
- Check that picket fences/gates and solid jumps do not have hoof traps.
- Only one pole may be used in the back element of spread obstacles. Back rails in spread fences must be clearly visible at all times on approaching the obstacle, i.e.: must not be hidden behind infills.
- Check that spare equipment, e.g. poles and cups, are not left on the course.
- Star pickets should be avoided for boundary fence but, if used, must be capped and kept clear of jumps.
- The arena rope must be clearly visible, e.g. use bunting or similar materials. Preference should be given to products that will break if horse runs through.
- An infill of any type MUST NOT be used on the second or third element of a combination unless an infill of similar type has been used on the first element
- When including Obstacles containing infills and triple bars be considerate of the level of competitor before introducing, particularly not for the first two fences for the less experienced levels.

56. AMATEUR RIDERS, JUNIOR, CHILDREN AND YOUNG RIDERS

Equestrian Australia ["Australian National Jumping Rules"](#) may be referenced and must be noted in entry conditions with any edits noted.