

## Annex C Jumping - Annexes

### 1 Obstacles Maximum Dimensions - Distances - Speeds - Jumping Efforts

#### Maximum Dimensions - Distances - Speeds - Efforts

	One star	Two star	Three star	Four star
Height	1.15 m	1.20 m	1.25 m	1.30 m
Oxer spread	1.35 m	1.40 m	1.45 m	1.45 m
Triple Bar spread	1.55 m	1.60 m	1.65 m	1.65 m
Distance	600 m	600 m	600 m	600 m
Speed	350 m	350 m	375 m	375 m
Max Obstacles/Efforts	10-11/13	10-11/14	11-12/15	11-13/16

If the arena is less than 5000 square meters, the maximum speed for Three and Four star level Competitions shall be 350 meters/min.

In arenas less than 2300 square meters the maximum speed for any level shall be 325/min.

CNC/CCN	EvA80	EvA95	EvA105	CNC/CCN1*	CNC/CCN2*	CNC/CCN3*
Height	0.80 m	0.95 m	1.05 m	1.15 m	1.20 m	1.25 m
Oxer spread	0.90 m	1.00 m	1.20 m	1.35 m	1.40 m	1.45 m
Triple Bar spread	1.20 m	1.40 m	1.50 m	1.55 m	1.60 m	1.65 m
Distance	600 m	600 m	600 m	600 m	600 m	600 m
Speed	300 m	325 m	325 m	350 m #	350 m #	375 m #
Max Obstacles / Efforts	9-10/10	9-10/10	9-10/10	10-11/13	10-11/14	11-12/15
Combinations	1 x Double allowed	1 x Double allowed	1 x Double allowed	2 Doubles or 1 Double & 1 Treble	2 Doubles or 1 Double & 1 Treble	1 Double & 1 Treble

Please note that for half star classes, the dimensions and number of efforts used must relate to the higher level at 1.5 and 2.5 classes. For example, two star dimensions, speed and efforts must be used in 1.5 level classes.

# If the arena is less than 5000 square meters, the maximum speed for Three star level competitions shall be 350 metres/min. In arenas less than 2300 square metres the maximum speed for any level shall be 325/min. The plan of the course, which must be posted before the jumping commences, must show:

- position of starting and finishing lines;
- relative position of obstacles;
- type of obstacles (oxer, vertical, triple bar) and numbers;
- the track to be followed marked by a series of arrows showing the direction in which each obstacle must be jumped;
- alternative obstacles;
- length of the course;
- speed;
- Time allowed and time limit;
- any decisions made by the Technical Delegate with regard to the course.

Before the commencement of each class, a break of 10 minutes minimum should be allowed for athletes to walk the course.

### **Starting and Finishing Lines**

The starting and finishing lines may not be more than 15m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left.

### **Time of the Round**

The time of the round is the time taken by an athlete to complete the round, plus time corrections. After the bell has been rung to signal permission to start, the athlete should cross the starting line within a 45 seconds countdown, after which his time will start. The athlete must not start before the signal has been given. It extends to the moment that the mounted athlete crosses the finishing line having jumped the last obstacle. Both these lines must be crossed in the direction indicated on the plan.

### **Time Faults**

- The length of the course and the speed demanded determine the time allowed.
- Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalised by one penalty for each second or part of a second in excess of the time allowed up to the time limit which is twice the time allowed.
- Exceeding the time limit results in elimination.

### **Time Corrections**

#### **Knock-down with Disobedience**

**1.1** If as a result of a disobedience, an athlete displaces or knocks down an obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt. The athlete will be penalised for a refusal and 6 seconds will be added to the time taken by the athlete to complete his test.

**1.2** If an athlete displaces or knocks down one of the elements of a combination and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of 6 seconds must be applied.

**Knock- down & Fall** - Falls at all levels incurs elimination.

### **Reasons for Elimination - Jumping**

#### **Statutory elimination by the Showjumping Judge:**

- jumping or attempting to jump an obstacle in the arena before the start of the test;
- starting before the signal is given and jumping the first obstacle of the course;
- a horse resisting for 45 consecutive seconds during the test

*Resistance includes:*

- taking more than 45 seconds to jump a single obstacle or the first part of a combination and resistance continuously for 45 seconds during the test).
- omitting to cross the starting line and/or finishing line between the flags;
- jumping an obstacle that does not form part of the course during the test;
- omitting to jump an obstacle of the course;
- jumping an obstacle in the wrong order;
- jumping an obstacle in the wrong direction;
- jumping or attempting to jump an obstacle after an interruption without waiting for the bell;
- not jumping all the fences in a combination again after a disobedience;
- not crossing the finishing line mounted before leaving the arena;
- a loose horse leaving the arena before the end of the Test, including before starting, provided the arena is correctly closed in accordance with the rules;
- accepting, while mounted, any object whatsoever during the test, except headgear and/or spectacles;
- error of course not rectified;
- competing with improper saddlery, or with a whip exceeding 75 cm;
- exceeding the time limit;
- second runout or refusal (\*\*/\*\*/\* events);

- third runout or refusal (EvA105 and below events);
- failure to re-attempt an obstacle after a run-out or refusal;
- first fall of rider
- first fall of horse

**Discretionary elimination by the Showjumping Judge:**

- not entering the arena when the athlete's number is called;
- entering the arena unmounted or leaving the arena unmounted;
- all unauthorised assistance;
- not stopping when the bell is rung during the test;
- jumping or attempting to jump an obstacle without headgear or with an unfastened retention harness.

**Prohibited Practice Jumping Fences**

1. Held by hand
2. Neither end of cross pole supported by standard cup or fitting
3. Top end of sloping pole higher than horizontal pole.
4. Pole on ground forming false ground line.
5. Front element higher than rear element.
6. Neither end of sloping poles supported by standard cup or fitting
7. Top end of sloping poles higher than horizontal pole and not supported by standard cup or fitting.
8. Alternate sloping poles (e.g. St Andrews Cross)

