



NATIONAL JUMPING RULES

Effective 1 January 2025

CLEAN VERSION

EA specific rules in italics and shaded

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REFERENCES

FEI Jumping Rules 27th Edition, effective 1 January 2022 Updates effective 1 January 2025
FEI General Regulations 24th Edition Effective 1 January 2020 Updates effective 1 January 2025
FEI Veterinary Regulations 15th Edition 2023, effective 1 January 2025
FEI Rules FEI Jumping World Cup™ 12th Edition, 1 May 2009, Updates effective 17th December 2024
EA General Regulations Effective 1 July 2022 Last Updated 1 January 2025
EA Equine Anti-Doping Policy Effective 1 January 2015
EA Medication Control Policy Effective 1 January 2018 Last Review 2009

PREAMBLE

The Rules for Jumping Events in Australia are based on the rules of the Fédération Equestre Internationale.

The present Australian Rules are effective from 1 January 2024 and FEI Rules for Jumping Events are effective from 1 January 2025

Every eventuality cannot be provided for in these Jumping Rules. In any unforeseen or exceptional circumstances, it is the duty of the appropriate person or body to make a decision in a sporting spirit, by approaching as near as possible the intention of the Jumping Rules and of the General Regulations. 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 the Equestrian Australia, and sporting spirit.

Because these rules have been taken from the FEI rules reference should be made to the relevant FEI rule for further clarification. The article number and paragraph number from the FEI Jumping Rules have been maintained for convenience and ease of use.

Reference may also have to be made to the General Regulations of the EA, other FEI publications including the General Regulations and Veterinary Regulations.

These Rules & Regulations cannot be used either in principle, in whole, or in part for the judging of Competition unless the Organising Committee or body is affiliated to Equestrian Australia

THE FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

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

1. **General Welfare:**

a) Good Horse management

Stabling and feeding must be compatible with the best Horse management practices. Clean and good quality hay, feed and water must always be available.

b) Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.

c) Farriery and tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.

d) Transport

During transportation, Horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the Horses.

e) Transit

All journeys must be planned carefully, and Horses allowed regular rest periods with access to food and water in line with current FEI guidelines.

2. **Fitness to compete:**

a) Fitness and competence

Participation in Competition must be restricted to fit Horses and Athletes of proven competence. Horses must be allowed suitable rest period between training and competitions; additional rest periods should be allowed following travelling.

b) Health status

No Horse deemed unfit to compete may compete or continue to compete, veterinary advice must be sought whenever there is any doubt.

c) Doping and Medication

Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before Competition.

d) Surgical procedures

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

e) Pregnant/recently foaled mares

Mares must not compete after their fourth month of pregnancy or with foal at foot.

f) Misuse of aids

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

3. **Events must not prejudice Horse welfare:**

a) Competition areas

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

b) Ground surfaces

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

c) Extreme weather

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

d) Stabling at Events

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

4. **Humane treatment of horses:**

a) Veterinary treatment

Veterinary expertise must always be available at an Event. If a Horse is injured or exhausted during a Competition, the Athlete must stop competing and a veterinary evaluation must be performed.

b) Referral centres

Wherever necessary, Horses should be collected by ambulance and transported to the nearest relevant treatment centre for further assessment and therapy. Injured Horses must be given full supportive treatment before being transported.

c) Competition injuries

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

d) Euthanasia

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

e) Retirement

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

5. **Education:**

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

This Code of Conduct for the Welfare of the Horse may be modified from time to time and the views of all are welcomed. Particular attention will be paid to new research findings and the FEI encourages further funding and support for welfare studies.

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CHAPTER 1 - INTRODUCTION

Article 200 GENERAL

1. A Jumping Competition is one in which the combination of Horse and Athlete is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the Horse's freedom, its energy, its skill, its speed and its obedience in jumping and the Athlete's horsemanship. It is essential that strict and detailed Jumping Rules are established to regulate Competitions.
2. If an Athlete makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he incurs Penalties. The winner of the Competition is the Athlete 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.
3. Variety in Jumping Competitions is encouraged. Therefore, while the JRs are intended to standardise the rules and regulations which apply to Jumping Competitions, they are not intended to standardise the nature of the Competitions, since variety provides a precious element of interest for Athletes and spectators alike.
4. Other Competitions may be authorised by the Jumping Director in consultation with the Chair of the Jumping Committee, provided their conditions comply with the requirements set forth in the GRs and in the JRs. Detailed conditions of each Competition must be set out clearly in the Schedule and in the programme of the Event. OCs are not permitted to organise Competitions unless the FEI has approved the conditions according to which these Competitions may be run. The conditions according to which these Competitions may be run must be approved by the FEI in writing.

EA: Other competitions may be held provided their conditions comply with the requirements laid down in the rules of the Equestrian Australia and the FEI General Regulations and Rules for Jumping Events.

5. Competitions must be fair for all Athletes. To achieve this objective, the use of all technical assistance available including but not limited to official video recordings is permitted to assist EA and FEI Officials in carrying out their responsibilities under EA and FEI Rules & Regulations. For official video recordings to be accepted under the EA and FEI Rules & Regulations, they must be presented to the President of the Ground Jury within 30 minutes after the official results are announced. An official video recording is considered to be a recording made by the designated host broadcaster and/or any other accredited broadcaster and/or a designated official video recording company as named by the OC and/or the FEI prior to the Event in question). Videos recorded by any other entity are not acceptable under any circumstances. A review of the video recording is solely at the discretion of the President of the Ground Jury. If the Ground Jury relies on video evidence to alter the outcome of any Competition after the results have been communicated, such a video recording must contain

irrefutable evidence that the original ruling or decision was incorrect. A video recording may never be used to establish the time of an Athlete's round (see JRs Art. 229.5). The use of a video shall always be within the confines of the applicable rules and must never by its usage alter the rules currently in effect. With reference to the water jump the decision of the water jump judge is final. (see JRs Art. 211.8)

CHAPTER 2 - ARENAS AND SCHOOLING AREAS

Article 201 – Arena, Schooling Areas and Practice Obstacles

1. The arena must be enclosed. While a Horse is in the arena during a Competition, all entrances and exits must be physically closed EA: *or an arrangement as listed immediately below is set up for the entry and exit point.*

At the discretion of the Organising Committee and under the direct supervision of the steward and/or judge the next Horse may enter the competition arena while the preceding Horse and Athlete combination is still completing their round and the previous combination is leaving the arena.

EA: Athletes distracting the Athlete /combination on course may be eliminated at the discretion of the judge (see JRs Art. 2415.6)

EA: It is recommended that an obstacle is be placed a few metres inside the arena in front of the entry/exit gate so that the gate may be left open.

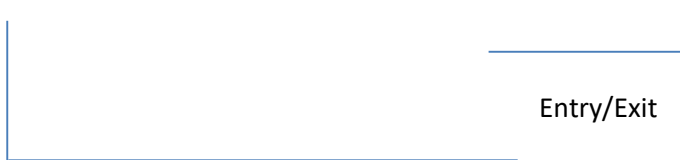
The obstacle is placed so that the Horse must make two turns (a serpentine) in order to enter/exit the arena

Example 1



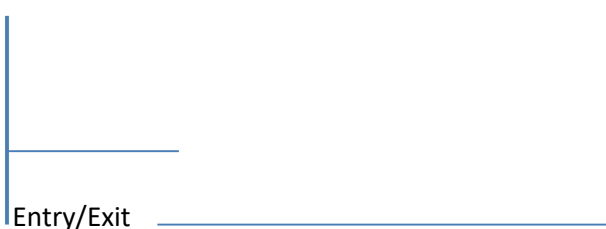
Entry/Exit

Example 2



Entry/Exit

Example 3



Entry/Exit

2. An indoor Competition arena must have minimum size of 1,200 sq m with a minimum width on the short side of 25m. An outdoor Competition arena must have a minimum size of 4,000 sq m with a minimum width on the short side of 50m. An exception to this rule may be granted, where circumstances warrant, by the FEI Jumping Director in consultation with the Chair of the Jumping Committee.

3. The Schooling Areas

The OC must provide at least one exercise or schooling area sufficiently large for optimal training conditions. There must be a minimum of one vertical and one spread obstacle. The ground has to be in good shape proper condition for the training of Horses. When there are many Athletes and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags may be replaced by tape or paint in order to provide a white and a red top to the wings or uprights.

Where space permits and the number of athletes is large, a separate schooling area may be designated.

EA: All persons must abide by the "Code of Conduct for Jumping Warm Up Areas".

Code of Conduct for Jumping Warm Up Arenas:

- 5.1 Respect must be shown to all officials and fellow Athletes at all times.*
- 5.2 Follow instructions from the Ring Marshal at all times. Remember:
Abuse of officials is a reportable offence.*
- 5.3 Always consult the ring Marshal before entering the warm up arena*
- 5.4 Inform the Office and Ring Marshal if you are scratching.*
- 5.5 Inform the Office and Ring Marshal if there is an Athlete change.*
- 5.6 If there is any reason Athlete wants to change draw order, this must
immediately be forward onto Marshal and Judge for approval.*
- 5.7 Follow the published starting order.*
- 5.8 Abide by the Show's recommended number of Athletes in the warm up arena
at any one time. For classes up to 1.30m there is a maximum of 10 Athletes.
For all classes 1.30m and above there is no restriction.*
- 5.9 Only Athletes involved in the current Competition can use the warm up arena.*
- 5.10 Replace all rails you knock down in the warm up arena*
- 5.11 Warm up fences cannot be set more than 10cm higher
and wider than the maximum dimensions of the current class*
- 5.12 Athletes to place warm up fences back to original height when finished*
- 5.13 The nearest Horse to go on course has priority to use ONE warm up fence*
- 5.14 Do not return to the warm up fence after completing your
round or have been eliminated.*
- 5.15 Do not dismount and hold your Horse in the warm up arena
unless you are adjusting riding equipment/tack. In this case you must
be clear of any jumps.*
- 5.16 No earphones can be worn in jumping competitions.
Athletes, grooms or any other person may wear one earphone at any
other time while mounted.*

4. Practice Obstacles

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

- 4.1 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.
- 4.2 Any obstacles 1.30 m or higher must have a minimum of two poles, on the take-off side of the obstacle, regardless of whether or not a ground line is used. The lower pole must always be below 1.30 m. One end of the lower pole of a practice obstacle must be in a cup. The other end may rest on the ground.
- 4.3 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However there can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the centre of the crossed poles
- 4.4 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.
- 4.5 For Competitions where the maximum obstacle height is 1.40m or less, the obstacles in the practice arena may not exceed in height and width 10 cm more than the actual maximum height and width of the obstacles of the competition in progress. If the obstacle height of the Competition in progress is greater than 1.40m, the obstacles in the practice arena may not exceed 1.65 m in height and 1.80 m in width.

This paragraph is applicable to all Categories except for Pony Riders; refer to FEI JR's Annex XI, Art. 17 for the maximum height and width of obstacles in the practice arena at Pony Jumping Events.

- 4.6 It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.
- 4.7 The Organising Committee may provide material to simulate a water ditch.

5. Schooling, Exercising, Gymnastic and Training

- 5.1 Athletes may train their Horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed 1.30 metres in height. Athletes using such obstacles must not violate the rules against rapping (See Art 243.2.1). Training exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. For these exercises a maximum of three obstacles with a height not exceeding 1.00 m may be used; minimum distance between obstacles is 2.50 m, maximum distance is 3.00 m.

Gymnastic/training exercises as described above are not permitted during the warm-up for a Competition.

- 5.2 Placing Poles: if there is enough space only single placing poles may be used and placed on the ground on the take-off side not closer than 2.50 m to a vertical

obstacle not exceeding 1.30 m in height. A placing pole may be used on the landing side not closer than 2.50 m when the obstacle is jumped at the trot or 3.00 m if at the canter. Any pole placed approximately six metres or more from an obstacle on either side or on both sides is not considered a placing pole and is therefore allowed to be used with both verticals and oxers.

Poles on the ground as described above may not be used during the warm-up for a Competition.

- 5.3 Exercising and Training: whenever possible provision should be made for athletes to exercise and train in the presence of a steward for several hours in the morning. Athletes may make minor change to obstacles providing articles 201.4, 201.5 and 201.6 are not contravened, but should significant changes be made, it should be done with the permission of the Steward.
6. Combinations are permitted as long as there is enough space and if they are built with correct distances. The Organizing Committee must provide the material.

When training areas are crowded Athletes may only use single obstacles.

7. The schooling area(s) must always be supervised by a steward when in use.

8. *EA: Where possible the schooling area(s) should be supervised by a Steward when in use.*

9. Schooling of horses

9.1 Young Riders, Juniors, Children (excluding Events on borrowed Horses) and Pony Riders

Rule applies to Children, Junior and Young Rider Championships and extended to all classes specific to these categories at State, Country and National Championships.

It is not permitted for an Athlete's horse/pony to be schooled by anyone else other than the Athlete himself/herself mounted in the saddle, as from 18.00 on the day preceding the commencement of the first Competition of an Event/Championship until the conclusion of said Event/Championship. However, lunging, work in hand etc. by someone other than the Athlete, under the supervision of the stewards, is permitted.

Article 251.4 will remain in place for all other competitions.

9.2 Seniors/under 25

Anyone may jump or work the horse on the flat prior to or during the event.

Article 202 - Access to the Arena and Practice Obstacle

1. Athletes on foot may only be admitted once to the arena before each Competition and this includes Competitions with jump-off(s). Entry into the arena will be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system. However, in Competitions over two rounds with different courses, Athletes may inspect the course before the second round. EA: *with the permission of the Ground Jury. Refer Art 225 Unauthorised Assistance.*
2. The *Organising Committee*, OC, of an Event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.
3. 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.
4. The practice obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60m in spread or a vertical obstacle not exceeding 1.40 m in height, provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the Competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible Disqualification (see JRs Art. 242.2.3 and 240.2.6).

Jumping the practice obstacle in the wrong direction may incur disqualification (see JRs Art. 242.2.7).

The Athlete is allowed 90 seconds maximum to make these attempts, counted from the time the Ground Jury rings the bell.

A Knock down, Refusal or run out count as an attempt. If there is a Refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the Athlete is allowed to make a second and final attempt. The time taken to reset the obstacle is neutralised.

The Ground Jury must give the signal to start the round after the Athlete has made his attempt(s) or after 90 seconds. After the sound of the bell, the Athlete who has attempted only once, is allowed the second attempt but he must cross the starting line in the correct direction within 45 seconds; failure to do so will start the time of the round (see JRs Art. 203.1.2).

5. Athletes may not jump or attempt to jump any obstacle in the arena during a parade

before the Competition. Failure to comply with this paragraph may incur Disqualification (see JRs Art. 242.2.4).

6. A prize winner may only jump an obstacle for the benefit of the press with the permission of the Ground Jury, provided it does not form part of a subsequent round. This practice should not be encouraged.

Article 203 - Bell

1. The bell is used to communicate with the Athletes. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:
 - 1.1 to give permission to the Athletes to enter the arena when the course is ready for their inspection (see JRs Art. 202.1) and to signal that the inspection time is over;
 - 1.2 to give the signal to start and to activate a 45-second countdown shown in the timing equipment in the scoreboard or in another display beside the arena.
 - 1.3 The 45-second countdown sets the time that the Athletes can spare before commencing his round. The Ground Jury has the right to interrupt the 45-second countdown if unforeseen circumstances occur. Incidents such as, but not limited to disobediences, occurring between the signal to start and up until the moment the Athlete/Horse combination crosses the starting line in the correct direction, are not penalised (see JRs Art 235.3). However, in the event of a fall, of an Athlete and/or Horse at any time from the moment the Athlete/Horse combination enters the Competition arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been given, the combination will not be permitted to start in the round or Competition in question and the bell must be rung accordingly.
 - 1.4 After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a Disobedience.
 - 1.5 However, the Ground Jury in its discretion if the situation so warrants has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown.
 - 1.6 To stop an Athlete for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption (see JRs Art. 217.4 and 233);
 - 1.7 To indicate to him that an obstacle knocked down following a disobedience has been replaced (see JRs Art. 233);
 - 1.8 To indicate by prolonged and repeated ringing that the Athlete has been eliminated.
2. If the Athlete does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury (see JRs Art. 241.4.5) except where specifically provided for under JRs Art. 233.2).
3. If, after an interruption, the Athlete restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (see JRs Art. 241.3.14).

Article 204 – Courses and Measuring

1. The Ground Jury must walk the course to inspect it before the start of the Competition. The length of the course must be measured accurately to the nearest metre taking into account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.
2. *EA: The President of the Ground Jury or his deputy must ensure that the Course Designer has properly measured the course.*
3. Once the Competition has started only the Ground Jury in consultation with the Course Designer may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after the third Athlete, who has completed the course without a Disobedience or any other interruption, assuming that the three Athletes in question have started their course prior to the 45 second countdown elapsing, and before the next Athlete has started. In this case, the Ground Jury has the option to alter the time allowed. If the time allowed is increased the score of the Athletes 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 Athlete having previously completed his round receives time penalties due to the alteration of the time allowed.
4. If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the Schedule, before the start of the first Athlete of the Competition.
5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.
6. The starting and finishing lines may not be more than 15 metres or less than 6 metres 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. The start line and finish line must also be marked with markers with the letters S (= start) and F (= finish).

Article 205 – Course Plan

1. The Course Designer must give the Ground Jury a copy of the course plan showing accurately all the details of the course. An exact copy of the course plan given to the Ground Jury must be posted as close as possible to the entrance of the arena and should be posted at least 30 minutes before the beginning of each Competition; if applicable the time allowed may be added to the course plan later than 30 minutes before the start of the Competition as soon as the Course Designer has finished measuring the course *EA: and must be prior to the beginning of each Competition.* For all Competitions the track as measured by the Course Designer must be indicated on the course plan that is posted prior to the Competition.
2. The obstacles are numbered consecutively in the order, in which they must be jumped, except in certain Competitions specified in the JRs.

3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury and Athletes. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc).
4. The plan must indicate the following:
 - 4.1 the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without Penalty
 - 4.2 the relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles;
 - 4.3 any compulsory turning points marked by a white flag on the left side and a red flag on the right;
 - 4.4 the track to be followed by Athletes marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the Athlete is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
 - 4.5 the table of Penalties to be used;
 - 4.6 the speed for the Competition if applicable;
 - 4.7 the length of the course;
 - 4.8 the time allowed and the time limit, if any; or the fixed time in certain Competitions, as specified in the JRs;
 - 4.9 the obstacles, the length, the time allowed and the time limit for the jump-offs;
 - 4.10 the combinations considered as completely closed or as partially closed (Article 214);
 - 4.11 All decisions and/or modifications made by the Ground Jury in regard to the course.

Article 206 – Alterations to the Course

1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted up, the change may only be made after agreement of the Ground Jury. In this case all individual Athletes must be advised of the alterations. Once the Competition has begun, the conditions under which it is run may not be altered and the course or its obstacles may not be changed unless otherwise stipulated in the JRs (see Art 204.3) 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.
2. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a Competition, if in the opinion of the Ground Jury, deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, 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 Athletes penalised during this round at that obstacle must be

adjusted by cancelling jumping Penalties and time corrections incurred thereat. All Eliminations and time Penalties already incurred will stand.

3. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3.

Article 207 – Flags

1. Completely red flags and completely white flags should be used to mark the following details of the course.
 - 1.1 the starting line; it is obligatory to place also a marker S (see JRs Art. 204.6);
 - 1.2 the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling areas (see JRs Art. 201.3) or of the practice obstacle in the arena (see JRs Art. 202.4); in the schooling area it is also allowed to use wings/uprights with a red or white top, instead of flags;
 - 1.3 compulsory turning points;
 - 1.4 the finishing line; it is obligatory to place also a marker F (see JRs Art. 204.6);
2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the Athlete must pass between the flags (red on his right and white on his left). Flag poles defining the limits of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.
3. If an Athlete 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 (see JRs Art. 220).
4. 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 Athlete 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 Athlete will be given the signal to start.
5. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a Disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury will interrupt the round of the Athlete. The clock must be stopped while the flag is replaced and a time correction of 6 seconds will be applied in accordance with the procedure provided for in JRs Art. 232.

6. In certain special Competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.

CHAPTER 3 – OBSTACLES

Article 208 – Obstacles General

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. 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 or be injured.
2. The obstacles must be designed with horsemanship and fairness in mind.
3. Sponsored Obstacles (refer to FEI rules 208.3)
4. Maximum Height of Obstacles (refer to FEI rules 208.4)
5. Under no circumstances, except in Six Bar and Puissance Competitions may any obstacle exceed 1.70 m in height. Spread obstacles must not exceed 2m in spread with the exception of triple bars, which may have a maximum spread of 2.20 m. This applies also in the case of one or of several jump-offs. The water jump may not exceed FEI: 4.00m, **EA 3.60 m** in spread including the take-off element.

- 5.1 The first obstacle and the first obstacle of the first combination may be 10cm (4 inches) lower than the minimum recommended height.*

5.2 Any jump off under Table A must include a combination and must not be raised more than 10cm in height or width, than the previous round.

5.3 The spread should be at least the same in height as in spread. The spread should never be more than one third greater than the height. (The exception is for triple bars).

5.4 The minimum starting height for Young Riders is 1.3 metres

5.5 These dimensions also apply for Speed Classes.

6. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; the support must have a depth of 18 mm minimum and a depth of 20 mm maximum. This also applies for safety cups (refer to Art. 210.1 for details). For special obstacle material and planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.
7. The limits on the height and spread of obstacles laid down by these JRs and in the definite Schedule must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but every effort has been made not to exceed the maximum dimensions specified in the schedule with the materials available. In Competitions for which the Schedule indicates a

maximum height of 1.05m or more, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm. However, the height of obstacles at indoor Competitions (with the exception of Power and Skill Competitions) must never exceed 1.65 m under any circumstances.

8. The approximate dimensions of obstacles in Competitions other than those, which are specially set forth in the JRs, must be stipulated in the Schedule.

Article 209 - Vertical Obstacles

An obstacle, whatever its construction, may only be called a vertical when faults are judged on the same vertical plane.

Article 210 – Spread Obstacles

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. FEI approved 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. The maximum depth of the safety cups for the top back pole of a spread obstacle is 18 mm; safety cups used for the centre poles of a triple bar or for lower poles of other obstacles may have a maximum depth of 20 mm. *EA: As of 1 January 2024, the maximum depth of the safety cups for the top back pole of a spread obstacle is 18 mm; safety cups used for the centre poles of a triple bar or for lower poles of other obstacles may have a maximum depth of 20 mm.* FEI approved safety cups must be used in the Competition arena and schooling areas.
2. The President of the Ground Jury is responsible for the rules relating to safety cups to be followed. The Foreign Judge will report any non-compliance of the rules to the FEI. The name of the company which supplies the FEI approved safety cups, to be used at the Event, will be mentioned in the Schedule.

Article 211 – Water Jump, Water Jump with Vertical and Liverpool

1. For an obstacle to be called a water jump, there must be no obstacle in front, in the middle or behind the water. The water must have a minimum spread in excess of 2.00 m and must be dug into the ground *EA: and maximum spread of 3.60 m. The water jump may be sited on top of the ground. The width of the front of the water jump must be at least 4 metres and greater than the length. This may include floral decorations.*
2. A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm, must be erected on the take-off side. The width of the front of the water jump must be at least 30% greater than the length.

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| 3. <i>EA: At the Australian Jumping Championships the landing side of the water jump must</i> |
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be defined by a lath, at least six centimetres in width and not exceeding eight centimetres, covered with a bed of contrasting coloured plasticine about one centimetre thick. This plasticine must be replaced each time a Horse touches it. Several spare laths must be provided together with extra plasticine so that a lath, which has been marked by a Horse, may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground; at the time of the inspection of the course by the Ground Jury, the entire length of the lath must touch the water.

3.1 Alternative material to plasticine for the lath may be used in competitions where the total prizemoney is less than \$5,000.00, which includes corflute (plastic coated cardboard) or a white rubber strip.

4. EA: The water must be coloured sky blue.

5. It is a Fault at the water jump:
 - 5.1. When a Horse puts one or several feet on the lath defining the limit of the water jump. It is a Fault when the foot or the shoe touches the lath and leaves an impression; impression of the fetlock joint or boot does not constitute a fault.
 - 5.2. When a Horse touches the water with one or several feet.
6. Striking, knocking down, or displacing the brush or take-off element is not a Fault.
7. If one of the four flags is knocked down or displaced it is for the water jump judge to decide whether or not there has been a Run-out depending on which side of the flag the horse has passed. If the decision is a Run-out the bell will be rung and the clock stopped while the flag which has been knocked down or displaced is put back and six seconds will be added in accordance with JRs, Article 232.
8. The decision of the water jump Judge is final. For this reason he must be a member of the Ground Jury.
9. The water jump Judge must register the identification number or name of Horses penalised at the water jump and the reason for the Penalties.
10. Only a vertical obstacle of not more than 1.5 m **EA: 1.35 m** in height, having any number of poles but all with the use of FEI approved safety cups (see JRs Art. 210.1) may be placed over open water. The depth of the safety cups for the top pole of the vertical is 18 mm; the safety cups for the lower poles may have a maximum depth of 20 mm. The vertical obstacle must be placed between 30 and 50 percent of the spread of the water jump from the front of this obstacle. This obstacle is judged as a vertical obstacle and not as a water jump. For this reason it is not necessary to use a lath or other arrangement to define its limits. If a lath is used it is to be considered a visual aid only; Penalties will not be incurred for any imprints on the lath. The same applies if the take-off element is displaced.

11. EA: If water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (including the water) may not exceed two metres. . For all Liverpool

obstacles, the front edge of the water tray must be placed either in alignment with the same vertical plane as the front poles, or in front of the vertical plane of the front poles.

12. *EA: The minimum length of the arena for using a water jump is 80 metres.*
13. *EA: There must not be any obstacle before or after the water jump less than 25 metres (6 strides). Except National Jumping Championships*
14. *EA: If an open water is to be included in a Competition the water jump must be used prior to that competition with rails above the water by those Athletes who will jump the open water.*
15. *EA: The Course Designer must be EA Level 3 or FEI Level 2 or above accredited to include a water jump in the course.*

Article 212 – Combination Obstacles

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7 m minimum and 12 m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7 m) which require two or more successive efforts. 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.
2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalised separately.
3. When there is a Refusal or Run-out, the Athlete must retake all the elements unless it is a closed combination or partially closed combination (see JRs Art. 214) or a Six Bar or obstacles-in-line Competition.
4. Penalties for faults made at each element and during different attempts, are counted separately and added together.
5. In a combination obstacle a triple bar may only be used as the first element.

Article 213 – Banks, Mounds and Ramps

Refer to FEI Rules

Article 214 – Closed Combinations, partially closed and partially open Combinations

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

2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a Refusal, Run-out, the following procedure applies (see JRs Art. 219);
 - 2.1. if the Disobedience occurred in the closed part, the Athlete must jump out in the direction of the course;
 - 2.2. if the Disobedience occurred in the open part, the Athlete must take the whole obstacle again. Failure to do so incurs Elimination (see JRs Art. 241.3.15).

In the event of a Disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of six seconds must apply. If, once inside the enclosure, the Horse refuses the Athlete must jump out in the direction of the course. The six seconds Penalty is added to the time when the clock is restarted and the Athlete resumes his round.

3. The Ground Jury must decide before the Competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

Article 215 – Alternative Obstacles and Joker

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:
 - 1.1 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;
 - 1.2 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;
2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. 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.

CHAPTER 4 – PENALTIES DURING A ROUND

Article 216 – Penalties General

During a round, Penalties are incurred for:

1. Knocking down an obstacle (see JRs Art. 217), a foot in the water or any imprint of the foot or shoe on the lath defining the limits of the water jump on the landing side;
2. A Disobedience, (i.e. Refusal, Run-out or Resistance) (see JRs Art. 219);
3. A deviation from the course (see JRs Art. 220);
4. A fall of a horse and/or athlete (see JRs Art. 224);
5. Unauthorised assistance (see JRs Art. 225);
6. Exceeding the time allowed or the time limit (see JRs Art. 227; 228).

Article 217 – Knock Down

1. An obstacle is considered to have been knocked down when, through a mistake of the Horse or Athlete:
 - 1.1 the whole or any upper part of the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle (see JRs Art. 218.1);
 - 1.2 at least one of its ends no longer rests on any part of its support.
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 should decide in favour of the Athlete. 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, (except the flags), as a result of a Disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a Disobedience and corrected by time in accordance with JRs Art. 232.

3. Penalties for knocking down an obstacle are those provided for under Tables A and C (see JRs Art. 236 and 239).
4. If any part of an obstacle, which has been knocked down is likely to impede an Athlete in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.

5. If an Athlete 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 in use for the Competition.

Article 218 – Vertical and Spread Obstacles

1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalized.
2. When a spread obstacle which requires only one effort comprises parts which are not positioned in the same vertical plane, the fall of one or several top parts only counts as one fault whatever the number and position of the parts which have fallen. Trees, hedges etc. used as filling are not liable for Penalties.

Article 219 – Disobediences

1. The following are considered as Disobediences and are penalised as such (see JRs Art. 236 and 239):
 - 1.1 a Refusal;
 - 1.2 a Run-out;
 - 1.3 a Resistance;
 - 1.4 a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a Disobedience to circle around the last obstacle jumped unless the track of the course so requires.
2. Notwithstanding the above, the following is not considered to be a Disobedience:
 - 2.1 circling for up to 45 seconds after a Run-out or a Refusal (no matter if the obstacle has to be rebuilt or not) to get into position to jump an obstacle;

Article 220 – Deviation from the course

1. It is a deviation from the course when the Athlete:
 - 1.1 does not follow the course as set out on the published plan;
 - 1.2 does not cross the starting line or the finishing line between the flags in the correct direction (see JRs Art. 241.3.6 and 241.3.17);
 - 1.3 omits a compulsory turning point (see JRs Art. 241.3.7);
 - 1.4 does not jump the obstacles in the order or in the direction indicated, except in

certain special Competitions (see JRs Art. 241.3.10 and 241.3.11);

- 1.5 jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the Elimination of an Athlete for jumping an obstacle not forming part of the course.
2. An uncorrected deviation from the course will result in Elimination of the Horse and Athlete combination (see JRs Art. 241.3.6, 241.3.7 and 241.3.17)

Article 221 – Refusal

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.
2. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.
3. If the halt is prolonged, if the Horse steps back, either voluntarily or not, even a single pace, it counts as a Refusal.
4. If a Horse slides through an obstacle, the Judge in charge of the bell 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 Athlete must be ready to attempt the obstacle again as soon as it has been rebuilt (see JRs Art. 232 and 233).
 - 4.1 If the Judge decides that it is not a Refusal, the bell is not rung and the Athlete must continue his round. He is then penalised as for an obstacle knocked down.
 - 4.2 If the bell has been rung and the Athlete jumps other elements of the combination in his stride, he will not be eliminated or incur further penalties even if he knocks down this element of the combination.

Article 222 – Run-Out

1. It is a Run-out when the Horse escapes the control of its Athlete and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.
2. When a Horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly, the Athlete is penalised as for a Run-out and he must jump the obstacle again correctly.
3. It is considered to be a Run out and is penalised as such for a Horse or any part of a Horse to go past the extended line of an obstacle to be jumped, or of an element of a combination, or of the finishing line or of a compulsory turning point.

Article 223 – Resistance

1. It is a Resistance when the Horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
2. It is equally a Resistance when the Athlete stops his Horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (see JRs Art. 233.3.2). A Resistance is penalised as for a Refusal except in the circumstances set out in JRs Art. 241.3.4.

Article 224 – Falls

1. Fall of An Athlete

1.1 Fall of an Athlete in the Competition arena An Athlete is considered to have fallen when, either voluntarily or involuntarily, he is separated from his Horse, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.

1.2 If it is not clear that the Athlete has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the Athlete.

2. Fall of an Athlete anywhere outside the Competition arena

An Athlete is considered to have fallen when, involuntarily, he is separated from his Horse. If an Athlete has voluntarily dismounted, it is not considered a Fall.

3. Fall of a Horse

A Horse is considered to have fallen when the shoulder and quarters have touched the ground **or** the obstacle and the ground.

4. *EA: In case of a fall of an Athlete and/or a Horse at any time in the Competition arena, in the practice arena or elsewhere within the grounds of the Event, the Athlete and/or the Horse must be checked and cleared by the Event's medical service, and/or Veterinary Delegate (or a vet attending the event or in their absence the officiating Judge), before remounting and/or taking part in any further competitions at the event.*

4.1 Fall in the Competition Arena

4.1.1 Fall prior to starting the round

In the event of a fall of an Athlete and/or Horse at any time prior to starting the round (see JRs Art. 226.2), the combination is not eliminated but will not be permitted to start in the round in question; in this case the combination shall be listed in the results as “did not start” in that round. If the Athlete has entered more than one Horse in the Competition concerned, he/she must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before he/she can be permitted to take part in the round in progress with his/her other Horse(s). In this case the Ground Jury may give the Athlete a later starting position if considered necessary. The Horse must be *EA: checked* (FEI: cleared) by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event.

4.1.2 Fall during the round

In the event of a fall of an Athlete and/or Horse during the round (see JRs Art. 226.2),

the combination is eliminated (see JRs Art. 241.25). If the Athlete has entered more than one Horse in the Competition concerned, he/she must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before he/she can be permitted to take part in the round in progress with his/her other Horse(s). In this case the Ground Jury may give the Athlete a later starting position if considered necessary. The Horse must be *EA: checked* (FEI: cleared) by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event.

4.1.3 Fall after crossing the finish line

In the event of a fall of an Athlete and/or Horse after crossing the finish line (see JRs Art. 226.2), the combination is not eliminated from the round in question. The Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be *EA: checked* (FEI: cleared) by the Veterinary Delegate, before the Athlete and/or Horse may be permitted to take part in the jump-off or second round if applicable, or in any further Competition at the Event. Refer to JRs Art. 235.4 for details relating to a fall of an Athlete and/or a Horse after crossing the finish line.

4.2 Fall in the practice arena

In case of a fall of an Athlete and/or a Horse in the practice arena prior to entering the Competition arena for the first or second round of a Competition, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be *EA: checked* (FEI: cleared) by the Veterinary Delegate, before the Athlete and/or the Horse may be permitted to take part in the round in progress. In this case the Ground Jury may give the Athlete a later starting position in that round if considered necessary. In case of a fall of an Athlete and/or a Horse in the practice arena prior to entering the Competition arena for a jump-off, the Ground Jury may, at its discretion, decide to *EA: give the Athlete a later starting position if possible, or* delay the jump-off for a reasonable amount of time for the Athlete to be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse to be *EA: checked* (FEI: cleared) by the Veterinary Delegate, or to eliminate the combination from the jump-off.

4.3 In all cases of a fall of an Athlete and/or a Horse anywhere within the grounds of the Event, the Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or Event in accordance with Article 140.2 of the FEI General Regulations *and EA General Regulations Art 140.1. Refer to the EA General Regulations 140.2 for the EA concussion policy.*

Article 225 – Unauthorised Assistance

1. Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the Athlete or his Horse is considered to be unauthorised assistance.

2. In certain exceptional cases, the Ground Jury may authorise the Athlete to enter the arena on foot or with the help of another person, without this being considered as unauthorised assistance.
3. Any help given to a mounted Athlete to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur Elimination. To hand a mounted Athlete his headgear and/or spectacles during his round is not considered to be unauthorised assistance (see JRs Art. 241.3.20).
4. Earphones and/or other electronic communication devices are strictly prohibited in EA Jumping Competitions, and such usage is penalized by Elimination. For the avoidance of any doubt, Athletes, grooms or any other person may wear one earphone at any other time while mounted (see JRs Art. 256 2.2 1.10)

CHAPTER 5 – TIME AND SPEED

Article 226 – Time of the Round

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by an Athlete to complete the round, plus the time correction (see JRs Art. 232) if any. The time awarded to the Athlete starts running either upon crossing the starting line as per Art. 226.2 or upon expiration of the 45 sec countdown (see JRs Art. 203.1.2), whichever occurs first. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
2. The round starts when the mounted Athlete passes the starting line in the correct direction for the first time after the bell has been rung. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
3. A display board beside the arena, clearly visible for the Athlete, should show the 45-second count-down. If there is no display board, the 45-second rule will still apply.

Article 227 – Time allowed

The time allowed for a round in each Competition is determined in relation to the length of the course and the speeds laid down under JRs Art. 234, FEI Annex II or EA Annex II.

Article 228 – Time limit

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down.

Article 229 – Recording the Time

1. Each Competition at an Event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is compulsory for Australian Championships and CSI events. The timekeeper is required to record the number of the Horse and the time taken to complete his round. The time must be recorded to the one - hundredth of a second.
2. Three digital stopwatches must be used. Two digital watches are required in case the automatic timing breaks down and a third watch required to measure the time taken to start after the bell has been rung for Disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a Resistance. The President or a member of the Ground Jury must have a digital stopwatch.
3. In any Competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of

one will be taken into account for the official timing, the time of the second timekeeper will be used as a back-up.

4. In case of a breakdown of the electronic timing equipment, the time of any Athlete affected by the breakdown shall be determined by a stopwatch in hundredths of a second. Refer to Annex IV in FEI Rules
5. A video recording may never be used to establish the time of an Athlete's round.
6. If the crossing of the starting and/or finishing line by the Athlete cannot be clearly judged from the Ground Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the Athlete. The time taken by the Athlete to complete the round is to be registered at the Ground Jury box.
7. Restarting the whole course should be done only in very exceptional circumstances (for example, the failure of both automatic timing and stop watch) for an Athlete who has been stopped to be allowed or required to start the whole course again. If in such circumstances he does start the whole course again, his previous score will be disregarded.
8. An Athlete who has competed the course against the clock and who is required to restart because his time has not been taken may elect not to do so, in which case he will be placed immediately below any Athlete with whom he would otherwise be placed equal on faults alone.

Article 230 – Interrupted Time

1. While the clock is stopped, the Athlete remains free to move around until the ringing of the bell gives him permission to start again. The clock is restarted when the Athlete reaches the place where the clock was stopped. Except in the case of a Disobedience with a knock-down in which case JRs Art.232 applies.
2. The responsibility for starting and stopping the clock rests solely with the Judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.

Article 231 – Disobediences during interrupted time

1. The time of a round is interrupted only under the provisions of JRs Art. 232 and 233. The clock is not stopped in the event of a deviation from the course, a Run-out or a Refusal.
2. Disobediences are not penalised during interrupted time, except for the second Refusal following a Refusal with a knock down.
3. The provisions concerning Elimination remain in force during interrupted time.

Article 232 – Time Corrections

1. If, as the result of a Disobedience, an Athlete displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the Athlete can continue the round. The Athlete is penalised for a Refusal and a time correction of six seconds is added to the time taken by the Athlete to complete his round. The clock is restarted at the moment when the Horse leaves the ground at the obstacle where the Refusal occurred. If a Disobedience with the knock-down occurs at the second or subsequent part of a combination the clock is restarted when the Horse leaves the ground at the first element of the combination.
2. *EA: In those Competitions where the third disobedience (1.15 metres and under) causes Elimination, the following applies. If, after a first Disobedience with a disturbance to the obstacle, the Athlete has a second Refusal without a disturbance, the clock must be restarted by the Ground jury at the point where the Horse would normally take off should the Disobedience not have occurred.*

Article 233 – Stopping during the round

1. In the event of an Athlete not being able to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the Athlete. As soon as it is evident that the Athlete 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 Athlete reaches the precise place where the clock was stopped; no penalty is incurred and six seconds are not added to the Athlete's time.
2. If the Athlete does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Ground Jury must decide whether the Athlete is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the Athlete 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.
3. If the Athlete stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the Athlete, he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.
 - 3.1 If the dimensions are correct and the obstacle in question has been properly built or if the alleged unforeseen circumstances are not accepted as such by the Ground Jury, the Athlete will be penalised as for stopping during the round (see JRs Art. 223.1) and the time of his round will be increased by six seconds.

- 3.2 If the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the Athlete is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the Athlete takes up his track at the point where he stopped. Any delay incurred by the Athlete must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

Article 234 – Speed

1. The speeds for Jumping Competitions are as follows:

EA: The speed of the Competition may be changed if the arena is of insufficient size or if the Competition arena footing does not allow the Competition to be conducted fairly and or safely at the speed published in the event schedule. The decision to change the speed of the Competition is made by the Course Designer and President of the Ground Jury in consultation.

- 1.1 325 m per minute minimum and 400 m per minute maximum.

1.1.1. EA: Competitions with a maximum height less than 1.05m in the first round to be conducted at a speed of 325m per minute. Competitions with a height of 1.05m up to and including 1.30m in the first round to be conducted at a speed of 350m per minute. Competitions above 1.30m in the first round to be conducted at 375m per minute outdoors; 350m per minute indoors the speed may also be reduced to 325m per minute in indoor arenas providing it is stated in the Schedule.

- 1.1 Puissance / Power and Skill competitions: no minimum speed required.

- 1.2 Longines Ranking Competitions counting for Longines Ranking point groups AA through D at CSIs and CSIOs: 375 m per minute minimum and 400 m per minute maximum outdoors and 350 m per minute minimum indoors. In outdoor arenas measuring 65 m x 85 m or smaller the speed may be reduced to 350 m per minute.

EA: The speed at which the competition is to be conducted should be published in the event schedule.

- 1.4 Nations Cup: 400 m per minute for 5* and 4* Nations Cup Competitions outdoors; 375 m per minute for 3* and 2* Nations Cup Competitions outdoors, 350 m per minute for 1* Nations Cup Competitions outdoors and also for all indoor Nations Cup Competitions.

- 1.5 Young Horse Competitions: 325 m per minute minimum.

*- EA: 4yo and 5yo horses: 325 m per minute minimum
- EA: 6yo and above horses: 350 m per minute minimum*

CHAPTER 6 – TABLES OF PENALTIES

Article 235 – Faults

1. Faults made between the starting line and the finishing line must be taken into consideration. Exception: A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence his round, whichever occurs first. Definition of Faults according to JRs Art. 217 and 218.
2. Disobediences committed during the time when the round is interrupted (see JRs Art. 231.3) are not penalised.
3. Disobediences occurring between the moment the Athlete/Horse combination enters the Competition Arena and up until the moment the combination crosses the starting line in the correct direction, are not penalised. In the event of a fall, of an Athlete and/or Horse from the moment the combination enters the arena up until the moment they cross the starting line in the correct direction once the signal to start has been given, the combination will not be permitted to take part in the round or Competition in question. (Refer also to JRs Art. 224). The Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or the Event in accordance with *Article 140 of the EA General Regulations and* Article 140.2 of the FEI General Regulations.
4. A fall of the Athlete and/or Horse after crossing the finish line does not incur Elimination. However, in the event of a fall after the finish line, the following applies:
 - 4.1 In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with an immediate jump-off, the Athlete/Horse combination is eliminated from the jump-off, and will be placed equal last in the jump-off with Athletes who have withdrawn, retired or been eliminated from the jump-off. *The Athlete and/or the Horse must be checked by the Event's medical service, respectively by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.*
 - 4.2 In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with a jump-off (but not an immediate jump-off) or after crossing the finish line of the first round of a two-round Competition, the Athlete and/or the Horse must be checked by the Event's medical service, respectively by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in the jump-off, respectively in the second round. In the case of a Competition with a jump-off the Ground Jury may, at its discretion, decide to delay the jump-off for a reasonable amount of time for the Athlete to be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively for the Horse to be cleared by the Veterinary Delegate, *EA: give the Athlete a later starting position if possible* or to eliminate the combination from the jump-off. In the case of a two-round Competition, the Ground Jury may give the Athlete a later starting order in the second round if

considered necessary.

4.3 *EA: In case of a fall of the Athlete after crossing the finish line of a jump-off, or after crossing the finish line of the initial round if the combination did not qualify for the jump off, or after crossing the finish line in a Competition with no jump-off, the Athlete and/or the Horse must be checked by the Event's medical service, respectively by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.*

4.4 In all cases outlined in paragraphs 4.1 – 4.3 above, the Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or Event in accordance with *Article 140 of the EA General Regulations* and 140.2 of the FEI General Regulations.

Article 236 - TABLE A.

1. *EA: Faults are penalised in Penalty points or by Elimination according to the table set out.
EA Faults and Penalties are in italics*

Fault	Penalty
5.1 First Disobedience	Four Penalties
5.2 Obstacle knocked down while jumping	Four Penalties
5.3 One or more feet in the water jump or an imprint made by the foot or shoe on the lath defining its limits on the landing side	Four Penalties
5.4 Fall of Horse or Athlete or both in all Competitions	Elimination
5.5 Second Disobedience or other infringement laid down under Article 241 <i>when the Competition is over 1.15m. in height.</i>	Elimination
<i>EA: Second Disobedience if the Competition is 1.15m and under in height.</i>	<i>8 Penalties</i>
<i>EA: Third Disobedience if the Competition is 1.15m and under in height</i>	<i>Elimination</i>
5.6 Exceeding the time limit	Elimination
5.7 Exceeding the time allowed in all Competitions run under Table A	One Penalty for each seconds commenced

- 2 Penalties for the Disobediences accumulate not just at the same obstacle, but throughout the entire round.

Article 237 – Scores under Table A

Adding the Penalties for Faults at the obstacles and the time Penalties, gives the Score obtained by the Athlete for his round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the Competition.

Article 238 – Methods of determining the scores under Table A

1. Competitions not against the clock

- 1.1 The Athletes with equality of Penalties share the prizes. Depending on the conditions of the Schedule, there may be one or two jump-offs not against the clock for those with equality of Penalties for first place.
- 1.2 This is a Competition not against the clock with a time allowed but in the event of equality of Penalties for first place there will be one jump-off against the clock. Other Athletes are placed according to their Penalties in the first round.
- 1.3 This is a Competition not against the clock with a time allowed but in the event of equality of Penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of Penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their Penalties in the first jump-off and if necessary in the first round.

2. Competitions against the clock

2.1 *One Round Against the Clock*

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

2.2 *One Round with a Jump Off*

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

245.3 *One Round with an Immediate Jump Off*

Athletes, who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course during which the 45 second rule set forth in JRs Art. 203.1.2. applies. Athletes, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. **More detail Art 245.3**

- 2.3 This is a Competition against the clock as for 238 2.2, but if, in the first jump-off against the clock there are Athletes with equal Penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their Penalties and time in the first jump-off and if necessary according to their Penalties and time in the first round.
3. In all Competitions when the placings are determined against the clock, in the event of equality of Penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the Schedule. If no provision for a jump-off is laid down in the Schedule, it is considered that the Competition will be run with no jump-off (see JRs Art. 245.6).
4. In no circumstances may the number of jump-offs in the same competition under JRs Art. 238.1.1 and 238.2.1 exceed two (see JRs Art. 245.4).

Optimum Time Classes

Classes are scored on Faults under Table A, however, all ties are broken on the basis of Optimum Time.

1. Optimum Time in First Round

The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the case of equality of faults, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc.

2. Optimum Time in First Jump-Off

- a. The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In case of equality of faults, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc.
- b. The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. In case of a fall of a Rider and/or Horse after crossing the finish line of the first round, the Rider/Horse combination may not continue to the jump-off, and will be placed according to their Score in the first round. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off. In the case of equality of faults in the jump-off, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to

this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds and a tie exists, the results will be determined by the scores and time from that round. It is recommended that no more than twelve numbered obstacles be included in the first round when the class is scored under this table.

- c. Special Two Phase Competitions - The first phase to consist of 5 to 7 jumping efforts and the second phase of 4 to 6 jumping efforts. Placing will be according to the aggregate penalties in both phases. In the case of equality of faults, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the second phase.) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) in the second phase will prevail in the tie, next closest next, etc.

Athletes who are eliminated or retire from either the first or second phase will not be placed.

Article 239 - TABLE C

Faults under Table C are penalised in seconds which are added to the time taken by the Athlete to complete his round or by Elimination. *EA Faults and Penalties are in italics.*

Penalties under Table C

Fault	Penalty
Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side.	Four seconds (three seconds for the second phase of two phase competitions, for knock-out competitions and for any jump-off under Table C) for outdoor competitions. Three seconds for indoor Competitions.
First Disobedience	None
First Disobedience, with a knock down and/or displacing of an obstacle	Time correction six seconds
<i>Second Disobedience when Competition is 1.15m and under in height</i>	<i>None</i>
<i>Second Disobedience when Competition is 1.15m and under in height, with a knock down and/or displacing of an obstacle</i>	<i>Time correction six seconds</i>
<i>Third Disobedience when Competition is 1.15m and under in height</i>	<i>Elimination</i>
Second Disobedience or other infringement laid down under JRs Article 241 when Competition is above 1.15m in height.	Elimination
Fall of Horse or Athlete or both in all Competitions	Elimination

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

Exceeding the time limit: Elimination

4. Scores under Table C

Adding, the time of the round (incl. the seconds for time correction if any), plus four seconds for each obstacle knocked down (three seconds during a jump-off or the

second phase of a two phase Competition), gives the Score obtained, in seconds, by the Athlete for his round.

5. Athletes wishing to school in speed competitions under Table A or C, must inform the OC before the Competition commences. Those wishing to school will start first in the Competition. Athletes not complying with the above may be eliminated at the discretion of the Ground Jury (see JRs Art. 241.4.4).
6. In the event of equality for first place, the Athletes will be placed equal first, unless there is specific provision for a jump-off in the Schedule of the Event.

CHAPTER 7 – FINES, WARNINGS, YELLOW WARNING CARDS, ELIMINATIONS AND DISQUALIFICATIONS

Article 240 – Fines, Warnings and Yellow Warning Cards

EA: Refer to EA General Regulations Art 169 Penalties

1. *The Ground Jury is authorised to report Athletes to the CEO of Equestrian Australia or the relevant Branch Manager/CEO, according to EA Disciplinary By-Laws point 9, in cases where the rules are breached.*

1.1 All Judges may give a warning for minor indiscretions of the rules.

2. *Whilst in an official capacity at an EA Sanctioned event, the following accredited EA officials may award a Yellow Warning card for similar breaches of the rules:*

- *EA Level 2 Judges*
- *EA Level 3 Judges*
- *All FEI Judges*
- *FEI Chief Stewards*
- *EA Technical Delegates*

Examples of such breaches might include:

- 2.1. an Athlete who has been eliminated and does not promptly leave the arena;
- 2.2. an Athlete who does not promptly leave the arena after his round;
- 2.3. an Athlete who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena;
- 2.4. an Athlete who has been eliminated for jumping one or several obstacles after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (see JRs Art. 202.6);
- 2.5. an Athlete who uses obstacles that are different from those provided by the OC in the schooling areas (see JRs Art. 242.2.6 and 201.4)
- 2.6. an Athlete who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (see JRs Art. 202.4, 242.2.3 and 262.1.9);
- 2.7. an Athlete who does not salute the Ground Jury or the official personalities on entering the arena (see JRs Art. 256.2.1);
- 2.8. failure to display the identification number in case of repeated offence
- 2.9. an Athlete who violates the advertising rules (see also EA GRs Art. 135) or does not comply with the rules regarding dress and saddlery (see JRs Art. 256 and 257);

- 2.10. an Athlete who disrespects the directives of the OC;
- 2.11. an Athlete who touches an obstacle to the effect of changing it;
- 2.12. an Athlete who does not follow orders or shows incorrect behaviour towards Event Officials or any other party connected with the Event (other Athlete, Organising Committee, FEI/EA employee or representative, journalist, public etc).
- 2.13. an Athlete who repeats offences after a warning;

3. *In cases of offences mentioned in article 169 6.2 and 6.3 of the EA General Regulations and which are of a less serious nature, any Official designated in the relevant Sport Discipline Rules for the purpose of awarding a Yellow Warning Card, may award a Yellow Warning Card to the Person Responsible. The Official who awards the Yellow Warning Card must notify the Person Responsible, the Ground Jury and the EA CEO of the Yellow Warning Card as soon as possible. The Yellow Warning Card is to be delivered personally during the Period of the Event. If for any reason that is not possible, then the Yellow Warning Card must be provided to the Person Responsible within fourteen (14) days by email or other suitable means. A Yellow Warning Card may be issued in addition to any other sanction(s) that may be issued in accordance with these GRs and/or the relevant Sport Rules.*

There is no appeal against the awarding of a Yellow Warning Card.

In the case of Athletes under the age of 18 years, a Parent/Guardian must be present when personally delivering the Yellow Warning Card or Official Warning

The EA Official will advise their State Branch and or State Jumping Committee of the issue of ALL Yellow Warning Cards and the reasons for the issue within 48 hours of the Event.

The State Branch of the EA and or the State Jumping Committee, shall as soon as possible advise the National Office, who will advise the Athlete of the official recording of the Yellow Card offence.

Should the same Person Responsible receive one (1) more Yellow Warning Card at the same or any other International or National Event within one (1) year (12 months) of the delivery of the first Yellow Warning Card for any offence, the Person Responsible shall automatically be suspended for a period of two (2) months after official notification from or on behalf of, the EA CEO. The start date of the suspension shall be decided in accordance with the FEI and EA General Regulations and confirmed in the notification.

Yellow Warning Cards received at both International and National events will be taken into account.

Article 241 - Eliminations

1. Unless otherwise specified in the Rules or in the conditions for the Competitions, Elimination means that the Athlete, with the Horse in question may not continue in the current Competition at issue. Elimination may also be retroactive.
2. The Athlete has the right to one attempt to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current Competition. This however does not apply to Elimination arising from a fall.
3. The following paragraphs lay down the reasons for which Athletes are eliminated in Jumping Competitions. The Ground Jury must enforce Elimination under the following circumstances:
 - 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 (see JRs Art. 202.3);
 - 3.2 starting before the signal is given and jumping the first obstacle of the course (see JRs Art. 202.5. and 203.1.2);
 - 3.3 taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the Athlete (see JRs Art. 203.1.2);
 - 3.4 a Horse resisting for 45 consecutive seconds during the round (see JRs Art. 223.2);
 - 3.5 taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line.
 - 3.6 jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (see JRs Art. 220.1.2)
 - 3.7 omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan;
 - 3.8 jumping or attempting to jump an obstacle which does not form part of the course during the round (see JRs Art. 220.1.5);
 - 3.9 omitting to jump an obstacle of the course (see JRs Art. 220.1.5) or after a Run-out or a Refusal, failing to attempt to jump again the obstacle where the Fault was committed;
 - 3.10 jumping an obstacle out of order (see JRs Art. 220.1.4);
 - 3.11 jumping an obstacle in the wrong direction (see JRs Art. 220.1.4);

- 3.12 exceeding the time limit (see JRs Art. 236 and 239);
- 3.13 following a Refusal, jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt;
- 3.14 jumping or attempting to jump an obstacle after an interruption without waiting for the bell (see JRs Art. 203.3);
- 3.15 not jumping all the elements of a combination again after a Refusal or Run-out. (see JRs Art.212.3) except in the case of the closed part of a combination (see JRs Art. 214);
- 3.16 not taking each element of a combination separately and consecutively (see JRs Art. 212.2);
- 3.17 not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special Competitions) before leaving the arena (see JRs Art. 226.2);
- 3.18 Athlete and/or Horse leaving the arena without permission of the Ground Jury, including prior to starting;
- 3.19 a loose Horse leaving the arena before the end of the round, including prior to starting;
- 3.20 accepting while mounted any object whatsoever during a round other than headgear and/or spectacles.
- 3.21 non-compliance with the rules relating to saddlery and equipment (See JRs Art 257.1 and 257.2;
- 3.22 an accident to an Athlete or to a Horse which prevents him from completing the Competition (see JRs Art.258);
- 3.23 not leaving a closed combination in the right direction or displacing a closed combination;
- 3.24 second Disobedience during the course of a round (see JRs Art.236 and Art.239) when Competition is over 1.15 m in height;
- 3.24.1. third Disobedience during the course of a round (see JRs Art.236 and Art.239) when Competition is 1.15 m and under in height.
- 3.25 fall of Athlete or Horse during the round. Athlete eliminated as result of a fall must not remount in the competition arena (see JRs Art. 224, 236 and 239) NB: fall after crossing the finish line does not incur Elimination (see JRs Art. 235.4);
- 3.26 if the Ground Jury feels that for any reason Horse or Athlete is unfit to continue

in Competition.

- 3.27 jumping or attempting to jump an obstacle in the arena after the completion of a round unless circumstances rendered it impossible for the Athlete/Horse combination to avoid jumping the obstacle, e.g. in a competition with an immediate jump-off or in a two-phase competition if the bell is rung too late for the Athlete to safely pull up before the obstacle. (refer to JRs Art. 202.6 regarding authorisation to jump an obstacle for the press).
- 3.28 jumping or attempting to jump an obstacle with a retention harness incorrectly fastened or not fastened unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (See JRs 256.1.4)
- 3.29 Athlete wearing earphones and/or other electronic communication devices during a Competition (See JR's Art 225.4)
- 3.30 blood on the Horse's flank(s)
- 3.31 Horses bleeding in the mouth (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, Officials may authorize the rinsing or wiping of the mouth and allow the Athlete to continue; any further evidence of blood in the mouth may result in Elimination).
- 4. President of the Ground Jury (or in the absence of the President of the Ground Jury from the Ground Jury box, the Ground Jury Member designated by the President of the Ground Jury to take over the running of the Competition in their absence) may, in their sole discretion, ring the bell (or instruct another Ground Jury member to ring the bell) to eliminate an Athlete/Horse combination while a round is ongoing if the President of the Ground Jury (or their designee) decides that it would be contrary to the principles of horse welfare to allow the combination to continue the round. The decision to eliminate is final and not subject to appeal or protest.
- 5. Elimination is left to the discretion of the Ground Jury in the following cases:
 - 5.1 not entering the arena when the Athlete's name and/or number is called;
 - 5.2 not entering the arena mounted or not leaving the arena mounted (except in cases of a fall after crossing the finish line, in which case the Athlete is not to remount prior to leaving the arena)
 - 5.3 all physical unauthorised assistance, except for paragraph 3.20 above;
 - 5.4 schooling a Horse in speed Competitions under table A or C, without informing the OC in advance;
 - 5.5 not stopping when the bell is rung during the round (see JRs Art. 203.2. and 233.2).
 - 5.6 An Athlete entering the Competition arena and distracting the Athlete/Horse

on course during a Competition.

Article 242 – Disqualifications

1. Disqualification means that the Athlete, the Horse and/or a combination of both is/are Disqualified from the Competition at issue, and for the rest of the day or from the entire Event. Disqualification may also be retroactive.
2. The Ground Jury may impose Disqualification in the following cases:
 - 2.1 entering the arena on foot once the Competition has started;
 - 2.2 exercising Horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury (see JRs Art. 202.2, 202.5 and 202.6);
 - 2.3 jumping or attempting to jump the practice obstacle in the arena more times than authorised (see JRs Art. 202.4, 240.2.6 and 262.1.9);
 - 2.4 jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (see JRs Art.202.5);
 - 2.5 retiring, before a jump-off, without permission of the Ground Jury or without valid reason;
 - 2.6 exercising Horses during the course of an Event over obstacles different from those provided by the OC (see JRs Art. 240.2.5 and 201.4);
 - 2.7 jumping the obstacles in the schooling areas in the wrong direction or jumping the practice obstacle, if any, in the arena in the wrong direction (see JRs Art. 201.4 and 202.4);
 - 2.8 all cases of abuse and/or ill treatment of Horses reported by a member of the Ground Jury or of the Appeal Committee or by a Steward, or by any other person to an Official (see EAGRs Art 142.2) including, but not limited to, cases arising under VRs Art. 1050 (Final Examination for Limb Sensitivity)
3. Disqualification is mandatory in the following cases;
 - 3.1 marks indicating excessive use of the spurs or of the whip anywhere on the Horse; additional sanctions may also apply (see JRs Art.243);
 - 3.2 jumping unauthorised obstacles in any place on the showground;
 - 3.3 leaving the show grounds with the Horse for any purpose during the period of the Event once the horse has presented at a Veterinary Inspection (Trot Up);
 - 3.4 Non-registered Athletes and Horses will be Disqualified.

Article 243 - Abuse of Horses

1. All forms of cruel, inhumane or abusive treatment of Horses, which include, but are not limited to various forms of rapping, are strictly forbidden (see JRs Art.243.2)

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

- (i) A warning;
- (ii) Yellow warning card (see also GRs Art. 169.7);
- (iii) Fine;
- (iv) Elimination;
- (v) Disqualification.

2. The following are to be considered abuse of a Horse: (see also GRs Art.142)

2.1 Rapping Horses

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

In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the Athlete and the Horse concerned will be Disqualified from all Competitions for at least twenty-four hours. In addition, the Ground Jury can take any further action it deems appropriate under the particular circumstances including, but not limited to, Disqualifying the Athlete and/or Horse from the entire Event.

2.2 Excessive use of the whip:

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

- The whip is not to be used after Elimination
- An Athlete identified as misusing or excessively using the whip will be disqualified and may be fined at the discretion of the Ground Jury

2.3. Other Forms of Abuse:

Abuse of a Horses in any other form (such as, but not limited to, hyper sensitising or desensitising of the limbs, the use of banned schooling methods, excessive use of spurs, and other cases as specified in the VRs or any other EA/FEI rules and regulations) are also prohibited and must be penalised appropriately under these rules.

Article 244 – Boot and Bandage Control

1. Stewarding – Boot and Bandage Control (JRs Art 257.2.3-257.2.5, and VRs Art. 1023, 1046, 1047)

It is desirable to carry out boot and bandage control on all Horses taking part in the Grand Prix and during the Competition with the highest prize money at each Event. It is also recommended that boot and bandage control and hind boot checks be carried out during the warm-up and be carried out during other Competitions. Refer to the Vet Regs and to the Jumping Stewards Manual for the procedure for boot and bandage control.

Refer Art 257 Saddlery for further explanation of approved boots and boot checks.

CHAPTER 8 – JUMP OFFS

Article 245 - Jump Off General

1. Only Athletes who are in equal first place after one or several preliminary rounds of the same Competition may take part in a jump-off. Athletes must start the same Horse in the jump-off as in the initial round.
2. In principle a jump-off must take place under the same rules and table as the preliminary rounds(s) of the Competition and the rules for jump-offs in that type of Competition. However, the jump off from a minor Table A Competition may be judged under Table C, providing it is specified in the Schedule. In any case all jump offs must be held immediately after the original round(s) of the Competition.
3. If specified in the Schedule the OC may decide that Athletes, who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course during which the 45 second rule set forth in JRs Art. 203.1.2. applies. Athletes, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for Competitions under Table A, according to Art. 238.1.2 and 238.2.2 and is not authorised for a Grand Prix Competition or for the Competition with the highest prize money. If there are no clear rounds in the preliminary round, the classification is established according to Art. 238.1.1 or 238.2.1 as applicable.
4. Unless otherwise set forth in these JRs (Power and Skill competitions) no Competition may involve more than two jump-offs.
5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump off, except where otherwise specified in the Schedule or the JRs.

5.1 EA: If there was not a fixed draw for the first round then a draw for the jump-off must be made for those Horses qualified.

5.2 EA: Horses which lose a shoe prior to starting in the initial round of a one round Competition with a jump-off will be given a later starting position. In a jump-off a Horse that loses a shoe prior to starting will be given a new starting place three positions later. If the Horse in question has not had its shoe replaced by this time it will be left to the discretion of the Ground Jury to decide whether the Horse in question should receive a later starting place or be eliminated.

6. In the event of equality of Score for the first place, a jump-off may take place according to the provisions of the Schedule. If no provision for a jump-off is laid down in the Schedule, it will be considered that the Competition is run with no jump-off.

Article 246 – Obstacles in the Jump Off

1. The obstacles in the jump-off(s) may be altered in height and/or spread (partially or totally), without exceeding the limits laid down in JRs Art.208.5. However, the dimensions of the obstacles in the jump off may only be increased if the Athletes sharing first place have completed the previous round without jumping Penalties.
2. If the original course includes combination(s), the jump off(s) must also include at least one combination.
3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).
4. The shape, the type and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the centre element(s) only may not be omitted.
5. The order of the obstacles for a jump-off may be altered, compared to the original course.
6. In a jump-off, the distance between the elements of a combination obstacle may never be altered.
7. A maximum of two additional single obstacles may be added to the course of a jump- off. Both obstacles must be on the course during the course inspection or will be built from obstacles of the previous round or rounds; if obstacles from the previous round(s) are built differently or with new obstacle material for the jump off, they will not count as extra obstacles for the jump off, providing the change of material has been approved by the Ground Jury and notified to Athletes in the course plan. The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed. A vertical in the first or second round may be converted to a spread obstacle or vice-versa in the jump-off, in which case it will be considered one of the two additional obstacles. Alternatively a combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off, in which case the combination constitutes the two additional obstacles allowed in the jump-off.

Article 247 – Elimination, Retirement or Withdrawal from a Jump off, Second Round or Winning Round

1. An Athlete who retires, is eliminated or withdraws with the permission of the Ground Jury from a jump-off or second round or winning round, will be placed equal last in the jump-off/second round/winning round after all Athletes who have completed the round.
2. An Athlete who withdraws from a jump-off, second round or winning round without the permission of the Ground Jury or without informing the Ground Jury, will be placed after Athletes having withdrawn with the permission of the Ground Jury, retired or been eliminated in the jump-off/second round/winning round.
3. If before a deciding jump-off, all Athletes qualified for the jump-off decline to take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the OC will award the trophy by lot and the prize money will be added together and shared equally between the Athletes. If the Ground Jury's instruction to continue is not followed by Athletes, no trophy will be awarded and the Athletes will each only receive the prize money and the lowest placing for which they would have jumped-off.

CHAPTER 9 – PLACING

Article 248 – Individual placing and prize giving

1. The placing (classification) of an individual Athlete is decided according to the table in use and the instructions included in the schedule for the Competition or amendments noted on the course plan.
2. Any Athlete who has no chance of winning a prize may, at the discretion of the Ground Jury, be stopped at any time during his round.
3. Athletes who are unable to complete the first round of a Competition have no right to any prize, except in certain special Competitions.
4. 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.
5. Prize winners must take part in the prize giving ceremony and should do so with the placed horses. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse, to take part at the prize giving ceremony, the Ground Jury, at its discretion, may decide to allow the OC to withhold the Athlete's prize. Therefore, the OC must publish in the Schedule and program the number of prize winners required to take part in the ceremony. If the Schedule or program does not indicate the number that must be present, then all Athletes and Horses placed must attend the prize giving ceremony.
6. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstance, may however decide to relax this rule.

CHAPTER 10 – ATHLETES AND HORSES

Article 249 - INVITATIONS TO CSIOs (Refer to FEI Rules)

Article 250 – INVITATIONS TO CSIs (Refer to FEI rules)

Article 251 - EA ENTRIES (Refer to FEI Rules)

1. *Athletes and Horses jumping in Competitions and the Horse's owner/s must meet the membership requirements as set out in the Equestrian Australia regulations.*

2. *Entries for events must be made on the forms provided by the OC.*

3. *At the time of entry Athletes must provide the required details of the Horse's registration.*

4. Starts

The same horse may be ridden by Senior, Young Rider, Junior or Child at the same event provided this is not restricted in the schedule. However, horses are restricted to two Competition starts per day unless the Schedule states that more are permitted. A maximum of 3 competition starts are allowed per day

5. Hors Concours.

A Horse, which is not fully eligible for a particular Competition, may be allowed to take part in that Competition Hors Concours, subject to the following conditions.

5.1 *Permission is entirely at the discretion of the OC.*

5.2 *The Judge must be informed that permission has been given.*

5.3 *The Athlete is subject to the rules as if he/she were an athlete in the Competition, except as provided in this rule.*

5.4 *The Owner, Athlete and Horse must meet the membership requirements as set out in the EA General Regulations Art 100, Art 113, Art 139*

5.5 *A Horse, which has competed at an Event Hors Concours, is not allowed to compete subsequently for prizes on that day at that Event in the same ring.*

Article 252 – Starting Order (refer to FEI Rules)

1. Starting Order

1.1 *EA: In normal competitions there must be a draw for the order of starting of the athletes. If an individual Athlete has more than one Horse taking part in a competition, the Ground Jury will adjust the starting order in such a manner that, wherever possible, an interval of at least ten athletes is provided between these*

individual Horses for the first round.

- 1.2 *EA: If a random draw has been done for the first round, then riders with multiple rides must ride their horses in draw order unless permission is given otherwise.*

2. The starting order may not be drawn in alphabetical order of the names of the Athletes or of the Horses.

Article 253 – DECLARATION OF STARTERS (Refer to FEI)

Article 254 – EA Participation, Age and Number of Horses

Age of Horses

1. *Horses entered in any Jumping Events in Australia must be aged at least 4 years. The age is to be calculated as per the Horse's date of birth. If there is an age group series the calculation of the age is to be determined at the start of the series for the duration.*
2. *Any Horse which competes in the Grand Prix Competition, cannot start in any of the following Competitions at the same event:*
 - *Mini Prix*
 - *Futurity*
 - *Future Stars*
 - *Stars of the Future*
3. *Any Horse that has competed in an FEI World Cup Competition cannot start in any of the following classes:*
 - *Futurity*
 - *Future Stars*
 - *Stars of the Future*

Article 255 – EA Amateur Riders, Juniors, Children and Young Riders

1. **Amateur Rider** classes are classes for Athletes who:

- 1.1 *Athletes must meet the membership requirements as set out in the EA General Regulations.*

- 1.2 *Athletes may compete as amateurs from the beginning of the calendar year in which they turn 21 years of age*

- 1.3 *Amateur Rider classes are classes for Athletes who:*

- *Must not have competed in an Olympic Games or World Equestrian Games in either Jumping or Eventing*
- *In the past 10 years must not have competed in a World Cup for Jumping Riders qualifying competition or in a 5* 3 day event/ 4* 3 day event prior to 2021.*
- *Must not have competed in section 1 or 2 at a Royal Show in Sydney, Brisbane, Melbourne, Adelaide or Perth in the past two years*
- *Amateur Riders may not compete in an Amateur class if they compete in a class where the first round is higher than 1.20m at that event.*

- *Amateur Riders may not compete in an Amateur class on a Horse that will compete in any class where the first round is higher than 1.20m at that event.*

2 Juniors: *Athletes can take part in Competitions for Juniors from the calendar year they turn 12 until the end of the calendar year, in which they reach the age of 18 years*

2.1 *Athletes may take part in open Competitions 1.20m and above from the beginning of the calendar year in which they reach the age of 12 years.*

2.2 *Junior Championships at State, National Championships and in Junior Championships with heights of 1.20m above in show schedules a minimum age of 12yrs applies.*

2.3 *A Junior Athlete may compete in Junior and Senior Competitions on the same horse at the same event in National and State Jumping Competitions, and Agricultural Shows UNLESS permission is denied in the Schedule.*

2.4 *In Competitions with the word “Senior” in the title (Example: Senior Championship, Senior Grand Prix, Senior Six Bar), Athletes are eligible to compete from the beginning of the calendar year in which they turn 18 years.*

3. Children: *An Athlete may compete in Children’s classes from the calendar year they turn 10 until the end of the calendar year in which they turn 14 years old.*

3.1 *Starting height in the first round for Children’s classes is a maximum of 1.05m*

4 Young Riders: *Athletes may take part in Competitions and Championships for Young Riders from the beginning of the calendar year in which they reach the age of 16 until the end of the calendar year they reach the age of 21.*

4.1 *In all Young Rider classes the course must have a minimum height of 1.30 metres.*

4.2 *A Young Rider Athlete may compete in Young Rider and Senior Competitions on the same horse at the same event in National and State Jumping Competitions, and Agricultural Shows UNLESS permission is denied in the Schedule.*

In Competitions with the word “Senior” in the title (Example: Senior Championship, Senior Grand Prix, Senior Six Bar), Athletes are eligible to compete from the beginning of the calendar year in which they turn 18 years.

Article 256 – Dress, Protective Headgear, Artificial Aids and Salute

1. Dress

- 1.1 Athletes are required to wear correct dress when appearing before spectators and are required to dress in accordance with article 256 1.2, 1.3, 1.4 when they are competing or during the presentation of prizes.
- 1.2 When inspecting the course, and competing, dress must be neat and tidy. In any case, dress should be appropriate to the time, importance of the competition, presence of sponsors and requests of the OC.
- 1.3 In bad weather, the Ground Jury may allow the wearing of a waterproof jacket. In very warm weather the Ground Jury may allow Athletes to ride without a jacket.
- 1.4 All Athletes must wear properly fastened Protective Headgear whenever mounted at an EA or FEI event in Australia. "Protective Headgear" is a helmet that:
 - meets one of the current approved safety standards set out in Article 122 Equestrian Australia General Regulations: and
 - is tagged with a current visible EA 'helmet tag' (Effective January 1st, 2022). Failure to wear such Protective Headgear where and when required after being notified to do so by an Official, shall result in a Recorded Warning or Yellow Warning card being issued to the athlete unless exceptional circumstances apply.

It is compulsory for all persons to wear properly fastened protective headgear at all times when mounted. If an Athlete chooses to remove his Headgear at any time, whether permitted or not by these rules, such removal shall always be entirely at his own risk. An Athlete who loses his Headgear or whose retention harness becomes unfastened during the course of his round must recover and replace it, or in the case of the retention harness becoming unfastened must refasten it. In such case, the Athlete will not be penalised for halting to retrieve his Headgear and/or refasten the retention harness, but the clock will not be stopped. An Athlete who jumps or attempts to jump an obstacle with a retention harness incorrectly fastened or not fastened will be eliminated unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (e.g., if the harness becomes unfastened in the middle of a combination or one or two strides before the obstacle in question). As an exception to this rule Senior Athletes may remove their Headgear while accepting prizes or during the playing of the National Anthem and any other ceremonial protocol. They must refasten their Headgear prior to the lap of honor. It is strongly recommended that Athletes not remove their Headgear during the lap of honor; if they do so, it is at their own risk.

Note: Article 122 Equestrian Australia General Regulations:

Except where Sport Rules allows otherwise, riders and drivers competing in an EA competition, must wear an approved helmet with the chin strap fastened at all times. The same is recommended when riding a horse at any time. Protective

headgear must conform with one of the current approved safety standards:

- Current Australian standard **AS/NZS 3838** (2006 onwards) provided they are SAI Global marked.
- New Australian standard **ARB HS 2012** provided they are SAI Global marked.
- Current American standards **ASTM F1163** (2004a or 04a onwards) provided they are SEI marked, or standard **SNELL E2001**.
- Current British standard **PAS 015** (1998 or 2011) provided they are BSI Kitemarked.
- Interim European Standard **VG1** (01.040: 2014-12) with or without BSI Kitemark.



BSI Kitemarked:

SAI Global marked



SEI marked:

Outgoing European Standard EN/1384 during 2016 only – not permitted from 2017.

- 1.5. Athletes are required to wear the uniform or dress approved by their National Federation, a jacket, white or light fawn breeches, black or brown boots. Other dark coloured boots may be approved at the discretion of the FEI (*EA: discretion of EA*); boots may have one contrasting colour only, around the top, heel and/or toe. Boots must have a heel. Shirts may **have** long or short sleeves and must have a predominately white collar; long-sleeved shirts must have white cuffs. A white tie or choker (*EA: ratcatcher*) must be worn. Competition jackets may be any colour and must have outward facing buttons. If the jacket has a collar it must be a lapel collar which may be the same colour as the jacket or a different colour. Jackets without a collar are allowed providing the shirt collar and tie are visible when the jacket is closed. If a jacket is not worn (refer to Art. 256.1.3 for exceptions due to weather), shirts must have sleeves; either short or long sleeves are permitted.

1.5.1 EA: Alternative Dress

Athletes may wear alternative dress eg. coloured polo shirts or windcheaters in special competitions by agreement with the Organising Committee.

- 1.4 Members of the armed services, police and gendarmerie, members and employees of military establishments and of national studs may wear civil or service dress.
- 1.5 At the discretion of the Ground Jury, Athletes who are improperly dressed may be refused permission to take part in the Competition.
- 1.6 Athletes shall wear the official clothing of their NF in the Nations Cup Competition at CSIOs and in all stages of competition (team and individual) at Regional, Continental and World Championships and, subject to the approval of each relevant national Olympic Committee, during the Competitions at Olympic and Regional Games. Should an NF not have official clothing, the Athlete(s) of such NF shall be entitled to dress in accordance with JRs Art. 256.1.5 or 256.1.6, as applicable, subject to the provisions of JRs Art. 256.3.

Black, red, navy and green jackets with collars of the same colour cannot be registered as the official jacket of any NF.

Team member jackets must be the same colour (the collar may be the same colour as the jacket or a different colour). Athletes not complying with this rule will be fined with CHF 1'000 (one thousand Swiss Francs) by the Ground Jury. In addition, the Athlete will be requested to leave the arena and will not be permitted to return until the jacket complies with the rules for participation.

1.7 Disputes about colours are to be referred to the FEI Secretary General (EA: EA) whose decision is final.

1.8 Earphones and/or electronic communication devices may never be worn during Jumping Competitions. For the avoidance of any doubt, Athletes, grooms or any other person may wear one earphone at any other time while mounted.

1.11 Spurs

1.11.1 Anywhere within the grounds of the Event, the Athlete when mounted may wear only one spur on each boot.

1.11.2 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.

1.12 Whip

1.12.1 Anywhere within the grounds of the Event, the Athlete when mounted may carry only one whip.

1.12.2 Athletes are allowed to use a dressage whip when working on the flat but are strictly forbidden to use or carry a whip which is weighed down at the end at any time, or to carry or use one which is more than 75 centimetres in length in the arena and schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried.

3. Salute

2.1 In all Competitions that take place in an arena under the jurisdiction of a Ground Jury, each Athlete must salute the President of the Ground Jury as a matter of courtesy, unless the President gives other instructions. The Ground Jury may refuse to start an Athlete who has not saluted. The Ground Jury may also fine the Athlete (240.2.6). For special reasons the Ground Jury, in consultation with the OC, OCs may decide whether or not Athletes are required to salute prior to the commencement of each Competition. The OC in agreement with the President of the Ground Jury must instruct the Athletes to salute Heads of State when present, and may do so if there is a special guest occupying the official box.

2.2 Athletes should salute during a march past parade, presentation of prizes and during the playing of anthems.

2.3 For special reasons the Ground Jury can decide that the salute is not necessary.

- 2.4 Athletes may not remove their Headgear when saluting. Raising the whip or lowering the head will be considered an appropriate salute.

3. Advertising and Publicity on Athletes and Horses

Refer to the FEI Rules for Jumping Events, Article 256.3 and GRs Article 135

Article 257 – Saddlery

1. In the competition arena:

- 1.1 Blinkers and fly masks that cover the Horse's eyes are forbidden.
- 1.2 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.
- 1.3 Only unrestricted running martingales are allowed; no more than one martingale stopper per rein may be used. Reins may not be configured in such a way as to cause a running martingale to function as a standing martingale.

EA: Correctly adjusted Standing martingales are permitted in National competitions up to and including 1.30m

- 1.4 There are no restrictions on bits or nosebands. However, the Ground Jury has the right, based on veterinary advice, to forbid the use of a bit or noseband that may cause injury to the Horse.

Reins must be attached to the bit(s) or directly to the bridle. A maximum of two pairs of reins may be used. If two pairs of reins are used, one pair must be attached to the bit or directly to the bridle. Gags and hackamores are allowed.

- 1.5 Draw reins (running reins) *EA: and market-harboroughs* are forbidden in the Competition arena except during prize giving ceremonies and march-past parades.

- 1.6 Failure to comply with any of the provisions listed in Art. 257.1.1 – 257.1.5 will incur elimination (see JRs Art. 241.3.21).

2. Anywhere within the grounds of the Event (restricted area) under control of the OC, the following provisions apply:

- 2.1. In the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. The Athlete must not directly or indirectly tie any part of his body to the saddlery.
- 2.2. The total maximum weight of equipment allowed to be placed on a Horse's leg, front or hind (single or multiple boots, fetlock rings, etc), may not exceed 500g (shoe or substitute for a shoe excluded) under any circumstances, including when the

equipment is wet.

2.4 EA: At all EA Events, only hind boots meeting the following descriptions may be used:

2.4.1 Boots as described in Article 257 2.4

2.4.2 Boots that have a protective rounded element on the inside only, and boots with a rounded protective element on the inside and outside, that is, double-shell boots that wrap around the back of the fetlock, are permitted providing they meet the following criteria:

All boots must be designed in such a way that both sides can be bent to fit around the Horse's leg without effort. For double-shell boots specifically, the boots must be pre-moulded to the shape of a horse's fetlock, i.e. the boot must be pre-moulded in a "U" shape, in such a way that the boot naturally wraps around the fetlock. Double shell boots that require the fastener(s) to be attached to permit the boot to wrap around the fetlock are not permitted. The boot must have a maximum length of 20 centimetres at its longest point. Hind boots with additional protection for the pastern that extends below the rounded shell on the inside of the boot or on both sides of the boot are allowed providing the protection is made of soft pliable material. The pastern protection that extends below the rounded shell on the inside is not taken into account when measuring the length of the boot (refer to the FEI Tack App and Jumping Stewards' Manual Annexes for instructions on how to measure the length of the boot correctly).

The rounded protective part of the boot must be placed around the fetlock. (For boots with a protective element on one side only, the protective element must be placed around the inside of the fetlock).

The inside of the boot must be non-abrasive, and smooth, that is, the surface must be even and there may not be any pressure points on the inside of the boot; for the avoidance of doubt, stitching on the inside of the protective element that attaches the inner lining to the boot, is permitted. Sheepskin linings are allowed.

The boot may have no more than of two fasteners. Only the following types of fasteners are permitted:

Velcro-type fasteners: - Each strap must: ○ Have a Velcro or Velcro-type fastening system ○ Have a minimum width of 2.5 cm if there are two straps or ○ Have a minimum width of 5 cm if there is only one strap - For boots with a protective element only on the inside of the fetlock, straps may be elastic or non-elastic - For double-shell boots, the straps must be elastic	
Stud-type fasteners: - Each strap must: ○ Be made of elastic ○ Have a minimum width of 2.5 cm	

○ Have holes that fit over a stud on the boot	
Hook-type fasteners: - Each strap must: ○ Be made of elastic ○ Have a minimum width of 2.5 cm ○ Have a hook at the end that fits into an “eyelet” on the boot	

The inside surface of the fastener that is in direct or indirect contact with the horse’s skin must be non-abrasive. All fasteners must be one-directional, that is, the fastener strap must be attached directly from one side of the boot to the fastening component of the other side of the boot but must not wrap around the entire boot. Velcro-type fasteners may be secured with another Velcro-type strap extending vertically over the fastener where it is attached to the fastening component (for examples, refer FEI Tack App, Stewards’ Manual and Annexes). No mechanism that allows the fastener to double back on itself or that allows leverage of any kind to be applied to the fastener is permitted.

No additional elements may be added to or inserted in the boot itself. The use of Vet Wrap or similar lightweight bandaging material under hind boots is permitted; when possible it should be applied in the presence of the Steward. A member of the Stewarding team has the right at any time to require the Vet Wrap/bandaging material to be removed and re-applied in their presence.

Fetlock rings may be used for protective purposes only providing they are properly adjusted and loose, and providing the total weight of equipment on the horse’s leg does not exceed 500 grams under any circumstances, including when the equipment is wet (see JRs 257.2.3). Pastern bands may be used around the pastern providing they are not overtightened.

2.4.3 EA: For *ALL* Jumping Competitions for young horses (four, five, six, seven and eight year old Horses) including horses eligible under Article 275:

The following criteria must be respected in relation to hind boots worn at all Young Horses Competitions:

- Hind boots that have a rounded protective element on the inside only are the only type of hind boot allowed. The boot must have a maximum interior length of 16 centimetres; the width of the fastener must be at least five centimetres. Hind boots with additional protection for the pastern that extends below the rounded shell on the inside of the boot are allowed providing the protection is made of soft pliable material. The pastern protection that extends below the rounded shell on the inside is not taken into account when measuring the length of the boot. (refer to FEI Jumping Stewards’ Manual on the FEI website for photographs).
- Boots must be designed in such a way that both sides can be bent to fit around the Horse’s leg without effort. The rounded protective element of the boot must be placed around the inside of the fetlock.
- The inside of the boot must be non-abrasive and smooth, that is, the surface must be even and there may not be any pressure points, i.e. there may be no pads or

blocks under the lining, on the inside of the boot; for the avoidance of doubt, stitching on the inside of the protective element that attaches the inner lining to the boot, is permitted. Sheepskin linings are allowed.

- Only non-elastic Velcro-type fasteners are permitted; no hooks, buckles, clips or other methods of attaching the fasteners may be used. The inside surface of the fastener that is in direct or indirect contact with the horse's skin must be non-abrasive. The fastener must be one-directional, that is, the strap must be attached directly from one side of the boot to the fastening component on the other side of the boot but must not wrap around the entire boot. The fastener may be secured with another Velcro-type strap extending vertically over the fastener where it is attached to the fastening component (for examples, refer to the FEI TackApp, FEI Veterinary Regulations, Stewards' Manual and Annexes).
- No additional elements may be added to or inserted in the boot itself. The use of Vet Wrap or similar lightweight bandaging material under hind boots is permitted; when possible it should be applied in the presence of the Steward. A member of the Stewarding team has the right at any time to require the VetWrap/bandaging material to be removed and re-applied in his/her presence.
- Fetlock rings may be used for protective purposes providing they are properly adjusted and loose, and providing the total weight of equipment on the horse's leg does not exceed 500 grams under any circumstances, including when the equipment is wet (see JRs 257.2.3). Pastern bands may be used around the pastern providing they are not overtightened.
- *EA: Any hind leg protections that are found to be over tensioned to the point of being cruel or detrimental to the Horse's welfare in the opinion of the Judge/Steward, may be penalised. Athletes shall remove and reapply boots that are suspected of being over tensioned at the Judge's or Steward's request at any time, at any show in Australia.*

2.5 Plastic shields that cover the horse's eyes (i.e. glasses or sunglasses for horses) are forbidden at any time when mounted or when exercising the Horse, including lunging. They may be used in the stable area and grazing areas.

2.6 The use of a tongue-strap is forbidden. For the use of tongue guards, see FEI VRs Art. 1035.4

2.7 Failure to comply with any of the provisions of Art. 257.2.1 – 257.2.6 in the Competition arena will incur Elimination (see JRs Art. 241.3.21).

EA: Only hind boots as described in the FEI JRs Art. 257.2.4 and 257.2.5, may be used at all EA and FEI Jumping Events.

Any hind leg protections that are found to be over tensioned to the point of being cruel or detrimental to the Horse's welfare in the opinion of the Judge/Steward, may be penalised. Athletes shall remove and reapply boots that are suspected of being over tensioned at the Judge's or Steward's request at any time, at any show in Australia.

All other permitted saddlery, tack and guidelines as per FEI Stewards Jumping Manuals in the section for Senior Riders.

3. Advertising and Publicity on Saddlery and Equipment The requirements set forth in JR Art. 256.3 FEI Rules for Jumping Events apply with regard to restrictions on advertising on saddlery and equipment.

4. Please also refer to the FEI Tack, Equipment and Dress Database or the FEI TackApp. For EA competitions, all other permitted saddlery, tack and guidelines is as per the FEI TackApp in the section for Senior Riders: NOT for FEI CSI(O)P (Ponies) or FEI CSI(O)Ch (Children). Also refer to the FEI Veterinary Regulations or Stewards Jumping Manuals

Article 258 – Accidents

1. In the event of an accident preventing either the Athlete or a Horse from finishing, both incur Elimination. If, despite the accident, the Athlete completes the round but does not leave the arena mounted, he does not incur Elimination.
2. If the Ground Jury finds that either Athlete or Horse, after an accident, is not fit to compete they must impose Elimination.

CHAPTER 11 – OFFICIALS

Article 259.1 - EA Accreditation of Officials

1. *All Officials must be current members of the Equestrian Australia, if necessary, the relevant State jumping council or sub-committee and accredited by that organization.*

The term Course Designer refers to a person accredited as a Jumping Course Designer.

The term Judge refers to an accredited Person in control of the competition.

The term Ground Jury is a panel of three or more accredited Judges.

A major review and reaccreditation of all Officials (Course Designer or Judge) takes place every three years (2019, 2022 etc.). This review includes downgrading and retirement as well as upgrading. All appointments are subject to approval by the Equestrian Australia Jumping Committee (EAJC).

All applicants must have demonstrated the required knowledge, skills and aptitude at the respective level of accreditation.

2. *Classification and Operational levels of EA Officials*

The classification allows Athletes to enter an Event knowing that EA Officials engaged are qualified for the standard of the Event and are capable of fulfilling their role.

3. *Classification Levels*

<i>EA Preliminary</i>	<i>Branch Jumping Committee appointment</i>
<i>EA Level 1</i>	<i>Branch Jumping Committee appointment</i>
<i>EA Level 2</i>	<i>Branch Jumping Committee appointment</i>
<i>EA Level 3</i>	<i>EAJC appointment</i>
<i>FEI Levels 1-4</i>	<i>FEI appointments</i>

4. *Officiating Levels*

Preliminary Judges and Course Designers may assist at all National Events subject to Chapter 14 Australian National Championships section 14.7.1 and 14.7.2

Level 1: Judges and Course Designers may officiate at all National Events subject to Chapter 14 Australian National Championships section 14.7.1 and 14.7.2

Level 2: Judges and Course Designers may officiate at all National Events subject to Chapter 14 Australian National Championships section 14.7.1 and 14.7.2

Level 3: Judges and Course Designers may officiate at all National Events subject to Chapter 14 Australian National Championships section 14.7.1 and 14.7.2

FEI Level 1: Judges and Course Designers may officiate at all National Events subject to Chapter 14 Australian National Championships section 14.7.1 and 14.7.2

FEI Level 2: May officiate at all National Events and CSI Events as stipulated by the FEI.

FEI Level 3: May officiate at all National Events and CSI Events.

FEI Level 4: May officiate at all National Events and CSI Events, Championships and Games.

Officials of a lower level may be used with the permission of the applicable Branch Jumping Committee.

5. Promotion of Officials

EA members applying for accreditation as Jumping Judges or Course Designers must direct their application to their Branch Jumping Committee.

Preliminary: Branch Jumping Committees are responsible for the accreditation of officials to Preliminary.

Level 1: Branch Jumping Committees are responsible for the accreditation or promotion of officials to Level 1

Level 2: Branch Jumping Committees are responsible for the accreditation or promotion of officials to Level 2

Level 3: All applications for promotion to Level 3 must be forwarded to the applicant's Branch Jumping Committee. The Branch Jumping Committee will forward the application and their endorsement to the EA National Office for the EAJC to consider by the Accreditation & Referral Panel.

FEI: All applications for promotion to FEI Levels are subject to the applicant satisfying the criteria determined by the FEI Education and Standards department which includes but is not limited to attendance at an FEI approved seminar and successful completion of the set assessment tasks.

Applicants must forward an application to the EA National Office for consideration by the FEI.

6. Lapsed Officials

An Official is considered lapsed if they have not been accredited for more than 12 months. Officials may re-accredit and return to the list by

6.1 Lapsed Less than Three years

Officials who have been absent from the EA Jumping Officials list for less than 3 years must:

6.1.1 Be a current member of Equestrian Australia, and if necessary, the relevant State jumping council or sub-committee and accredited by that organization

6.1.2 Attend and pass an EA Jumping Officials refresher course.

6.2 Lapsed for Three or more years

Officials who have been absent from the EA Jumping Officials list for more than 3 years must:

6.2.1 Be a current member of Equestrian Australia, and if necessary, the relevant State jumping council or sub-committee and accredited by that organization

6.2.2 Attend and pass an EA Jumping Officials course at in their previous appointed level

6.2.3 will be required to complete and pass all the requirements for their previous level before being returned to the list

Article 259.2 - Requirements to be an Accredited Jumping Course Designer

Financial members of EA, who are interested in becoming an EA Jumping Course Designer, must contact their respective State Jumping Committee for further information on the process. When appropriate submit correct application forms and supporting evidence.

See Annex V for EA National Jumping Course Design Pathway. All relevant forms can be found on the [EA website](#)

FEI 1, 2, 3 & 4 Course Designers

Must meet the requirements as stipulated by the FEI and must be a financial member of Equestrian Australia. For full details of the requirements please refer to the FEI Rules for Jumping Events, 27th edition Art. 259. 5.1

Article 259.3 - Requirements to be an Accredited Jumping Judge

Financial members of the EA, who are interested in becoming an EA Jumping Judge, must contact their respective State Jumping Committee for further information on the process. When appropriate submit correct application forms and supporting evidence.

See Annex V for EA National Jumping Judge Pathway. All relevant forms can be found on the [EA website](#)

Refer www.equestrian.org.au/education/jumping

FEI Level 2, 3 & 4 Judges

As stipulated by the FEI. All Australian FEI-listed officials must be a financial member of Equestrian Australia. For full details of the promotional requirements please refer to the FEI Rules for Jumping Events, 27th edition, Art 259 1.1 refer to the FEI Education System for Judges published on the FEI website.

Article 259.4 - Stewards

EA: Competitions / Classes with total prizemoney over \$10,000 in cash or kind at any EA affiliated event are to have:

- a minimum of one National Steward must always be present whenever the warmup/schooling arena(s) are in use for the competition / class that the \$10,000 of over prizemoney is applicable to, to ensure the rules are observed*
- It is preferable that a National Steward is in attendance for the duration of the event in the warmup/schooling arena(s) to ensure that the rules are observed*

Article 259.5 – Code of Conduct and Conflict of Interest

As an EA Official I undertake to respect all EA Rules and Regulations at all times and the FEI Code of Conduct for the Welfare of the Horse.

I am aware that I am a representative of EA while officiating at any EA Event (hereinafter the “Event/s”) and must meet the following requirements:

- Have adequate knowledge of the principles of Show Jumping and the relevant EA Rules and Regulations and to apply them at all times in a fair and consistent way*
- Fulfill all EA requirements (including maintaining the necessary qualification) relevant to each Event to which I am appointed*
- Be co-operative, fair and equitable, considerate, honest and act professionally (including dressing appropriately and being punctual)*
- Place the safety and welfare of the participants above all else*
- Act impartially and do not accept or participate in any form of bribery or corruption*
- Refrain from consuming alcohol and not use any substances and/or medications that would impair my judgement.*
- Not compete in any classes at 1.30m or over at any Event at which I am an Official and only compete in classes under 1.30m with written approval from the relevant State Jumping Committee*
- Be willing to answer the questions of stakeholders (including but not limited to Athletes, Owners and Trainers, Organisers, Grooms, Parents and Colleagues and take the time to politely and objectively explain my decisions where possible*
- Not to make any financial contributions, donations in cash or in-kind or otherwise to an Organiser in exchange for being appointed as an Official to an Event. For the avoidance of any doubt, the direct payment of travel expenses and/or accommodation expenses and a per diem is acceptable.*
- To avoid any actual or perceived conflict of interest. A conflict of interest is defined as any personal, current, or ongoing professional or financial relationship. Current is defined as within the previous 30 days.*

Activities that lead or may lead to a conflict of interest when officiating at an EA Event include but are not limited to:

- *Being the Owner/part-Owner of a Horse taking part in a competition that I am officiating at;*
- *Being in a situation of financial dependence or gaining financial profit from participating Owners, Athletes, Trainers or Organisers (excluding any payment(s) permitted under the EA Rules and Regulations).*
- *Having recently treated a Horse competing in a Competition that I am officiating at and in particular officiating at an Event Horse Inspection.*

In any application for appointment as an official at an Event the official will disclose in writing any actual or perceived conflict of interest relevant to being appointed as an official for that Event. If subsequently the official is appointed to the officiating role for that Event, it will be accepted by all parties that the disclosure of the potential conflict of interest is sufficient and as such cannot be the subject of any claim of breach of the relevant Code of Conduct by that official.

On becoming aware of a potential or perceived Conflict of Interest in relation to an officiating role at an Event the official undertakes to promptly notify the Relevant State Jumping Committee (or where the conflict only arises and/or is identified on-site, the President of the Ground Jury, who will provide a report in writing within 7 days to the State CEO).

If the President of the Ground Jury is made aware of a potential or perceived Conflict of Interest that has not been disclosed by the relevant official, Should the relevant disclosure not be made, the President of the Ground Jury will report the matter in writing to the relevant State CEO within 7 days. The breach of any obligation assumed under this Article 259.5 may lead to any of the following sanctions as stipulated in the EA Jumping Rules:

- *Warning letter*
- *Obligation to attend an EA course and/or to pass an exam*
- *Fine*
- *Suspension from officiating duties (provisional or for a stated period of time)*
- *Removal from the relevant and appropriate EA lists of Officials*
- *Any other sanctions as stated in the relevant EA Rules and Regulations.*

CHAPTER 12 – EA COMPETITIONS

Article 260 – General

1. There are many different Jumping Competitions for both individuals and teams. The following provisions cover the types of Competitions, which are mostly used.
2. OCs may propose new types of Jumping Competitions to encourage variety in the sport. However, any competition covered by this Chapter must be run strictly according to these JRs.

Article 261 – Normal Competitions and Grand Prix competitions

1. Normal and Grand Prix competitions (the latter must be explicitly designated in the Schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate equality for first place by a first jump-off or by a maximum of two jump-offs.
2. These Competitions are judged under Table A against or not against the clock, but always with a time allowed.
3. The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of OC.
4. (Intentionally left blank.)
5. Grand Prix Competitions must be conducted in accordance with one of the following formulas:
 - 5.1 over one round with one or two jump-offs, the first or the second jump-off against the clock, or both against the clock;
 - 5.2 over two rounds (identical or different) with one eventual jump-off against the clock;
 - 5.3 over two rounds, with the second round against the clock.

Article 262 – Power and Skill competitions

1. **General**
 - 1.1 The aim of these Competitions is to demonstrate the ability of the Horse to jump a limited number of large obstacles.
 - 1.2 In the event of equality for first place, there must be successive jump-offs.
 - 1.3 The obstacles of the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

- 1.4 If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the Competition. After the fourth jump-off, the Ground Jury must stop the Competition. The Athletes left in the Competition are placed equal
- 1.5 If, after the third jump-off, the Athletes do not wish to continue, the Jury must stop the Competition.
- 1.6 There cannot be a fourth jump-off if Athletes have not had a faultless round in the third jump-off.
- 1.7 Time is never a deciding factor in the event of equality of Penalties. There is no time allowed and no time limit.
- 1.8 These Competitions are judged under Table A.
- 1.9 If it is not possible for Athletes to school in the practice arena, a practice obstacle must be placed in the arena. An optional obstacle is not allowed.
- 1.10 If the dimensions of the arena and the number of Athletes permit it, the Ground Jury may decide that the Athletes still in the Competition may remain in the arena after the first or second jump-off. In this case the Ground Jury may decide to allow a practice obstacle.

Puissance

- 1.11 The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40 m in height, two obstacles from 1.60 m to 1.70 m and one wall or vertical obstacle, which may vary from 1.70 m to 1.80 m in height. All combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).
- 1.12 A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top or a combination of planks and poles with a pole on top or all poles may be used as a substitute.
- 1.13 In the event of equality for first place, there must be successive jump-offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle (Art 246.1)
- 1.14 In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if athletes equal for first place have not been penalised in the preceding round (Art 246.1).

Six Bar Competition

- 1.15 In this Competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of poles of the same type. The cups supporting the poles must have a maximum depth of 20mm. The number of obstacles may be reduced depending on the size of the arena.
- 1.16 All the obstacles may be kept at the same height, for example 1.20m or
 - 1.16.1 at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or
 - 1.16.2 the first two at 1.20 m, the next two at 1.30 m and so on.

In the event of a Refusal or a Run-out, the Athlete must restart the course at the obstacle where the fault was made.

- 1.17 The first jump-off must take place over the six obstacles which must be raised unless the athletes who are equal for first place have been penalised in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11m as required initially (the lower obstacles should be withdrawn).

Article 263 – Hunting Competition or speed and Handiness Competition (Scurry)

1. The aim of these Competitions is to demonstrate the Horse's obedience, handiness and speed.
2. These Competitions are judged under Table C (see JRs Art. 239).
3. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the athlete the opportunity to shorten his track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting competitions and must be so named in the Schedule. All other Competitions (of this type) are called Speed and Handiness Competitions.
4. No fixed track to be followed is laid down on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.
5. Compulsory turning points are included only if absolutely necessary.

Article 264 - Teams Competitions

1. Organisation

1.1 There must be no individual placing.

1.2 Prize money must be awarded to top three placed teams.

1.3 The Competition takes place over two rounds, over the same course during the course of the same day.

1.4 The Competition is judged under Table A not against the clock with a time allowed in both rounds.

1.5 No combination obstacle may require more than three jumping efforts (except in the case of permanent obstacles, banks, mounds or slopes at outdoor events).

1.6 The course must include at least one double or one treble combination, but not more than three doubles or one double and one treble combination.

1.7 If the Ground Jury decides before the first or the second round that the course has been rendered impracticable as a result of unforeseen circumstances, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly and/or that the required speed is reduced. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased for the second round, if it is deemed that the course of the first round was too easy.

2. (Intentionally left blank)

3. (Intentionally left blank)

4. Athletes

4.1 A team comprises four Athletes each riding the same Horse throughout the Competition. All members of each team must take part in the first round, except as stated in 3.2 below.

4.2 If a team, comprising four Athletes, cannot improve its placing in the first or second round after its third Athlete has completed his course, the fourth Athlete may be withdrawn.

4.3 When a team can only provide three Athletes and three Horses, its Chef d'Equipe must start his three Athletes and Horses;

4.4 In the event of an accident or illness to a Athlete and/or Horse, between the submission of the declaration and one hour before the start of the competition, the Athlete and/or Horse may on production of a certificate from an officially recognised medical doctor and/or with the permission of the Veterinary

Commission and after approval by the Ground Jury be replaced by another Athlete and/or Horse entered. In the event of substitution, the starting order remains unchanged.

5. (Intentionally left blank)

6. Order of starting

- 4.5 The starting order of the teams in the first round is determined by a draw in the presence of the Ground Jury and the Chefs d'Equipe. The draw will take place at a time fixed by the OC in agreement with the Ground Jury.
- 4.6 All the Number Ones start first in succession, then all the Number Twos and so on. The Chefs d'Equipe of teams comprising only three Athletes may choose in which of the three positions out of four they will start their Athletes.
- 4.7 The starting order of the teams in the second round will be in the reverse order of the total Penalties in the first round of the best three Athletes in each team. In case of equality of Penalties the teams will start in reverse order of the combined Penalties and times of their best three Athletes in the first round.
- 4.8 The Athletes in each team start in the same order as in the first round.

7. (Intentionally left blank.)

8. Elimination and retirement

- 7.1 If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.
- 7.2 If one Athlete of a team, participating with three Athletes in the first or second round, is eliminated or retires, the whole team is eliminated.

7.3 (Intentionally left blank.)

- 7.4 If a team is qualified to take part in the second round, an Athlete eliminated or retired in the first round may start in the second round. In the event that a team qualified for the second round has an Athlete who did not take part in the first round due to a fall of the Athlete and/or Horse prior to crossing the start line, the combination is not eliminated from the first round and is listed in the results as "did not start". In such a case the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate before they may be permitted to start in the second round (see JRs Art. 224.4.1). The Ground Jury reserves the right to exclude an Athlete who has fallen from participating further in the Competition and/or the Event in accordance with Article 140.2 of the FEI General Regulations.

In case of a fall in the practice arena, the Ground Jury will give the Athlete in question a new starting position if considered necessary.

- 7.5 A team, which is qualified to take part in the second round, may only withdraw from the second round with permission of the Ground Jury. In this case the team will not receive prize money and will be placed according to its Score in the first round (see paragraph 9.1 below). It will not be replaced by another team.

9. Placing and classification

- 7.6 Classification of the teams not taking part in the second round is based on the total Penalties of the three best Athletes of each team in the first round. Teams with equality of Penalties are placed according to the combined Penalties and times of their best three athletes.

- 7.7 Placing of teams after the second round is decided as follows:

The total Penalties of the best three Athletes per team in the first round are added to the total Penalties of the best three Athletes per team in the second round.

- 7.7.1 In case of equality of Penalties for the first place, there will be a jump-off in which one Athlete per team will participate. The Chef d'Equipe determines which member of their team will participate in the jump-off. Any one of the four team members, respectively three team members if applicable, may take part in the jump-off.

The jump-off takes place against the clock over a minimum of six obstacles.

In case of equality of Penalties and time after the jump-off, the teams concerned will be placed equal first.

- 7.7.2 Teams with equality of total Penalties for other places are placed ~~equal~~ according to the total Penalties of their best three Athletes in both rounds and the combined times of their best three Athletes in the second round. In case of equality of total Penalties and combined times in the second round, the teams concerned will be separated by the combined times of their three best Athletes in the first round.

10. (Intentionally left blank.)

Article 265 - SPONSOR TEAM (Refer to FEI rules)

Article 266 - Fault-and-out Competition

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

When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the Horse's forefeet touch the ground, but no points are given for the obstacle jumped after the bell has rung.

2. In this Competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.
3. When the fault, which ends the round, is other than a knock down, such as Disobedience, a fall or when the Athlete does not jump the obstacle over which the clock must be stopped, the bell is rung. The Athlete is then placed last of those who have obtained the same number of points. The penalty relating to a fall is elimination (see JRs Art. 241.3.25)
4. The winner of the Competition is the Athlete who obtains the greatest number of points. In the event of equality, the Athletes' times are taken into consideration and the Athlete with the fastest time will be declared the winner.
5. A Fault-and-Out competition may be organised in two ways:
 - 5.1 Over a set number of obstacles: When the Competition takes place over a maximum number of obstacles and the Athlete has jumped the last

obstacle, the clock is stopped at the moment when the Athlete crosses the finishing line. In the event of equality of points and time for first place only, there must be a Fault-and-Out jump-off over a limited number of obstacles.

- 5.2 With a fixed time of 60 to 90 seconds (45 in indoor arenas): The Athlete takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached. If the fixed time is reached at the moment when the Horse is already taking off this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing. If there is an equality of Penalties and time, Athletes are placed equal.

Article 267 - Hit-and-hurry Competition

1. In this Competition, instead of being eliminated at the first Fault, the Athlete gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combination obstacles are not allowed.
2. This Competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalised by the time lost by the Athlete, but two Disobediences or a fall incurs elimination of the Athlete.
3. The winner of the Competition will be the Athlete who at the end of the fixed time has acquired the greatest number of points in the fastest time.
4. When the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the Horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.
5. If the fixed time is reached at the moment when the Horse is already taking off, this obstacle, whether it is knocked down or not, counts. The Athlete's time is taken at the next obstacle as in paragraph 4. If an Athlete has a Disobedience and displaces or knocks down an obstacle, the fixed time must be decreased by six seconds and the bell must be rung accordingly.
6. When the Athlete does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The Athlete is then placed last of those who have obtained the same number of points.

Article 268 – Relay Competitions

1. General

- 1.1 These Competitions are for teams of two or three Athletes. The team members enter the arena together
- 1.2 The course shown on the plan must be completed consecutively according to the number of team members.
- 1.3 The Athlete going through the starting line must jump the first obstacle and the Athlete jumping the last obstacle must also cross the finishing line in order to stop the clock. If an Athlete crosses the finishing line after another Athlete has jumped the penultimate obstacle, the team is eliminated.
- 1.4 The time of the round is taken from the moment when the first Athlete crosses the starting line until the last member of the team passes the finishing line.
- 1.5 The time allowed is based on the speed for the Competition and the length of the course multiplied by the number of team members.
- 1.6 If, during the round, Disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round (Art 232).
- 1.7 The elimination of a team member incurs the elimination of the whole team.
- 1.8 The second Disobedience by any team member or a fall by an Athlete/Horse eliminates the whole team.
- 1.9 The team is eliminated if, in changing over, the Athlete takes off to jump an obstacle before the forefeet of the Horse of his team member have reached the ground. Relay Competitions are run as follows:

2. Relay Competitions are run as follows:

2.1. Normal Relays

- 2.1.1. In these Competitions the first Athlete jumps his round and having taken the last obstacle the next Athlete starts his round and so on.
- 2.1.2. As soon as the Horses' forefeet of his team member jumping the last obstacle have reached the ground, the next Athlete may jump his first obstacle.
- 2.1.3. These Competitions are run under Table C.

2.2. Fault-and-Out Relays

Fault-and-Out Relays take place according to the provisions set forth for the Fault-and-Out Competition under JRs Art. 266 either over a maximum number of

obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

2.2.1. Over a maximum number of obstacles

- 2.2.1.1. The changeover, indicated by a sound of the bell, is compulsory when each Athlete has completed his round or when an Athlete commits a Fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where Disobedience has been committed.
- 2.2.1.2. If the last team member has completed his round with no Penalty or if he knocks down the last obstacle of the course, his round ends at the finishing line and the clock must be stopped at this moment.
- 2.2.1.3. When the last Athlete knocks down an obstacle of the course, other than the last one, the bell is rung and the Athlete must then jump the next obstacle to allow his time to be recorded. When this Athlete, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.
- 2.2.1.4. In this Competition bonus points are awarded: two points for an obstacle jumped correctly and one point for an obstacle knocked down. One point is deducted for the first Disobedience, two points for the following Disobedience committed by each of the second or the third team member depending on the number of Athletes in the team. One point is deducted for each commenced second exceeding the time allowed.
- 2.2.1.5. The classification is reached according to the highest number of points obtained by the team and the fastest time.

2.2.2. With a fixed total time

- 2.2.2.1. In this case, the above provisions under paragraphs 2.2.1.1, 2.2.1.3, 2.2.1.4. and 2.2.1.5. must be applied.
- 2.2.2.2. Each team has forty five (minimum) to ninety (maximum) seconds multiplied by the number of team members.
- 2.2.2.3. The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.
- 2.2.2.4. If the last Athlete knocks down the last obstacle of his round, he must jump the first obstacle of the course to allow the time to be recorded.

2.2.2.5. If, during the round a Disobedience with a knock down is committed, the six seconds time correction is deducted from the fixed time.

2.3. Fault-and-Out Successive Relays

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

2.4. Fault-and-Out Optional Relays

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

2.4.2. Optional relays are run under Table C.

Article 269 – Accumulator Competition

1. This Competition takes place over 6, 8 or 10 obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.
3. This Competition may take place either with the first round against the clock without a jump-off or against the clock or not against the clock with a jump-off in the case of equality of points for first place following the round. In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.
4. If the Competition takes place not against the clock with a jump-off, Athletes not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the Competition takes place with the first round against the clock and a jump-off, Athletes not qualified for the jump-off are placed according to penalties and time obtained in the first round.
5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the Athlete. At the discretion of the Course Designer two Jokers may be included instead of one as

alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of the last obstacle on the course; the second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on course. The Athlete may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the Athlete earns 150%, respectively 200%, of the points of the last obstacle on course. If the Joker is knocked down (JRs Art 217.1), 150% respectively 200%, of the points of the last obstacle of the course must be deducted from the total points obtained so far by the Athlete.

Article 270 – Top Score Competition

1. In this Competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.
2. The obstacles must be built so that they can be jumped in both directions.
3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
4. The Athlete is credited with the number of points carried by each obstacle that he/she has jumps correctly. No points are awarded for an obstacle that is knocked down.
5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the Athlete may jump all any of the obstacles he/she wishes in any order and in any direction. He/she may cross the starting line in either direction. (The starting line must be provided with four flags; a red and a white flag at each end of the line). During the Athlete's round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he wishes.

6. The bell is rung to declare the end of the fixed time during which points may be obtained. The Athlete must then cross the finishing line in one direction or the other in order for his time to be recorded; if he does not cross the finish line he is eliminated. The finishing line must be provided with four flags; there must be a red and a white flag at each end of the line.
7. If the fixed time is reached at the moment when the horse is already taking off at an obstacle, this obstacle is included in the Athlete's Score if it is jumped correctly.
8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the Athlete. The same applies for knocking down an obstacle as a result of a Disobedience or for displacing a lower part of an obstacle, which is positioned in the same vertical plane as the highest part. In the case of Disobedience without a knock-down, the Athlete may jump that obstacle or continue to another obstacle.
9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur Elimination. However, the Athlete does not score the points allotted to this obstacle.
10. All Disobediences are penalised by the time lost by the Athlete; A fall of Horse or Athlete is penalised by Elimination (see JRs Art. 241.3.25).
11. The Athlete who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has rung will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds provided that this is mentioned in the Schedule (see JRs Art 245.6). If not mentioned, the Athletes with equal points and time will share the prize.
12. Joker:

An obstacle may be provided as part of the course, duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the Athlete.

Article 271 – Take-your-own-line Competition

1. In this Competition the obstacles may be jumped only once in the order chosen by the athlete. Any Athlete who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
2. Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This Competition takes place without a laid down speed, under Table C.
4. If the Athlete has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.
5. All Disobediences are penalised by the time lost by the athlete. For the penalties relating to falls, see Art 241.3.25
6. If there is a Refusal or Run-out with a knock-down or displacement of the obstacle, the Athlete may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice. In this case 6 seconds for time correction (Art 232) will be added to the time of the round.

Article 272 – Knock-out Competition

1. This Competition takes place by pairs of Athletes against each other. The Athletes must have qualified as a result of a separate Competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.
2. The two Athletes will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed. If one Athlete enters the other Athlete's course and as a result interferes with that Athlete, the Athlete responsible for the interference will be eliminated.
3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the Competition.
4. In this Competition, each Athlete may only ride one Horse in the eliminating rounds, chosen from his Horses, which have qualified in the preliminary qualifying round or the qualifying Competition. If an Athlete finds that his opponent has withdrawn from any round, the Athlete remaining in the Competition gets the benefit of a walkover and will start in the next round.

5. If there are Athletes placed equal for the last place in the qualifying Competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The eliminating rounds, in which two Athletes take part, are run without time if judged under Table A. Each fault made of whatever nature (knock down, refusal, run out) is penalized by one point. Notwithstanding the above, in the case of a Refusal with or without a knock-down the Athlete will continue his round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under table A the Athlete is penalized by one point. An Athlete passing an obstacle without attempting to jump it will be eliminated. If the Competition is run under table C, 3 seconds will be added to his time in this case.
Any infringement of the provisions of Article 241 incurs Elimination from the competition.
7. If the Competition is run under Table C, each fault is penalised by three seconds.
8. The Athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner. Athletes defeated in the corresponding rounds are placed equal.
9. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which Athlete crosses this line first.
10. If, at the end of the eliminating round, there is a dead heat between two Athletes, the round must be started again.
11. If the Competition is run under table C, there must be an independent time-keeping installation for each Athlete.
12. The starting order in the eliminating rounds will be decided according to the table printed in FEI Annex III (16 or 8 according to the conditions of the Schedule)

Article 273 – Competition over Two Rounds

1. This Competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each Athlete must participate with the same Horse. Athletes, who have been eliminated or who have retired during the first round, may not take part in the second round and may not be placed.
2. All the Athletes have to take part in the first round. The following go forward to the second round according to the conditions of the Schedule:
 - 2.1. either all Athletes; or

2.2. a limited number of Athletes (either a percentage or a set number of Athletes, in any case at least 25%) return for the second round in accordance with their placing in the first round (Penalties and time or Penalties only, according to the conditions of the Schedule); the exact percentage or number of Athletes to return for the second round is to be mentioned in the Schedule.

2.2.1. If the first round is not against the clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if this is not mentioned in the Schedule.

2.2.2. If the first round is against the clock, the OC may select either of the following options (the OC must indicate in the Schedule which option will be used):

- (i) at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round based on their Penalties and time in the first round; or,
- (ii) (ii) at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round, based on their penalties and time in the first round; in any case all Athletes without penalties in the first round, return for the second round.

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

First round	Second round		Jump-off
<u>Table A</u>	<u>Table A</u>	<u>Starting order</u>	<u>Starting Order</u>
3.1 Against the clock	Not against the clock	Reverse order of penalties and time in the 1 st round; Athletes retain their drawn order in case of equality of penalties and time	Same as 2 nd Round
3.2 Not against the clock	Not against the clock	Reverse order of penalties in the 1st round; Athletes retain their drawn order in case of equality of penalties	Same as 2 nd round
3.3.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1st round: Athletes retain their drawn order in case of equality of penalties and time.	No jump-off
3.3.2 Not against the clock	Against the clock	Reverse order of penalties in the 1 st Round: Athletes retain their drawn order in case of equality of penalties.	No jump-off
3.4.1 Against the clock	Against the clock	Reverse order of penalties and time in the 1st round: Athletes retain their drawn order in case of equality of penalties and time.	Same as 2 nd round
3. 4.2 Not against the clock	Against the clock	Reverse order of penalties in the 1st round: Athletes retain their drawn order in case of equality of penalties	Same as 2 nd round

4. Classification

- 4.1. The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to aggregate Penalties over both rounds and the time incurred in the first round.
- 4.2. The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to aggregate Penalties over both rounds.
- 4.3. The classification will be established according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not ~~taking part in~~ qualified for the second round will be according to the Penalties incurred in the first round (if the first round is not against the clock) or according to Penalties and time in the first round (if the first round is against the clock)
- 4.4. The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to the aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not qualified for in the second round will be according to penalties and time in the first round (if the first round is against the clock) or according to ~~their~~ Penalties in the first round (if the first round is not against the clock).

Article 274 - Competition in two Phases

1. Normal Competition in Two Phases
 - 1.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
 - 1.2 The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
 - 1.3 Athletes penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.
 - 1.4 Athletes not penalised in the first phase continue the course, which finishes, after crossing the second finishing line.
 - 1.5 The manner of judging this Competition must be specified in the Schedule in accordance with one of the following formulas:

First phase	Second phase	Placing
1.5.1. Table A Not against the clock	Table A Not against the clock	According to the penalties in the 2 nd phase. Athletes who do not qualify for the 2 nd Phase are placed according to the penalties in the 1 st phase.
1.5.2. Table A Not against the clock	Table A Against the clock	According to the penalties and time in the 2 nd phase. Athletes who do not qualify for the 2 nd Phase are placed according to the penalties in the 1 st phase.
1.5.3. Table A Against the clock	Table A Against the clock	According to the penalties and time in the 2 nd phase. Athletes who do not qualify for the 2 nd Phase are placed according to the penalties and time in the 1 st phase.
1.5.4. Table A Not against the clock	Table C	According to the total time (Table C) of the 2 nd phase. Athletes who do not qualify for the 2 nd Phase are placed according to the penalties in the 1 st phase.
1.5.5. Table A Against the clock	Table C	According to the total time (Table C) of the 2 nd phase. Athletes who do not qualify for the 2 nd Phase are placed according to the penalties and time in the 1 st phase.

1.6. Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases. Athletes who are eliminated or who retire in the second phase will be placed equal last of all Athletes who completed the second phase.

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

1.8 In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art. 261.4.4), it is sufficient to complete the first phase of Competitions conducted according to any of the formulas listed in Art. 274.1.5.1 – 274.1.5.5.

2. Special Two-Phase Competition

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

- 2.2 The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.
- 2.3 Athletes completing the first phase may continue in the second phase.
- 2.4 The second phase finishes after crossing its finishing line.
- 2.5 This Competition must be judged in accordance with the following formula:

First Phase	Second Phase	Placing
Table A Not against the clock Minimum 5 - Maximum 7 Obstacles	Table A Against the clock Remaining obstacles (Total of minimum 11 and maximum 13 obstacles in both phases)	According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2nd phase.

- 2.6 Athletes who are eliminated or retire from either the first or second phase will not be placed.
- 2.7 In the event of equality for first place, the tied Athletes will be placed equal first.
- 2.8 In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art. 261.4.4), both phases of Competitions conducted according to Art. 274.2.5 must be completed.

Article 275 – EA Futurity, Stars of the Future and Future Stars classes

No class can be called a Futurity, Stars of the Future, Future Stars unless it meets the following criteria.

- The height is a recommendation depending on the ground, could be 1.25/1.30m first round. Jump off at 1.40m. Width: round 1 maximum of 1.50m, triple bar 1.70m; jump off 10cms more.*
- Recommendation – a Liverpool is included*
- Horses that are 6yrs, 7yrs or 8yrs from the date of birth at the time of competition.*

4. *Any Horse that has started in a World Cup Class cannot compete in any Future Stars, Futurity or Stars of the Futures classes.*
5. *Placings: one place for every 6 starters overall, with a minimum of 5 placings. After 5th place, prize money can be the refund of the entry fee.*
6. *Entry fee: minimum should be \$50 and that a minimum 50% of the entry fee pool should go towards prize money.*
7. *Organisers minimum contribution to prize money is \$750.*
8. *Break up of total prize money should be 1st - 25 %, 2nd - 20%, 3rd - 15%, 4th -10% then 5-10th place 5% each.*
9. *Number of rounds: can be two or three ie 238 2.2; 273 3.1 or 3.2 or 3.3 or 3.4*

Article 276 – Competition with Winning Round

1. Competition with two rounds and winning round
 - 1.1 In this Competition the best 16 athletes of the first round qualify for the second round, in which they start in reverse order of the results (Penalties and time) of the first round
 - 1.2 The best 8 Athletes according to the total Penalties and time of both rounds or of the second round only, participate in the winning round
 - 1.3 The course of the second round may be different from that of the first round
 - 1.4 The course of the winning round must be a shortened course over obstacles of the first and/or second round
 - 1.5 The starting order in the winning round is in reverse order of total Penalties and time over both rounds or of the second round only, according to the conditions of the schedule
 - 1.6 In the winning round Athletes start with zero Penalties
 - 1.7 All three rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round Athletes are penalised with one penalty point for every 4 seconds commenced
 - 1.8 This Competition may not be used for the Grand Prix or for the Competition with the highest prize money

- 1.9 If an Athlete qualified for the winning round does not start, he will not be replaced
- 1.10 Refer to JRs Art. 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.
2. Competition with one round and winning round (winning round: Athletes start with zero Penalties)
- 2.1 In this Competition at least 25% and a minimum of ten athletes of the first round qualify for the winning round, in which they start in reverse order of the results (Penalties and time) of the first round.
- The following Athletes qualify for the winning round according to the conditions of the Schedule:
- (i) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round based on their Penalties and time in the first round; or,
 - (ii) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round, based on their penalties and time in the first round, and in any case all Athletes without penalties in the first round, qualify for the winning round.
- The exact percentage or number of Athletes to return for the winning round must be indicated in the Schedule.
- 2.2 In the winning round all Athletes start with zero Penalties
- 2.3 Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round Athletes are penalised with one penalty point for every seconds commenced
- 2.4 This Competition may not be used for the Grand Prix or for the Competition with the highest prize money.
- 2.5 If an Athlete qualified for the winning round does not start, he will not be replaced.
- 2.6 Refer to JRs Art. 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.

Article 277 – Derby

1. A Derby Competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural

obstacles and must be run in one round only and with one jump-off if so stipulated in the Schedule.

2. It may be judged under Table A or Table C. If judged under table C there is no time allowed just a time limit. The time limit may be increased at the discretion of the Ground Jury if the length of the course exceeds the positions for establishing the time limit as laid down in Art. 239.3.
3. Even if this Competition carries the best prize money of the show, each Athlete is allowed to ride a maximum of three horses according to the conditions of the Schedule

Article 278 – Competition over Combinations

1. The course must consist of six obstacles; a single obstacle as first obstacle and five combinations. At least one obstacle must be a treble combination
2. The Competition may be judged under Table A or Table C.
3. If there is a jump-off, according to the conditions of the Schedule, the jump-off course must comprise six obstacles. It must include a double, a treble and four single obstacles, or three doubles and three singles. To achieve this, some elements of the combination obstacles for the first round must be removed.
4. The provisions of Article 204.5 do not apply to this Competition. However, the length of the course may not exceed 600 metres.

Article 279 - Events and Competitions with Borrowed Horses

Competitions may be organised with Horses borrowed by the Organizing Committee. In such cases, the following conditions apply.

1. The Organising Committee will make available the necessary number of Horses (maximum 3 per athlete).
2. At least 24 hours before the start of the first Competition a fair draw of the borrowed Horses for each team or individual Athletes has to take place. The Horses for the host Nation will be drawn first.
3. The draw must take place in front of the Chefs d'Equipe or a representative of each team, the Athletes, the President or a Member of the Ground Jury and the President of the Veterinary Commission or the Veterinary Delegate. The Horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission to change is given by the owner.

4. The OC should provide a reasonable number of reserve Horses to be used in case any Horse is found incapacitated by the Veterinary Delegate or in case of apparent complete incompatibility between one of the Athletes and his Horse, as stated by the Ground Jury.
5. The Schedule must establish clearly the conditions under which the Horses are borrowed and drawn and the Competitions are run.

CHAPTER 13 – FEI/EA VETERINARY EXAMINATIONS, HORSE INSPECTIONS, MEDICATION CONTROL AND PASSPORTS OF HORSES

Article 280 – Veterinary Examinations, Horse Inspections

The Veterinary Inspections and Examinations must be conducted in accordance with the Veterinary Regulations. See Vet Regulations, EA and FEI Equine Anti-Doping and Controlled Medication (EADCM) for further details.

Article 281 – Medication Control of Horses

The Medication Control of Horses must be conducted in accordance with the General Regulations of the EA and the policy of the OC, and the Veterinary Regulations.

Article 282 - ATHLETES AND HORSES

Athletes, owners and Horses must meet the requirements set out in the EA General Regulations as per the type and level of Competition they are participating in. Full Horse registration will automatically give the Horse a Competition name and a Competition number.

It is the Athlete's responsibility to have the Horse's identity at all Events where they are competing. The Judge or their representative can request an Athlete to produce these at any Event where the Horse is competing.

Where an Athlete or a Horse is found to be ineligible for the Competition, any prize money is to be forfeited. The Athlete will be reported to the EA.

Split Concurrent Height Competitions when more than one Competition is run within the same height Competition, horses will only be eligible to compete in one Competition section. To reduce the time required to run these Competitions, separate draws are recommended

AGE CLASSES

All horses competing in age classes (four, five, six, seven and eight year old) must be EA registered regardless of the height of the class that the horse is competing in. Proof of EA registration must be presented to the Judge on request.

Article 283 – SCORING

For all competitions they officiate at, it is the responsibility of the Judge to forward correctly completed sheets or digitalised scores and results to the relevant Equestrian Australia State office within 14 days of the completion of the Event.

CHAPTER 14 - AUSTRALIAN JUMPING CHAMPIONSHIPS

14.1 General

- 1.1 The following are guidelines formulated by the Equestrian Australia Jumping Committee (EAJC) to assist Organising Committees in the conduct of the Australian Championships. The EAJC reserves the right to amend these rules at any time.
- 1.2 The Australian Jumping Championships is an Event conducted for and on behalf of the Equestrian Australia, Equestrian Australia Jumping Committee (EAJC)
- 1.3 The Organising Committee (OC) is required to conduct the event within the guidelines published by the EAJC
- 1.4 The EAJC will appoint a Technical Delegate to assist the OC in its preparation for and conduct of the Australian Championships.
- 1.5 The Organising Committee must comply with the directions of the Technical Delegate appointed by the EAJC
- 1.6 The Australian Jumping Championships should be an Event in its own right, not absorbed into an existing Event.
- 1.7 The Australian Championships should be conducted over a minimum of four consecutive days
- 1.8 All horses must have a bridle number
- 1.9 All horses in Championship classes are to be stables on the ground at the event.
- 1.10 All horses in Championship classes to be trot up at the start of the event.

14.2 Prize money

- 2.1 The Event must have a minimum total prize pool of \$60,000; a minimum of \$20,000 in total, must be allocated to the three Competitions constituting the Senior Australian Jumping Championships.
- 2.2 Prize money for all Competitions constituting the Australian Championships will be distributed according to the following table.

° of Starters										
N° of prizes										
	5	6	7	8	9	10	11	12	more than 12	
Winner	Prize 27%in kind	Prize 26%in kind	Prize 25%in kind	Prize 25%in kind	Prize 25%in kind	Prize 25%in kind	Prize 25%in kind	Prize 25%in kind	25%	Prize in kind
2 nd	23%32%	22%30%	21%28%	20%27%	20%27%	20%27%	20%27%	20%27%	20%	27%
3 rd	19%26%	18%25%	17%23%	15%20%	15%20%	15%20%	15%20%	15%20%	15%	20%
4 th	17%23%	15%20%	13%17%	12%15%	11%14%	10%13%	10%13%	10%13%	10%	13%
5 th	14%19%	11%14%	10%13%	9% 12%	8% 11%	8% 11%	7% 9%	7% 9%	7%	9%
6 th		8% 11%	8% 11%	8% 11%	7% 9%	7% 9%	6% 8%	6% 8%	6%	8%
7 th			6% 8%	6% 8%	6% 8%	5% 7%	5% 7%	5% 7%	5%	7%
8 th				5% 7%	5% 7%	4% 5%	4% 5%	4% 5%	4%	5%
9 th					3% 4%	3% 4%	3% 4%	3% 4%	8% to be dist. Between remainders	11% to be dist. between remainders
10 th						3% 4%	3% 4%	2% 3%		
11 th							2% 3%	2% 3%		
12 th								1% 1%		
TOTAL	100%	100%	100%	100%	100%	100%	100%	100%	100%	

14.3 Championship Divisions and Competition Format

3.1. The OC is required to conduct Championships for the following divisions.

- Australian Senior Jumping Championship.
- Australian Young Rider Jumping Championship
- Australian Junior Jumping Championship.
- Australian Children's Championship
- Mini Prix Jumping Championship
- Futurity Jumping Championship
- Amateur Jumping Championship

3.2. The following rules are to be used for all Championship divisions and Teams Competitions.

3.3. The Championship comprises Three Competitions, two Qualifying Competitions and a Final Competition, each taking place on a different day. For the Senior Australian Championship there must be a break of one day between the Second and Third Competitions. It is recommended that for the other Championships, that where possible, there is a break of one day between the Second and Third Competitions

3.3.2 The following rules are to be used for Mini Prix, Futurity and Amateur divisions.

3.3.3 Special Two-Phase Competition, Competitions to be run on 2 separate days. 50% or a minimum of the 20 best athletes will qualify for the final.

3.3.4 Scratchings or withdrawals up to a maximum of 5 athletes may be replaced.

3.3.5 Order of starting in the final is seeded, based on the placings in the qualifying competition.

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

3.3.7 The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.

3.3.8 Athletes completing the first phase may continue in the second phase.

3.3.9 The second phase finishes after crossing its finishing line.

3.3.10 This competition must be judged in accordance with the following formula:

First Phase

Table A

Not against the clock

Minimum 5 - Maximum 7 Obstacle

Second Phase

Table A

Against the clock

Remaining obstacles

(Total of minimum 11 and obstacles and maximum 13 obstacles in both phases)

Placing

According to the aggregate penalties in both phases (Faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the second phase.

3.3.11 Athletes who are eliminated, retire or do not finish, from either the first or second phase will not be placed.

3.3.12 In the event of equality for first place, the tied athletes will be placed equal first.

QUALIFICATION FOR FINAL

4.3.13 In order to fulfil the eligibility requirement for Horses taking part in the Final (see JRs Art. 261.4.4) both phases of the Competition conducted according to Art. 274.2.5 must be completed.

4.3.14 Winner of the **final competition** will be the **Australian Champion**.

- 3.4. The obstacle dimensions and speed of the competitions are to be advised in the Championship schedule. The maximum heights for the competitions are:

Division	First Qualifier	Second Qualifier	Final
Children	1.05m	1.10m	1.15m
Junior	1.25m	1.30m	1.35m
Young Rider	1.35m	1.40m	1.45m
Senior	1.50m	1.55m	1.60m
Mini Prix	1.40m	1.45m	1.50m
Futurity	1.30m	1.35m	1.40m
Amateur	1.10m	1.15m	1.20m

3.5 **Allocation of Points for the First and Second Qualifying Competitions.**

The winner of each Competition gets one point more than the number of starters in the First Qualifying Competition. The second placed gets two points less than the winner, the third placed three points less than the winner, and so on.

Athletes eliminated or retiring: Athletes who have been eliminated or have retired in the initial round of the first two Competitions do not get points.

Equality of points among Athletes: Points won by Athletes who are tied are added up and divided equally. Fractions of 0.5 and more are rounded up; fractions of less than 0.5 are rounded down.

Transformation of points to penalties

After the Second Qualifying Competition points are transformed into penalties. The Athlete with the highest number of points after the two Competitions will have 0 penalties. For all other Athletes the number of penalties will be calculated by multiplying with the coefficient of 0.50 the difference between their number of points and the points of the leading Athlete after the two Competitions.

In this procedure all decimals are rounded down.

Classification

The overall Champion will be the Athlete with the lowest number of penalties after the three Competitions.

An Athlete who qualifies for Round B of the third and Final Competition but who does not start in Round B will be ranked equal with other Athletes who started in Round B and are eliminated or retired in Round B of the Final Competition.

If Athletes are tied for first place after the three Competitions, there will be a jump-off against the clock over a reduced course of at least six obstacles. In case of equality of penalties and time in this jump-off a second jump-off, against the clock, will be held over the same course.

Athletes not in the jump-off but tying on penalties will be separated for the purpose of the Final overall classification by their time in the second round of the Third Competition.

Starting order for Second Qualifying Competition and Final

In the Second Qualifying Competition, the starting order is according to the reverse order of points allocated after the First Qualifying Competition.

The starting order in Rounds A and B of the Third Competition is, respectively, according to the reverse order of penalties (i.e. points transformed into penalties) after the second Qualifying Competition, and after Round A of the Third Competition.

Athletes with equality of points (after the first Qualifying Competition) or penalties (after the second Qualifying Competition or after Round A of the Third Competition) will retain the same starting order among themselves as in the previous Competition or round, whichever is applicable.

- 3.6 The design and construction of all obstacles with regard to safety and technical suitability must be approved by the Technical Delegate and Course Designer. The minimum diameter of poles used in all Championship Competitions must be at least 9 cm. Should a dispute arise relating to these obstacles, the Technical Delegate has the final decision.
- 3.7 The water jump must be used in the first qualifier with rails above, and without rails in the first round of the final competition of the Championship for Seniors, Young Riders and Juniors. For Seniors it must be dug in. An above ground water jump is allowed for Young Riders and Juniors.

First Qualifying competition

The starting order for the first Competition is a random draw conducted by the Ground Jury in the presence of the Technical Delegate

This First Qualifying Competition is conducted over a big Table A course and judged under Table C (JRs Art. 239 and 263) without a jump-off in the event of equality for first place.

The first qualifying competition for the Children's' Championship will be conducted under table A against the clock. Article 238 2.1. There will be no jump-off in the event of equality for first place.

Athletes will be allocated points for their placing according to penalties and time.

Obstacles Twelve to 14 obstacles, including one double and one treble or two or three doubles.

Height: As per the table in 14.3.4 with the spread in proportion to the height

Length: 500 m minimum, 600 m maximum.

Starting Order: random draw

The First Qualifying Competition constitutes Round 1 of the Teams Competition

Second Qualifying Competition

Conduct, Table, Speed

This Second Qualifying Competition is conducted over one round run under Table A against the clock at a speed of 375 m per minute with one jump-off. (JRs Article 238 2.2)

Athletes and Horses which are tied for first place at the conclusion of the first round will jump off against the clock.

Obstacles:

Twelve to 14 obstacles, including one double and one treble or two or three doubles.
As per the table in 14.3.4, with the spread in proportion to the height.

A maximum of two spread obstacles with a width of one metre or less may be used. At least two vertical obstacles must be maximum in height.

Sloping walls do not count as compulsory vertical obstacles.

Length: 500 m minimum, 700 m maximum.

Starting order for the Second Qualifying Competition

In the Second Qualifying Competition, the starting order is according to the reverse order of points allocated after the First Qualifying Competition. See 14 3.5 above. Only the Athletes and Horses, which have taken part in the first Competition, may take part in Second Qualifying Competition.

(The second qualifying competition constitutes Part 2 of the Teams Competition)

Third and Final Competition

The 20 best placed Athletes qualify for the first round (A) of the Third and Final Competition. Athletes on the same penalties for the twentieth position will all be eligible to start in the Round A of the Final.

If there are less than 20 athletes who have elected to start in Round A of the Final they will be replaced by the next best placed athlete. A maximum of five athletes may be replaced.

Conduct, Table, Speed: The Third and Final Competition is conducted over two rounds (A) and (B) each judged under Table A against the clock with a time allowed at a speed of 375 m per minute (Art 273 3.3.2; Art 273 2.2). To be specified in the Schedule:

15 Athletes return for the second round.

Round A Obstacles,

Round A Ten to 12 obstacles, including one double and one treble or three doubles.

The water jump must be used in the first qualifier with rails above, and without rails in the first round of the final competition of the Championship for Seniors, Young Riders and Juniors. For Seniors it must be dug in. An above ground water jump is allowed for Young Riders and Juniors.

Height: As per the table in 14.3.4, with the spread in proportion to the height. At least two vertical obstacles, which must be at maximum height. Water Jump must be used (see Art. 324.3): maximum 3.6 metres (including the take-off element). Length: 500 m minimum, 600 m maximum.

Starting Order: The starting order in Round A of the Third and Final Competition is according to the reverse order of penalties (i.e. points transformed into penalties) after the Second Qualifying Competition.

Round B A different course from Round A comprising eight to ten obstacles including only one combination (one double or one treble).

Height: As per the table in 14.3.4, with the spread in proportion to the height. At least two vertical obstacles, which must be at maximum height.

A water jump may not be included, but an obstacle with water beneath, in front or behind (a so called ("Liverpool") may be included in the course.

Length: 400 m minimum, 500 m maximum.

Participation: At the completion of Round A of the Third and Final Competition the 15 best placed athletes qualify for the second round, Round (B) of the Final.

Athletes on the same penalties for the fifteenth position will all be eligible to start in Round B of the final.

Athletes who elect not to start in Round B will not be replaced and will be placed equal.

The starting order in Round B of the Third and Final Competition is, according to the reverse order of penalties (i.e. points transformed into penalties) after the Second Qualifying Competition, and after Round A of the Third and Final Competition.

Inspection of Course B

Athletes may be invited to inspect the course for Round B at the conclusion of Round A.

14.4 Australian Speed Championships

4.1. In addition to the Australian Championships Organising Committees may also conduct Competitions for the Australian Speed Championships for Seniors, Young Riders and Juniors.

4.2 The Australian Speed Championships will be conducted on one Competition under Table C (239), Speed and Handiness (263)

14.5 Eligibility

- 5.1 Child Athlete: An Athlete is eligible for the Children's Championships from the commencement of the year of their 10th birthday until the end of the year of their 14th year.
- 5.2 Junior Athlete: An Athlete is considered a Junior Athlete from the commencement of the year of their 12th birthday until the end of the year of their 18th birthday.
- 5.3 Young Rider: An Athlete is considered a Young Rider from the commencement of the year of their 16th birthday until the end of the year of their 21st birthday.
- 5.4 Senior Rider: An Athlete is considered a Senior Athlete from the commencement of the year of their 18th birthday until the end.
- 5.5 An Athlete may compete in two consecutive divisions, i.e. Children and Junior, Junior and Young Rider or Young Rider and Senior
- 5.6 Athletes whose age allows them to compete in two divisions may do so but on different Horses. 5.7 An Athlete may ride no more than three Horses in any one division.
- 5.7 OC may restrict number of Horses per Athlete in any one division.

14.6 Teams Competition

- 6.1 A team constitutes three or four Athletes. One team member may be from another State or Nation only if the State has insufficient Athlete numbers available.
- 6.2 The teams Competitions are restricted to one team from each State, nominated by the State Branches.
- 6.3 The teams Competition will be conducted in conjunction with the first qualifying Competition and the first round of the second qualifying Competition.
- 6.4 Additional prizemoney may be awarded for the teams Competition in addition to the prizemoney offered for the second qualifying Competition.
- 6.5 The teams' classes are restricted to one team from each State, nominated by the State Branches. If there is a visiting National Federation team, an Australian Team will be selected. The national teams will compete against each other.

- 6.5.1 Each state will nominate a team manager/Chef de Equipe
- 6.5.2 Teams must be nominated a day prior to the teams' Competition,
- 6.5.3 Athletes in the team's Competition will take their place in the normal draw for qualifying Competitions one and two.
- 6.6.1 At the conclusion of the first qualifying Competition the best three scores (as per individual scoring system) from each team are added together to give the team score.
- 6.6.2 At the conclusion of the first round of the second qualifying competition the best three scores (as per individual scoring system) from the team athletes will be added to the team's points from the first qualifying competition.

The team with the highest combined score will be declared the winner.

If there is equality of penalties for two or more teams for first or any subsequent places at the conclusion of the second round of the teams competition then the combined times of the three athletes who have contributed to the team score in the second round of the teams competition will be added together to give an overall team time. The team with the fastest combined time will be placed ahead of the other teams on the same number of penalties

- 6.7 If two or more Athletes of a team, participating with four athletes in the first or second round, are eliminated or retire, the whole team is eliminated. If one or more Athletes of a team participating with three Athletes in the first or second round are eliminated or retire, the whole team is eliminated.

14.7 Officials

7.1 Ground Jury

- 7.1.1 The Ground Jury shall consist of a President and a number of Judges of the appropriate categories. The Ground Jury is responsible for the technical judging of all Competitions for which it is appointed.
- 7.1.2 The period of jurisdiction of a Ground Jury extends from one hour before the start of the Competition or the Event until half an hour after the announcement of the final results of the Competition or Event for which the Ground Jury has been appointed. If an objection is made during the period of jurisdiction the Ground Jury remains responsible until the objection has been settled.

- 7.1.3 The President of the Ground Jury must be from the list of FEI Officials
- 7.1.4 The duties of the Ground Jury are set out in Article 159 of the Equestrian Australia General Regulations 7.2

7.2 Course Designer

- 7.2.1 Course Designers for National Championships must be selected from the FEI List of Course Designers and appointed with the agreement of the EAJC
- 7.2.2 The Course Designer is responsible to the Technical Delegate - for laying out the course, building any obstacles and for measuring the course.
- 7.2.3 The Course Designer must report to the Technical Delegate - when satisfied that the course is ready in all respects.
- 7.2.4 A Course Designer may not compete in any Competition at a National Championship for which he has acted as Course Designer.

7.3 Technical Delegate

- 7.3.1 A Technical Delegate must be appointed by the EAJC for all EA National Championship Events, and are to be selected from the official EA lists.
- 7.3.2 Technical Delegates are required to approve all the administrative arrangements for an Event from the time of their appointment until the end of the Event. They must commence their duties early enough to be able to satisfy themselves that the accommodation and the stabling for the horses, and the training area etc, are suitable in all respects.
- 7.3.3 Any proposed visits to be made by the Technical Delegate, between the time of appointment and the beginning of the Event, must be arranged with the agreement of the Chairman of the EAJC
- 7.3.4 The Technical Delegate should be at the venue of the Event at least on the day before the start of the first Competition.
- 7.3.5 The Technical Delegate has the following duties and responsibilities at the Event:
 - 7.3.5.1 To inspect the course and arenas and to satisfy himself that the technical details are in accordance with the Regulations and Rules.
 - 7.3.5.2 To be satisfied that the course is fair and that knowledge of local conditions would not give an unfair advantage.
 - 7.3.5.3 To instruct the OC and the Course Designer to make any alterations to the arena or the course, or to any technical detail associated with the conduct of the Competition that he or she considers necessary.
 - 7.3.5.4 To help the Ground Jury to supervise the technical conduct of the Competition after indicating to the

President of the Ground Jury satisfaction with the arrangements.

7.4 Veterinary Delegates

- 7.4.1 Veterinary Delegate are nominated by the EA and should be appointed for all National Championship Events
- 7.4. EA maintains records of all FEI Event Veterinarians.

7.5 Stewards

- 7.5.1 The OCs of Events must appoint a Chief Steward and an appropriate number of Stewards under the authority of the Chief Steward wearing distinctive badges or other identification, with complete freedom of access to all areas mentioned in paragraph 2 below.
- 7.5.2 OCs are responsible for the administration and organisation of the Chief Steward and the Stewards. Any irregularities must be reported immediately by the Chief Steward to the President of the Ground Jury. One Steward must be on duty at the collecting ring whenever it is in use.
- 7.5.3 During the whole Event in every part of the stables, exercise and schooling areas, collecting rings and all other areas under the control of the OC, the Chief Steward and the Stewards officiating at the Event shall:
 - 7.5.3.1 assist the Athletes in their reasonable training;
 - 7.5.3.2 where reasonably practical, intervene in time in order to prevent any abuse of the horse by riders, grooms, owners or any other person;
 - 7.5.3.3 where reasonably practical, intervene in order to prevent any contravention of EA Regulations and Rules or of the common principles of behaviour, fairness and accepted standard of sportsmanship;
 - 7.5.3.4 be familiar and assist with medication control rules and procedures.
- 7.5.4 One Steward must be on duty at the collecting ring whenever it is in use.
- 7.5.5 Any irregularities must be reported immediately by the Chief Steward to the President of the Ground Jury.
- 7.5.6 At National Championships the Chief Steward is required to send a report to the CEO on the stewarding of the Event as a whole and on any incident which occurs during that event. A copy of the report must be given to the Steward General and to the President of the OC of the event.
- 7.5.7 The Chief Steward must be a person experienced in equestrian sports, particularly in the Sport of the Event where appointed to officiate. The name of the appointed Chief Steward should be published in the Schedule and in the program of the Event.

7.5.8 Stewards are Event Officials. The Chief Steward must be from the list of FEI Officials

14.8 Timing Equipment

Electronic timing equipment with a visual display is mandatory.

14.9 Arena

- 9.1 The minimum size of the competition arena is 4,800 square metres, 80 metres by 60 metres.
- 9.2 The minimum size of the warm-up arena is 1,500 square metres 50 metres by 30 metres.
- 9.3 The Technical Delegate in conjunction with the OC and the Chief Steward will determine the maximum number of horses allowed in the warm-up arena at any one time.
- 9.4 Additional arena space for warming up on the flat should be provided.

14.10 Speed of Competitions

The speed of all competitions for the Australian Championships will be determined by the Course Designer and the Technical Delegate after considering the size of the jumping arena.

14.11 Horse Inspections

All Athletes competing in the Senior Championship and the Young Rider Championships must present their own Horse(s) at the first Horse Inspection, which will be held on the day preceding the first qualifying Competition, and at the second Horse Inspection, which will be held after the second qualifying Competition and prior to the final.

Any Athlete, who fails to present his Horse in person at either of these inspections without first obtaining the permission of the Technical Delegate or his representative, will be fined \$100.00. Horses not presented for a Horse Inspection are not eligible to start.

14.12 Medication Control

- 12.1 Medication Control is mandatory Sampling of the winner and one or two random samples must be conducted in accordance with EA Rules for medication control.

- 12.2 An appropriate area for medication Control sampling must be provided by the OC and approved by the Technical Delegate and Veterinary Officer.

14.13 Entry Fee Equestrian Australia National Jumping Rules 73

- 13.1 One entry fee for the four Competitions constituting the Australian Championships must be charged.

14.14 Draws

- 14.1 A random draw will be conducted for Competition one.
- 14.2 For the second qualifying competition Athletes will start in the reverse order of points obtained from the first Competition.
- 14.3 The starting order in Round A of the Third and Final Competition is according to the reverse order of penalties (i.e. points transformed into penalties) after the Second Qualifying Competition.

Annexes

Annex I – Time Allowed Calculator

Annex I

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

Annex II - EA Speed and Elimination Table

Speeds and elimination for different heights

Height	Speed		Elimination
	Outdoors	Indoors	
Less than 1.05m	325mpm	300mpm	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	350mpm	2 disobediences

Annex III - EA Jumping Yellow Warning Card

EA JUMPING YELLOW WARNING CARD	EA JUMPING YELLOW WARNING CARD Extract from the National Jumping Rules
Event:	 Whilst in an official capacity at an EA Sanctioned event, the following accredited EA officials may award a Yellow Warning Card for breaches of the rules: EA Level 2 Judges, EA Level 3 Judges, all FEI Judges, FEI Chief Stewards. See Article 240 in the National Jumping Rules the EA Official should deliver it personally to the Athlete together with an explanation as to why it is being awarded and the possible consequences of any further offences being committed. In the case of athletes being under the age of 18 years, a Parent/Guardian must be present. The Official who awards the Yellow Warning Card must notify the Person Responsible, the Ground Jury and the EA CEO of the Yellow Warning Card as soon as possible. An Athlete receiving two Yellow Warning Cards within a 12-month period for any offence will incur an automatic disqualification from competition for two months, from the date of the second offence. There will be no right of appeal.
Date:	
Athlete:.....	
Person Responsible* (if athlete under 18)	
.....	
<i>*Refer to General Regulations Article 118</i>	
<u>Offence: (Please tick one)</u>	
Abuse of Horse..... ☐	
Incorrect Behaviour..... ☐	
Non-compliance with Protective Headgear Rules... ☐	
Not getting Medical Clearance after a Fall ☐	
Non-compliance with applicable sport rules ☐	
Specify relevant article/s and sub clause/s:	
.....	
Officials Name:	
Officials Jurisdiction:	
Signature of Official:	

ANNEX IV - Australian and State Teams Events

1. G.R.Art 117

- 1.1 EA has the final responsibility for the selection of all Athletes and Horses to represent Australia provided that the Athletes and Horses are qualified in all respects under the conditions laid down for each FEI Event.
- 1.2 Australian representatives for each Sport will be selected by a selection panel appointed by the relevant Sport in accordance with the rules set down by EA and in accordance with the relevant selection policy.

2. Teams Competitions Invitations

- 2.1 All Australian teams events held in Australia must be approved by EAJC.
- 2.2 All invitations to foreign countries to compete against National or State teams must be approved by the EAJC.
- 2.3 All State teams will be selected by a selection panel appointed by the relevant State committees.

3. International Team Competitions

3.1. Organisation

- 1.1 EA may designate certain team competitions "Official" Team Competitions. The formula for these will be decided by EAJC in consultation with the Organising Committee concerned. In some cases because of particular circumstances dispensation to some of these rules may be given. However EAJC maintains the right to request Organising Committees to amend rules because of the circumstances of a particular team Competition.
- 1.2 The Competition takes place over two rounds over the same course during the course of the same day. (Article 273.3.2)
- 1.3 The Competition is judged under Table A not against the clock with a time allowed in both rounds.

3.2. Obstacles

The number and dimensions of the obstacles must be within the following limits:

- 3.2.1 The obstacles will be from 10 to 12 in number.
- 3.2.2 Where possible there will be a water jump with a maximum width of 3.6 metres.
- 3.2.3 At least two vertical obstacles must be provided at the maximum height. (sloping walls do not count as compulsory straight obstacles)
- 3.2.4 No combination obstacle may require more than three jumps or efforts
- 3.2.5 The course should be no longer than 700m and must include at least one double or one treble, but not more than three doubles or one double and one treble.
- 3.2.6 If the 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. In consultation with the Course Designer, 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. The second round maybe reduced by two or three obstacles.

3.3 Athletes

- 3.3.1 A full team comprises four Athletes and four Horses. The score of the best three Athletes in each of the two rounds is taken into consideration to determine the placings. All members of each team must take part in the first round
- 3.3.2 If a team is already winning after its third member has gone in the second round, or if a team cannot improve its placing after its third Horse has gone in the second round, then the fourth Horse may be withdrawn. .

3.4 Participation

Participation in team Competitions is subject to the following conditions:

- 3.4.1 The Athletes and Horses that will start are chosen the day before the Competition from the list drawn up by the Chef d'Equipe or Team Captain and declared to the Secretary, by 6 p.m. on the day before the Competition, including their starting order.
- 3.4.2 In the event of an accident or illness of an Athlete and/or Horse, between the submission of the declaration and one hour before the start of the Competition, the Athlete and/or Horse may, on production of a certificate from an officially recognised medical doctor and/or with the permission of the officially recognised veterinarian and after approval by the Ground Jury, be replaced by another Athlete and/or Horse. In the event of substitution the starting order remains unchanged. During the Competition no substitution will be allowed in any circumstances.
- 3.4.3 Should a team be able to produce only three Horses, its captain may enter three Horses and Athletes.
- 3.4.4 No Horse or Athlete may compete in more than one team in the one Competition.

3.5 Order of starting

- 3.5.1 The starting order for the Teams is determined by a draw in the presence of the Ground Jury and the Chef d'Equipe or Team Captains. The draw will take place the day before the competition at a time fixed by the Ground Jury in agreement with the Organising Committee.
- 3.5.2 All the number ones start first in succession, then the number twos and so on. The Chef d'Equipe of the teams comprising only three Athletes may choose in which of the three positions out of the four they will run Athletes.
- 3.5.3 The starting order of the teams in the second round will be in the reverse order of the total Penalties incurred by the best three Athletes in each

team in the first round. Teams that tie after the first round will take the same order of starting as in the first round.

3.5.4 The Athletes in each team start in the same order as in the first round.

3.6. Number of Athletes in the second round.

- 6.1 If there are more than 6 teams in the first round a reduced number of teams will take part in the second round with the same Athletes from the first round. This will be determined by the EAJC and the Organising Committee
- 6.2 Those teams that are equal will be separated by the total times of the best three Athletes of each team in the first round.

3.7 Elimination and abandonment

- 3.7.1 If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.
- 3.7.2 If one Athlete of a team participating with three Athletes in the first or second round is eliminated, the whole team of three is eliminated.
- 3.7.3 If a team is qualified to take part in the second round, an Athlete eliminated in the first round may start in the second round.
- 3.7.4 A team which is qualified to take part in the second round, may only withdraw from the second round, with permission of the Ground Jury. In this case the team will not receive prize money. It will be replaced by another team.
- 3.7.5 However the President of the Ground Jury, in consultation with the Organising Committee when only three or less teams are taking part, may allow eliminated teams to continue by giving competitors who have been eliminated the highest score of a completed competitor plus 20 penalties.

3.8 Placing and Classification

- 3.8.1 Classification of the teams not taking part in the second round is based on the total Penalties of the best three Athletes of each team in the first round. Teams with equality of points are placed equal.
- 3.8.2 Placing of teams after the second round is decided as follows:
 - 8.2.1 Formula One: The total Penalties of the best three Athletes of each team in the first round are added to the total Penalties of the best three Athletes in the second round. If there is equality of Penalties for two or more teams at the completion of the second round the times of the three Athletes contributing to the team score in the second round are added together with the lowest total time being placed first.
 - 8.2.2 Formula Two: The total Penalties of the best three Athletes per team in the first round are added to the total Penalties of the best three Athletes per team in the second round. In the case of equality of Penalties for first place, there will be a jump-off in which one Athlete per team will participate. The Chef d'Equipe determines which member of the team will participate in the jump-off. Any one of the

team members can take part in the jump-off. The jump-off takes place against the clock over a minimum of six obstacles. In the case of equality of Penalties and time after the jump-off, the teams are placed equal first. Teams with equality of total Penalties for other places are placed equal.

4. State Teams Competitions - Australian Championships

- 4.1 A team constitutes three or four Athletes. One team member may be from another State or Nation only if the State has insufficient Athlete numbers available.
- 4.2 The teams Competitions are restricted to one team from each State, nominated by the State Branches.
- 4.3 The teams Competition will be conducted in conjunction with the first qualifying Competition and the first round of the second qualifying Competition.
- 4.4 Additional prizemoney may be awarded for the teams Competition in addition to the prizemoney offered for the second qualifying Competition.
- 4.5 The teams' classes are restricted to one team from each State, nominated by the State Branches. If there is a visiting National Federation team, an Australian Team will be selected. The national teams will compete against each other.
 - 4.5.1 Each state will nominate a team manager/Chef de Equipe 1
 - 4.5.2 Teams must be nominated a day prior to the teams' Competition,
 - 4.5.3 Athletes in the team's Competition will take their place in the normal draw for qualifying Competitions one and two.
 - 4.5.3 At the conclusion of the first qualifying Competition the best three scores (as per individual scoring system) from each team are added together to give the team score.
 - 4.5.4 At the conclusion of the first round of the second qualifying competition the best three scores (as per individual scoring system) from the team athletes will be added to the team's points from the first qualifying competition.

The team with the highest combined score will be declared the winner.

If there is equality of penalties for two or more teams for first or any subsequent places at the conclusion of the second round of the teams competition then the combined times of the three athletes who have contributed to the team score in the second round of the teams competition will be added together to give an overall team time. The team with the fastest combined time will be placed ahead of the other teams on the same number of penalties

- 4.7 If two or more Athletes of a team, participating with four athletes in the first or second round, are eliminated or retire, the whole team is eliminated. If one or more Athletes of a team participating with three Athletes in the first or second round are eliminated or retire, the whole team is eliminated.

5. State of Origin Teams Competition

- 5.1 A team constitutes three or four Athletes from the state in which they first became members of Equestrian Australia. One team member may be from another State only if the State has insufficient Athlete numbers available.
- 5.2 The teams classes are restricted to one team from each State, nominated by the State Branches.
- 5.3 Each state will nominate a team manager/Chef de Equipe
- 5.4 The Chef d'Equipe may change the Horse/Athlete combination/s for the second Competition. If the Horse/Athlete combinations are changed the rider must be from the state in which they first became members of EA.
- 5.5 The teams Competition will be conducted over two rounds. The teams Competition will be conducted in conjunction with the first round appropriate Competition and the first round of the second appropriate Competition in the Event Schedule.
- 5.6 Additional prizemoney may be awarded for the teams Competition in addition to the prizemoney offered for the second qualifying Competition.
- 5.7 Teams for the first Competition must be nominated a day prior to the teams Competition,
- 5.8 Athletes in the teams Competition will take their place in the normal draw for Competition for both rounds.
- 5.9 At the conclusion of the second Competition the best three Scores from each round are added together to determine the team Score. In the event of tie for first or any subsequent places the time taken in the first round of the second Competition for the three Scores used will be added together, the team with the fastest time will be placed in front of teams with equal Penalties. There will be no Jump-off against the clock for the teams Competition.
- 5.10. If two or more Athletes of a team, participating with four Athletes in the first or second round, are eliminated or retire, the whole team is eliminated.

6. Borrowed Horse Teams Competitions

For Junior Athletes, Young Riders, Amateur Athletes.

Teams Competitions may be organised with borrowed Horses. In such cases, the following conditions apply.

- 1 This Competition takes place over three days.
- 2 Horses
 - 2.1 The Organising Committee will make available the necessary number of Horses. One per Athlete with at least three reserve Horses
 - 2.2 The reserve Horses can be used in case any Horse is found incapacitated by a veterinarian or in the case of apparent complete incompatibility between one of the Athletes and their Horse, as stated by the Ground Jury.
- 3 Allocation of Horses
 - 3.1 At least 24 hours before the start of the first Competition the Organising Committee will determine the four Horses that will be allocated for each group with the aim of having the groups as even as is possible. The Horses remain in the group for the first two rounds of the Competition if there are two teams and for the three rounds if there are three teams.
 - 3.2 No Athlete can be allocated a Horse they have competed on in the past three months.
 - 3.3 The Chef d'Equipes will determine by the toss of a coin which group of Horses are to be used by the teams for the first Competition.
 - 3.4 The Chef d'Equipe will determine the Horse Athlete combinations for each Competition.
 - 3.5 The teams will swap groups of Horses for the second Competition.
 - 3.6 If there are two teams, for the third Competition the Chefs d'Equipe will choose the Horses to form the team from those that have competed in the first two rounds. The first choice is determined by the toss of a coin by the Chef d'Equipe. Choices then alternate.
 - 3.7 If there are three teams for the Competition the groups of Horses will be rotated so that each team has a new group of Horses.
4. Starting Order
 - 4.1 The draw for starting order for the first round of the first Competition will be determined by the toss of a coin and will take place in front of the Chefs d'Equipe or a representative of each team in the case of team events, the Athletes, the President or a member of the Ground Jury. The Horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission to change is given by the owner.
 - 4.2 The second round will be run in the same order and the teams will ride in original order eg one Athlete from each team.
 - 4.3 For the second Competition the starting order is reversed from the first Competition.

- 4.4 For the third Competition the starting order is determined by the toss of a coin.
- 5 The Course
 - 5.1 The course will be set at a maximum height and width of 1.20m with ten to eleven obstacles, including two doubles.
 - 5.2 The second round will be the same as the first.
 - 5.3 First and second round speed is conducted at 325m/min, jump off at 350m/min.
- 6 Scoring
 - 6.1 There will be three Disobediences allowed per Athlete.
 - 6.2. Best three Scores to count.
 - 6.3. If eliminated the Athlete will incur +20 Penalties on the worst Score of the round from either team
- 7 Jump Off
 - 7.1 If after the two rounds there is equality of team Penalties there will be a jump-off of one nominated Horse from each team. Athlete to stay on original Horse.
If after the three Competitions there is equality of Penalties, one Athlete, chosen by the teams Chef d'Equipe, will compete in the jump off. If there has been a jump off to determine the winner of the third Competition the Horse/Athlete combination for the final determination must be different to that used in the third Competition jump off.
- 8 Allocation of Points
 - 8.1 Points allocated; 1st = 5, 2nd = 3, 3rd = 1
 - 8.2 A bonus point will be given when three Athletes of the same team incurs 0 Penalties in a round.

Annex V - OFFICIALS

Requirements to attain and maintain Jumping Course Designer accreditation

CD Level	Initial Requirements	Theory Requirements	Practical Requirements	To Maintain Accreditation
FEI Level 1-4	Refer to FEI promotion requirements FEI Level 2 Course Candidates need to have completed 6 EA events at National Level as a CD in a minimum of 2 years and at a minimum height of 1.25m to be eligible to be put forward to a FEI Level 2 Course FEI Level 1 Course Candidates need to be a current EA Level 1 or above Course Designer to be eligible for considered to attend a FEI Level 1 Course. Priority will be given to highest EA accredited applicants			
Level 3 National	• Current EA Member • Be a currently registered EA Level 2 Jumping CD for minimum 2 years	• Attend an EA Jumping CD Level 3 Course in the previous three years • Pass EA Jumping CD assessment requirements for Level 3 by Obtaining a score of 7 or above on course plans prepared at the course	• Officiated as a Level 2 CD at a minimum of eight EA Jumping events in the previous three years; • Worked as an assistant CD at four separate EA or FEI Jumping events with two different FEI Level 2 CD's or higher, in the previous three years	• Attend the first day of a CD Update or Refresher Clinic or Course once every three years • Draw a satisfactory course plan at this clinic and achieve a score of 7 or above • Meet re-accreditation requirements set by EA
Level 2 National	• Current EA Member • Be a currently registered EA Level 1 Jumping CD for minimum 2 years	• Attend an EA Jumping CD Level 2 course over 2 days in the previous three years • Pass EA Jumping CD assessment requirements for Level 2 by • Obtaining a score of 6.5 or above on course plans prepared at the course • Endorsed* by two CDs of EA Level 3 or FEI Level 2 or higher	• Officiated as a Level 1 CD at a minimum of six EA Jumping events in the previous three years • Worked as an assistant at four separate EA Jumping events for a minimum of 6 days in total with two different Level 3 or higher CD's previous two years.	• Attend the first day of a CD Update or Refresher Clinic or Course once every three years • Draw a satisfactory course plan at this clinic and achieve a score of 6.5 or above • Meet re-accreditation requirements set by EA
Level 1 National	• Current EA Member • Be at least 18 years • Be currently registered as a preliminary Course Designer for at least 1 year Or • Competed annually at 1.30m or above for a period of 4 years Or • Current registered EA Level 2 Jumping Coach	• Attend EA CD Level 1 Course over two days, in the previous three years • Pass EA Jumping CD assessment requirements for Level 1 by • Obtaining a score of 6 or above on course plans prepared at the course. If using competition pathway need to score 6.5 or above on course plans prepared at the course • Endorsed* by two CD of EA Level 2 or higher • Complete ASC Community Officiating Essential Skills Course	• Competed in six shows annually at 1.30m or above for the last four years OR • Worked as an assistant at four separate EA Jumping events for a minimum of 6 days in total with two different Level 2 or higher CD's in previous 2 years.	• Attend the first day of a CD Update or Refresher Clinic or Course once every three years • Draw a satisfactory course plan at this clinic and achieve a score of 6 or above • Meet re-accreditation requirements set by EA

Preliminary	• Current EA Member • Be at least 18 years	• Attend an EA CD prelim Course over 2 days in the previous three years • Pass EA Jumping CD assessment requirements for Preliminary by Obtaining a score of 5.5 or above on course plans prepared at the course • Endorsed* by two CD of EA Level 2 or higher • Complete ASC Community Officiating Essential Skills Course	• Assisted 3 different EA Level 1 or higher CD on three occasions in previous three years at EA Jumping Events	• Attend the first day of a CD Update or Refresher Clinic or Course once every three years
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**Endorsed – The person endorsing must have worked with the applicant in an active role as a course designer or assistant course designer and their opinion as an EA Official the applicant is up to officiating at the required level of competency at their stage of learning.*

Requirements to attain and maintain Jumping Judge accreditation

Judge Level	Initial Requirements	Theory Requirements	Practical Requirements	To Maintain Accreditation
FEI Level 2 - 4	Refer to FEI Education requirements			
<u>FEI Level 1</u>	<u>Candidates must be a current EA Level 3 Judge (must have passed EA L3 course since 2016) to be put forward by NF to the FEI to meet extra requirements under the FEI Equivalency system</u>			
Level 3 National (equivalent to FEI Level 1)	• Current EA Member • Be a currently registered EA Level 2 Jumping Judge for minimum 2 years	• Attend an EA Level 3 Judges Course in the previous three years • At Clinic pass theory exam 80% • Attend an EA/FEI Jumping Course Designer Course in the previous three years • Attend an EA/FEI Steward course in the previous 3 years • Endorsed* by two Judges of FEI Level 2 or higher with written references	• Officiated as a Level 2 Judge at a minimum of six EA events in the previous two years; • Worked as an assistant at two separate EA/FEI events with two different FEI Level 2 Judges or higher, in the previous two years	• Attend an EA Judges Update or Refresher Course once every three years • Meet reaccreditation requirements set by EA
Level 2 National	• Current EA Member • Be a currently registered EA Level 1 Jumping Judge for minimum 2 years	• Attend an EA Level 2 Judges Course in the previous three years • At the clinic pass theory exam 80% • Endorsed* by two Judges of EA Level 3 or higher with written references	• Officiated as a Level 1 Judge at a minimum of six EA events in the previous two years • Worked as an assistant on two separate EA/FEI events (one of which must be of at least two days duration) with two different Level 3 or higher Judges previous 2 years	• Attend an EA Judges Update or Refresher Course once every three years • Meet reaccreditation requirements set by EA

Level 1 National	• Current EA Member • Be at least 18 years • Preliminary Judge (optional)	• Attend EA Level 1 Judges Course over two days in the previous three years • Pass EA Jumping Judge ORBT with 85% • Endorsed* by two Judges of EA Level 2 or higher with written references • Complete ASC Community Officiating Essentials Skills Course	• Competed in six shows annually for the last four years OR • Assisted as a Judge on at least four occasions in previous 2 years with a EA Level 2 or higher Judge at EA or FEI Show Jumping events	• Attend an EA Judges Update or Refresher Course once every three years • Meet reaccreditation requirements set by EA
Preliminary	• Current EA Member • Be at least 18 years	• NA	• NA	• NA

**Endorsed – The person endorsing must have worked with the applicant in an active role as a Judge or assistant Judge and their opinion as an EA Official the applicant is up to officiating at the required level of competency at their stage of learning.*