



PONY CLUB

VICTORIA

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Showjumping Rules

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only rules in this edition are applicable

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General

1.1 Governing Rules

- 1.1.a These rules apply to Showjumping competitions.
- 1.1.b Rules for showjumping at Horse Trials, Combined Training and Shortcourse, are contained in the PCV Horse Trials rules.
Freshmans SJ activities are contained in PCV Bylaws.
- 1.1.c These rules must also be read in conjunction with the current: -
 - i PCV Handbook of By Laws.
 - ii PCV Gear Rules.
 - iii PCV Grading Guidelines.
- 1.1.d For rules not covered herein, refer to the Equestrian Australia (EA) and then, Fédération Equestre Internationale (FEI) rules, except in the case of rule 1.5.c (Article Numbers).
- 1.1.e PCV publications are available from www.ponyclubvic.org or by order through the state office. EA rules can be found at www.equestrian.org.au and FEI rules from www.horsesport.org

1.2 Grading

- 1.2.a Showjumping competitions for pony club sections are conducted under the PCV grading system.

1.3 Eligibility to Compete

- 1.3.a Eligibility rules apply as specified in the PCV Handbook of By Laws.
- 1.3.b Open sections must comply with the PCV Handbook of By Laws.

1.4 Gear and Uniforms

- 1.4.a PCV Gear Rules apply.

1.5 Organising Committee Requirements

- 1.5.a Competition Entries – Horses are restricted to a MAXIMUM of 5 rounds per day. (N.B. Whilst horses may not go through to a jump-off this is still considered a round, even if the horse does not take part.
- 1.5.b Freshmans Entries – Horses are restricted to a MAXIMUM of 5 rounds per day. Heights and spreads must be stated on the schedule. All riders must sign a Liability Waiver, and pay the fee if required, as per Insurer's cover requirements. Optional Participation ribbons may be awarded.
- 1.5.c Current FEI Article numbers applicable to each competition being conducted must be stipulated in the entry form/schedule.
- 1.5.d Organising Committees must stipulate the starting height for each competition in the program.
 - i Max Height Classes i.e. 45cm, 60cm etc MUST be run as Open Competitions
- 1.5.e Other obligations of the organising committee are detailed in the PCV Handbook of By Laws.
- 1.5.f Composition of the Ground Jury: The Organising Committee must stipulate a minimum of three people to act as members of the ground jury. This must include the most experienced Judge officiating on the day.
- 1.5.g It is recommended that Accredited Judges and Course Designers or persons with considerable experience be used for competitions.

1.6 All Schedules/entry forms etc to include the following:

- 1.6.a Statement that Showjumping is to be 'held under Current PCV Rules – Refer to the PCV By Laws.'

- 1.6.b Timetable of grades/classes/events/article numbers.
- 1.6.c Disclaimer of liability.
- 1.6.d Organising Committee's reservation of right.
- 1.6.e The following additional items may be included:
 - i Judges/veterinary and medical officers.
 - ii Brief rules and system of scoring.
 - iii List of forthcoming events
 - iv Advertisements.

1.7 Rider requirements

- 1.7.a A competitor is required to present to the judge upon entering the arena unless instructed otherwise.
- 1.7.b A competitor should wear competition approved uniform to walk the course. Helmet not required.
- 1.7.c A competitor who is eliminated for 3 refusals MAY jump an obstacle already successfully jumped.
- 1.7.d Competitors should enter and leave the showjumping arena/ring at a walk or trot
- 1.7.e Competitors must not be led over or in-between jumps (a pole is not a jump).

2. Course Design

2.1 Arena Size

- 2.1.a A rectangular area is recommended for the course.

2.2 Marking the course

- 2.2.a Arenas must be completely enclosed including a gate. Rope or bunting may be used.
- 2.2.b Red (right hand side) and white boundary flags or markers must mark the start and finish of the course but are not required for the obstacles providing these are clearly defined. However, practice jumps must be flagged with red (right hand side) and white flags.
- 2.2.c The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions.
- 2.2.d Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the judge and competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc). Distinguishing letters must be used in any case.

2.3 Obstacle Construction

- 2.3.a The grading system specifications must be followed in accordance with rule 3.1. 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. The obstacles must not be unsporting and they must not cause an unpleasant surprise.
- 2.3.b Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; in this case the support must have a depth of 18 mm minimum and 30 mm maximum. However:-
 - i One end of a pole may touch the ground
 - ii FEI approved Breakaway or Safety cups must be used as a support for the back rail on a spread obstacle for PA, PB and PC competitions including warm up areas;

and in the case of a triple-bar to support the centre and back poles of the obstacle. Also for other activities that exceed 75cm in height.

- iii Water obstacles/tarpaulins on the ground must not be used for D, E or F Grades.
- iv For planks, balustrades, barriers, gates, etc. the diameter of the supports (i.e. shape of cups) must be more open, preferably flat
- v Ground poles (poles lying on ground as a ground line) must not be used
- vi Measuring the height of an obstacle, if cross bars are used the poles must be able to fall freely and two thirds of the face of the obstacle must measure at or below the height for the grade in question.

2.4 Combination Obstacles

- 2.4.a Double or Treble combinations are a group of two or three obstacles with distances between the elements ranging from 6.6m minimum to 12 m maximum. 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.
- 2.4.b 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.
- 2.4.c When there is a refusal or run-out, the competitor must retake all the elements
- 2.4.d Penalties for faults made at each element and during different attempts, are counted separately and added together.
- 2.4.e In a combination obstacle a triple bar may only be used as the first element.

2.5 Course Measuring

- 2.5.a The course must be measured by the judge, course designer or approved assistant.
- 2.5.b The course is the track, which the mounted competitor must follow when competing from passing the start in the correct direction up to the finish.
- 2.5.c The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.

2.6 Course Inspection

- 2.6.a The judge or course designer must inspect the course and ensure the course length and obstacles comply with the dimensions for the grade of the competition.
- 2.6.b Once the competition has started only the judge, in consultation with the course designer (if present), may decide that a gross error has been committed in the measurement of the course. This must be done after the third competitor, of those who have completed the course without a fall or disobedience or any other interruption, and before the next competitor has started. In this case the judge in consultation with the course designer has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.
- 2.6.c If the condition of the footing becomes bad, the judge, in consultation with the course designer, may alter the speed provided for in the schedule before the start of the first competitor in the class. If the competition is already in progress, it must be changed at the start of the next class.
- 2.6.d The starting and finishing lines may not be more than 15 m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line should also be marked with markers with the letters S (= Start) and F (= Finish).

2.7 Course Plan

- 2.7.a A plan showing accurately all the details of the course must be posted as close as possible to the entrance of the arena, before the beginning of each competition. An identical copy must be given to the judge.
- 2.7.b The plan must indicate:-
- i The position of the starting and finishing lines; during a round, unless otherwise indicated, these may be re-crossed without penalty
 - ii The relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles
 - iii Any compulsory turning points marked by a white flag on the left side and a red flag on the right
 - iv The track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan.
 - v The table of penalties to be used
 - vi The time allowed and time limit, if any, or the fixed time in certain special competitions
 - vii The obstacles, the length, the time allowed and the time limit for the jump-offs;
 - viii The combinations considered as completely closed or as partially closed, where such a thing is used
 - ix All decisions /modifications made to the course in accordance with rules 2.6.b & 2.6.c.

2.8 Alterations to the Course

- 2.8.a 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 judge in consultation with the course designer. In such cases all individual competitors must be advised of the alterations before the competition commences.
- 2.8.b Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted.
- 2.8.c Notwithstanding 2.8.b above, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the judge in consultation with the course designer, 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 competitors 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.
- 2.8.d If necessary, a new time allowed / time limit shall be fixed for the course as so altered 5.2 & 5.3.
- 2.8.e The Course designer and/or Judge will declare the course open for walking before the commencement of competition. A break of 10 minutes minimum at the end of

each section should be allowed for competitors to walk the course. The jump-off cannot be walked after the start of the competition.

- 2.8.f A competitor should wear competition approved uniform to walk the course. Helmet not required.

2.9 Walking the Course.

- 2.9.a The Course designer and/or Judge will declare the course open for walking before the commencement of competition. A break of 10 minutes minimum at the end of each section should be allowed for competitors to walk the course. The jump-off cannot be walked after the start of the competition, unless the competition is over two different courses, when the judge will declare the second course open for walking.
- 2.9.b A competitor should wear competition approved uniform to walk the course. Helmet not required.
- 2.9.c At State Events Team Managers, coaches or guardians may walk the course with competitors unless stipulated differently in the programme. At club/zone events any one can walk the course with a competitor.

2.10 Practice Fences

- 2.10.a Practice obstacles to include at least one spread and one vertical, and constructed according to Rule 2.3.b
- 2.10.b All obstacles must be constructed in the usual manner and provided with red and white flags, red on right and white on left.
- 2.10.c Practice obstacles may only be jumped in the direction they are flagged. No part of the practice obstacles may be physically held by any person.
- 2.10.d The obstacles in the practice arena may not exceed in height and width ten centimetres more than the actual maximum height and width of the obstacles in the competition in progress.
- 2.10.e All practice obstacles to be jumped in the same direction.

3. Grading System and Specifications

3.1 Heights and Spreads of Obstacles

- 3.1.a The limits on the height and spread of obstacles laid down by these rules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5 cm maximum in height and 10 cm in width, where no other alternative exists. There is no tolerance for exceeding the dimensions for F grade.
- i The first round of the first event per Grade on the day of competition cannot exceed the starting height for the respective Grade.
 - ii Each round may only be increased 5-8cm from the previous round.

Table 1. All measurements in metres.

Grade	No. of Efforts	Starting Height	Maximum Height	Maximum Spread	Speed metres per minute
A	9 to 12	1.10	1.25	1.35	350
B	9 to 12	1.00	1.15	1.20	325
C	9 to 12	0.85	1.00	1.05	300
D	8 to 10	0.70	0.85	0.85	275
E	8 to 10	0.55	0.70	0.70	250
F	6 to 10	0.40	0.55	0.55	250

NB: The spread of any jump for PD, PE and PF grade should not exceed the height of the obstacle.

- 3.1.b The total length of the course in metres must never exceed the number of obstacles in the course multiplied by 60.
- 3.1.c Triple bars may be 15cm wider than the maximum spread except PD, PE and PF grades.
- 3.1.d The Maximum heights must not be exceeded.
- 3.1.e No single raise in the course for any grade shall exceed 8cms.
- 3.1.f Measuring the height of an obstacle, if cross bars are used the poles must be able to fall freely and two thirds of the face of the obstacle must measure at or below the height for the grade in question.
- 3.1.g Double and treble combinations are composed of two or three obstacles and necessitate two or three successive jumps.
- 3.1.h The minimum distance between any two parts of a combination ranges from 6.6m to 7.50m and the maximum distance is 12m. 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 and will depend on the height of the obstacle. See 6.1 for more detail.
- 3.1.i Treble combinations are permitted in PA, PB and PC grade only.

- 3.1.j Six bar competitions are permitted in PA grade only.
- 3.1.k For PA Grade the maximum height Rules does not apply to Puissance and six bar classes.

4. Penalties

4.1 Table of Penalties for Table 'A' Showjumping competitions

Error/Disobedience	Penalty
First disobedience (ref 4.7.a)	4 penalties
Second disobedience on course (ref 4.2.d)	8 penalties
Third disobedience	Elimination
Disobedience plus knocking down an obstacle (ref 4.10.d)	4 or 8 penalties, (depending on the number of the disobedience) plus 6 seconds time correction (ref 5.7)
Obstacle knocked while jumping (ref 4.2.a)	4 penalties
First fall of horse or rider (ref 4.13)	Elimination
Deviation of Course (ref 4.9)	Elimination
Exceeding the Time Allowed (ref 5.2.a)	1 penalty for each 4 seconds or commenced fraction of 4 seconds
Exceeding the Time Limit (ref 5.3)	Elimination
Exceeding the time allowed in all final jump-offs against the clock (ref 5.2.b)	1 penalty for each second or fraction of a second

4.2 Penalties for Table 'A' Showjumping competitions

- 4.2.a Faults made between the starting line and finishing line must be taken into consideration. This includes any obstacle of the course, which has been struck by the horse or competitor when jumping it, and reaches the ground after the finish line has been crossed and before the competitor leaves the arena.
- 4.2.b Disobediences committed during the time when the round is interrupted are not penalized.
- 4.2.c Disobediences, falls etc, occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction are not penalized.
- 4.2.d Penalties for disobedience accumulate not just at the same obstacle but throughout the entire round:
 - e.g. first disobedience 4 penalties + second disobedience 8 penalties =12 penalties
- 4.2.e Adding together the penalties for faults at the obstacles and the time penalties, gives the score obtained by the competitor for his round.
- 4.2.f The time of the round is the time it takes the competitor to complete the round, plus any time corrections. It starts at the precise moment the mounted competitor crosses the start line in the correct direction, providing the start signal has been given, or at the moment the 45 second countdown expires. It extends to the moment the mounted competitor crosses the finishing line having jumped the last obstacle. Both these lines must be crossed in the direction indicated on the plan.
- 4.2.g Time may be taken into consideration to separate equality for first place and/or lower places according to the conditions laid down for the competition.

- 4.2.h For E and F Grade it is recommended that any equality is separated using nearest to ideal time. Ideal time is calculated using the length of the jump off course and applying a speed of 300m/min. The time allowed on track for the jump off is the length of the jump off course (m) and apply a speed of 250m/min.

4.3 Salute

In all competitions riders must salute the judge as a matter of courtesy. The Judge may refuse to start a rider who has not saluted.

Riders may salute by lowering the head or raising the hand holding a whip.

4.4 The Bell

The bell is used to communicate with the competitors. The judge is in charge of the bell and responsible for its use. The bell is used to:

- 4.4.a Give permission to competitors to enter the arena when the course is ready for their inspection and to signal that the inspection time is over.
- 4.4.b To give the signal to start and activate the 45 second countdown.
- 4.4.c The 45 second countdown sets the time that the competitor can spare before commencing his round. The judge has the right to interrupt the 45 second countdown if unforeseen circumstances occur. Disobediences, falls etc, occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.
- 4.4.d 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.
- 4.4.e To stop a competitor for any reason or following an unforeseen incident and to signal him to continue his round after an interruption.
- 4.4.f To indicate to the competitor that an obstacle knocked down during a disobedience has been replaced.
- 4.4.g To indicate by prolonged and repeated ringing that a competitor has been eliminated
- 4.4.h If the competitor does not obey the signal to stop, he may be eliminated at the discretion of the judge.
- 4.4.i If, after the interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell he will be eliminated.

4.5 Penalties and scoring

Penalties are accumulated during each round and the lowest penalties win. Penalties are incurred during a round for:

- 4.5.a Knocking down an obstacle
- 4.5.b A disobedience
- 4.5.c A deviation from the course
- 4.5.d A fall of horse and/or rider
- 4.5.e Unauthorised assistance
- 4.5.f Exceeding the Time Allowed.

4.6 Knock down

An obstacle is considered to have been knocked down when, through a mistake of the horse or competitor:

- 4.6.a The whole or 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.
- 4.6.b At least one of the ends of its top rails no longer rests on any part of its support.

- 4.6.c Touches and displacements of, any part of an obstacle or its flags, in whatever direction, while in the act of jumping which does not alter the height or width of the obstacle, do not count as a knock down. If in doubt the judge should decide in favour of the competitor. The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only.

In the event of the displacement of any part of an obstacle, (except flags), as a result of a disobedience, the bell will be rung and the clock stopped while the replacement is re-adjusted. This does not count as a knockdown and is only penalised as a disobedience and corrected by time in accordance with rule 5.7, incurring 6 seconds time correction.

- 4.6.d Penalties for knocking down an obstacle are found in 4.1 Penalties for Table A competitions.
- 4.6.e If any part of the obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
- 4.6.f If the competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks this obstacle he will be penalised in accordance with the table of penalties.

4.7 Vertical and Spread Obstacles

- 4.7.a 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 penalised.
- 4.7.b 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 knockdown fault whatever the number and position of the parts which have fallen. Trees, hedges etc used as filling are not liable for penalties if dislodged.

4.8 Disobediences

- 4.8.a The following are considered as disobediences and are penalised as such:
- i A refusal,
 - ii A run-out,
 - iii A resistance,
 - iv 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.
- 4.8.b Notwithstanding the above, the following is not considered to be a disobedience:
- i Circling for up to 45 seconds after a run-out or a refusal (no matter if the obstacle has to be re-built or not) to get into position to jump an obstacle, or after the bell to recommence.

4.9 Deviations from the Course

It is a deviation from the course when a competitor:

- 4.9.a Does not follow the course as set out in the published plan.
- 4.9.b Does not cross the starting line or finishing line between the flags in the correct direction.
- 4.9.c Omits a compulsory turning point.
- 4.9.d Does not jump the obstacles in the order or in the direction indicated, except in certain special competitions.

- 4.9.e 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 a competitor for jumping an obstacle not forming part of the course.

4.10 Refusal

- 4.10.a 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.
- 4.10.b Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.
- 4.10.c If the halt is prolonged, if the horse steps back, either voluntary or not, even a single pace, it counts as a refusal.
- 4.10.d If the 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 competitor must be ready to jump the obstacle again as soon as it has been rebuilt
- 4.10.e If the Judge decided it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalised as for an obstacle knocked down.
- 4.10.f If the bell is rung and the competitor jumps other elements of the combination in his stride before pulling up in reasonable time, it does not entail elimination or any further penalty should he knock down elements of the combination.

4.11 Run-out

- 4.11.a It is a run-out when the horse escapes the control of its rider and avoids an obstacle, which it has to jump, or a compulsory turning point which it has to pass.
- 4.11.b 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 any element of a combination, or the finishing line or of a compulsory turning point.

4.12 Resistance

- 4.12.a 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.
- 4.12.b It is equally a resistance when the competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Judge

4.13 Falls

- 4.13.a A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, 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.

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

- 4.13.b A horse is considered to have fallen when the shoulder and quarters have simultaneously touched the ground, or the obstacle and the ground.

4.14 Unauthorized Assistance

- 4.14.a 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 competitor or his horse is considered unauthorised assistance.

- 4.14.b Any help given to a mounted competitor to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination.
- 4.14.c To hand a mounted competitor his spectacles, or any such article required for rider safety is not considered to be unauthorised assistance.

4.15 Reasons for Eliminations

Eliminations are incurred during a round for:

- 4.15.a Jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacles authorised by the ground jury
- 4.15.b Starting before the bell and jumping the first obstacle of the course. 4.4
- 4.15.c A horse resisting for 45 consecutive seconds during the round
- 4.15.d Jumping an obstacle in the wrong order
- 4.15.e Jumping an obstacle in the wrong direction
- 4.15.f A deviation from the intended course Rule 4.9
- 4.15.g A fall of horse and/or rider Rule 4.13
- 4.15.h Unauthorised assistance Rule 4.14
- 4.15.i Exceeding the Time Limit Rule 5.3.
- 4.15.j Jumping without a helmet or with the helmet retention harness unfastened
- 4.15.k Third refusal

4.16 Penalties not awarded

Penalties are not given under the following circumstances:

- 4.16.a During any of the interruptions described in Section 5.8, Stopping during the round;
- 4.16.b Disobediences committed during the time when the round is interrupted ref 5.6
- 4.16.c Disobediences, falls etc, occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction ref 4.4.c
- 4.16.d Touching, or displacing, any part of an obstacle or its flags which does not alter the height or width of the obstacle, as described in rule 4.6.c. Trees, hedges etc used as filling are not liable for penalties when dislodged ref 4.7.b
- 4.16.e Stopping in front of an obstacle without moving backwards and without knocking it down, followed immediately by a standing jump ref 4.10.b
- 4.16.f The rider circling for up to 45 seconds after a run-out or a refusal to get into position to jump an obstacle, or after the bell to recommence following a rebuild. This is not considered to be a disobedience and is not penalised, except by time penalties the rider may incur ref 4.8.e
- 4.16.g Handing a mounted competitor his spectacles, or any such article required for rider safety during his round is not considered unauthorised assistance ref 4.14.c
- 4.16.h If the judge is ever in doubt as to whether or not a penalty has been incurred, he should always act in favour of the competitor, giving the benefit of the doubt.

5. Time and Speed

5.1 Time of the Round

- 5.1.a The time of the round, recorded in seconds and in hundredths of a second, is the time taken by the competitor to complete the round, plus time corrections if any.
- 5.1.b It starts at the precise moment the mounted competitor passes the start line in the correct direction providing the starting signal has been given, or at the moment the 45 second countdown expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, having jumped the last obstacle.

5.2 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 in the Table 1.

- 5.2.a Exceeding the Time Allowed incurs 1 penalty for each 4 seconds or commenced fraction of 4 seconds, for any round other than jump-offs.
- 5.2.b Exceeding the time allowed in a jump-off incurs 1 penalty per second, or per commenced fraction of a second.

5.3 Time Limit

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down. Exceeding the Time Limit is penalised by elimination, according to Table 4.1a.

5.4 Recording the time

- 5.4.a Each competition at an event must be timed by the same system or by means of the same type of timing equipment. The same timing equipment or system must be used for all competitors in the same event.
- 5.4.b In any competition where the time is taken by stopwatches, the time is to be registered in hundredths of a second. If two time keepers are used, only the time of one will be taken into account, the time of the second time keeper will be used as a back up.

5.5 Interrupted time

- 5.5.a While the clock is stopped, the competitor remains free to move around until the ringing bell gives him permission to start again.
- 5.5.b The clock is re-started when the competitor reaches the place where the clock was stopped. Exception; in the case of a disobedience with a knockdown, see rule 5.7.

5.6 Disobediences during Interrupted Time

- 5.6.a The time of the round is interrupted only under the provisions of Time corrections 5.7 And Stopping during the round 5.8. The clock is not stopped in the event of a deviation from the course, a run-out or refusal.
- 5.6.b Disobediences are not penalised during interrupted time, except for the second refusal following a refusal with a knockdown.

5.7 Time corrections

If, as a result of disobedience, a competitor displaces part of or knocks down an obstacle or a flag defining the limits of an obstacle 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 the competitor can continue the round. The competitor is penalised for a refusal and a time correction of 6 seconds is added to the time taken by the competitor to complete his round. The clock is started 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 (Rule 4.10.d), the clock is re-started when the horse leaves the ground at the first element of the combination.

5.8 Stopping during the round

- 5.8.a In the event of a competitor not being able to continue his round for any reason or unforeseen circumstances, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping the clock will be stopped. As soon as the course (or competitor, see Rule 5.5.b) is ready again, the bell will be rung and the clock re-started when the competitor reaches the precise place where the clock was stopped.
- 5.8.b If the competitor stops voluntarily to signal to the judge that the obstacle to be jumped is wrongly built, or if due to circumstances beyond the control of the competitor he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.
- 5.8.c If the obstacle or part of the obstacle needs to be rebuilt, or if the unforeseen circumstances are accepted by the judge, the competitor is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the competitor takes up his track at the point where he stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

6. Combination distances

6.1 Recommended distances between elements in a combination.

An experienced course designer will allow for ground conditions, climate and the prevailing mount size when planning distances for a combination in a competition. A double, treble or multiple combination is composed of two, three or more obstacles and necessitates two, three or more successive jumps. The minimum distance between any two parts ranges from 6.6m and 12m depending on the size of the jump.

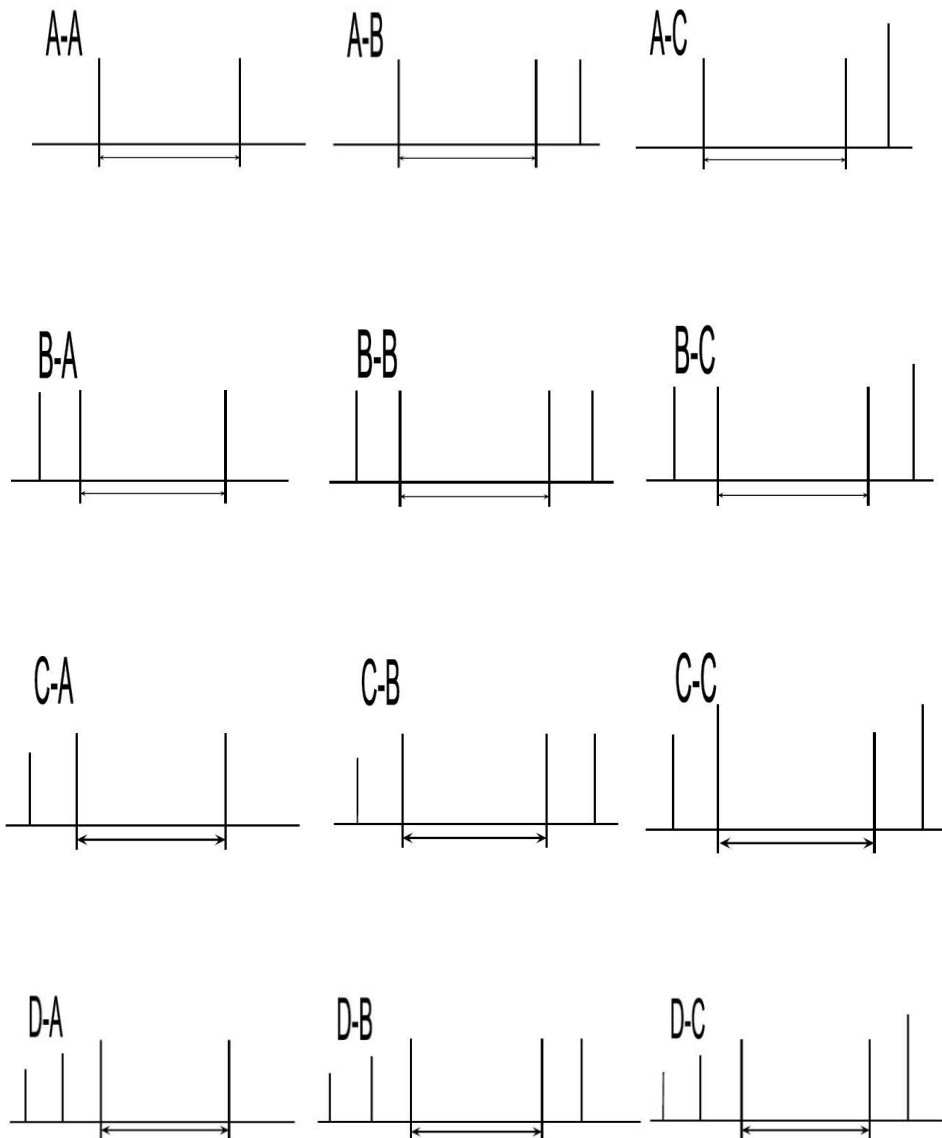
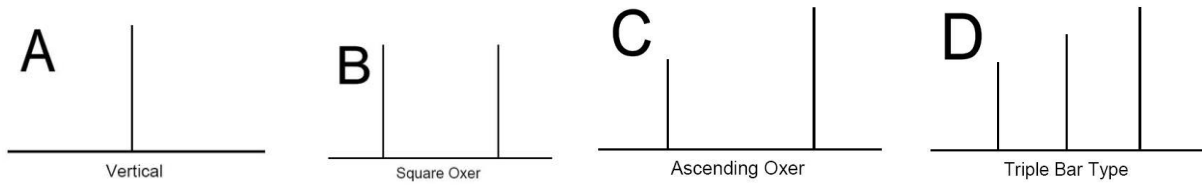
Treble combinations are permitted in PA, PB and PC grade showjumping competitions. Six Bar Competitions are approved only for PA Grade Showjumping.

The table of distances included in the FEI Rule Book has been designed for obstacle heights of 1.20 metres and above. Where combination obstacles are built for lower heights the distances should be shorter. A useful rule of thumb provided by John Vallance (International Course Designer) is that for each reduction of 10 cm in height below 1.20 metres the distance should be reduced by 10 cm for a one stride distance and 20 cm for a two stride distance. This allows for the lower trajectory of the horse's jump resulting from the lower fence and slower speed and encourages the horse to jump safely and with a more rounded back. The width of spreads allowed at lower heights (Pony Club PB to PF) means that the shape of the jump is little different for a vertical or spread obstacle. Thus, the distance does not need to be adjusted for different types of obstacles. These distances work equally well for small ponies or large horses when the obstacles are low.

The table below provides a guide for distances to be used in a combination

Grade	One Stride	Two Strides
PA	7.50 m	10.80 m
PB	7.30 m	10.40 m
PC	7.10 m	10.00 m
PD	6.90m	9.60 m
PE	6.75 m	9.40 m
PF	6.60 m	9.40 m

Measuring the distances in combination fences



NB: A Triple Bar –D must not be used as a 2nd or 3rd element of a combination. If used as the first element of a combination care must be taken with the distance between the fences as the shape of a triple bar causes the horse to land closer to the back rail.