

CHAPTER JP JUMPER DIVISION

SUBCHAPTER JP-1. GENERAL.

JP100 Eligibility to Compete

In order to compete in any Jumper classes at licensed competitions as an exhibitor, rider, trainer, or his/her agent(s), a person must be a member of the United States Hunter Jumper Association, Inc., or pay a nonmember fee to the United States Hunter Jumper Association, Inc. Exception: Local Competitions, competitions restricted to a particular breed, and exceptions listed in GR1401.9 and GR204.2i.

JP101 Horse Recording.

1. The Federation maintains records of winnings in classes at licensed competitions.
 - a. *Jumpers must be recorded with the Federation in order to receive points towards any USEF or USHJA Zone or Horse of the Year awards.* Any change of a recorded horse's name and/or ownership must be recorded with Federation in accordance with GR813 and GR817. *BOD 1/15/06 Effective 12/1/06 BOD 1/14/07 Effective 4/1/07*

JP102 Horse Welfare.

1. Conduct: Any action(s) against a horse by an exhibitor, which are deemed excessive by a judge, Federation steward or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination *from the class, and/or expulsion from the competition.* Such action(s) could include, but are not limited to excessive *or improper* use of whip, spurs, or bamboo poles. Competitors found to be in violation of these rules by the Competition Steward or other Federation official shall be eliminated/disqualified from competing within the upcoming 24-hour period and shall forfeit all entry fees for such competition. In addition after consultation between Competition Management, the Steward, or other official involved, and a senior judge in the Jumper division additional penalties including disqualification from the balance of the competition may be imposed. *All such violations must be recorded in the Steward's Report and, if cruelty or abusive behavior is evident, it will be reviewed by the Federation for such action as may be deemed appropriate to the particular circumstances.* *BOD 1/14/07 Effective 4/1/07*
2. Soundness: In a case of unsoundness sufficiently severe to be considered abusive, the judge(s) must eliminate the competitor from that class and inform the competition manager, who in conjunction with the Official Veterinarian and the Steward, will evaluate disqualifying the horse from further participation in the competition.

JP103 Schooling.

1. Except where prohibited by class specifications or state, local or competition restrictions, offsets may be used in accordance with GR806.3. *Manual poling is prohibited.*
2. Unless the competition has a Chief Schooling Supervisor, one of the required competition Stewards must be designated as the Chief Schooling Supervisor. A Chief Schooling Supervisor must be a licensed USEF (C1) or FEI (Jumping) Steward or Jumper Judge, who may designate assistant schooling supervisors as needed, *after consultation with management.* Assistant schooling supervisors must be knowledgeable, but do not need to be licensed Stewards. If only one Steward is required at the competition per GR1212.4, the Steward must designate an assistant.
3. *The Chief Schooling Supervisor's responsibility includes overseeing all schooling at the horse show, assigning assistants where necessary, monitoring schooling conditions (including footing, sound system, and safety), monitoring proper and adequate schooling equipment (jump standards, dowels, safety cups, flags and proper rails, etc.), monitoring proper tack, equipment, and attire, and interfacing with management, judges and other officials as necessary.* A Chief Schooling Supervisor, C1 Steward, USEF Licensed Jumper Judge, or appointed assistant must be present in the schooling area during any Jumper class offering \$10,000 to \$24,999 in prize money. *For classes of \$25,000 or more, the Chief Schooling Supervisor, a Registered Steward or Registered Jumper judge must be appointed to supervise schooling before and during the competition.* The required number of official competition Stewards must always remain available to attend to other stewarding duties. *A communication device should be available for each steward or appointed assistant while on duty.*

4. Schooling over obstacles in any competition area is permitted only at the time designated by the Show Committee. All other schooling over obstacles is permitted only within clearly identified areas and only at times designated by the Show Committee. Schooling over obstacles in any other area of the competition ground or at any other time is prohibited.
5. Schooling areas for jumpers must contain at least one vertical and one spread fence with standards and safety cups or breakable jump cup pins in addition to a trotting fence.
6. The **Chief Schooling Supervisor** and/or **appointed Assistant** schooling supervisor's decision, **after consultation with the Chief Schooling Supervisor**, regarding schooling fences, or tack and equipment in the warm-up area is final. *BOD 1/15/06 Effective 12/1/06*
BOD 1/14/07 Effective 4/1/07

JP104 Rating Designations for Jumper Divisions.

Competitions offering:	\$10,000 - \$24,999 =	USEF One Star
(in total jumper prize money)	\$25,000 - \$34,999 =	USEF Two Star
	\$35,000 - \$64,999 =	USEF Three Star
	\$65,000 - \$124,999 =	USEF Four Star
	\$125,000 or more	USEF Five Star

JP105 Officials.

- Judges.
 - Jumper classes offering more than \$1,500. must have a judge of Registered status. (For classes offering \$25,000 or more, see JP105.1e and JP151).
 - At least two judges, or one judge and a competent scorer other than the steward, must officiate in Table I classes.
 - A scorer in addition to the required judges may be used in any class.
 - In all classes with prize money of \$5,000 or more a single judge may serve in no more than 2 of the following capacities: Judge, electric timer operator, announcer, or starter.
 - For classes offering \$25,000 or more in prize money a total of two Federation licensed "R" judges are required, one of whom will act as official timer. A third judge is necessary if an open water jump is used; this can be a "r" judge. In addition, two timers in the field with stop watches are required. A Registered steward or Registered Jumper judge must be appointed to supervise schooling before and during the competition.

f. In any ring where there is more than one judge officiating, one judge will be designated the senior judge, who will have the final decision on any rulings.
- Course Designers.
 - The Jumper Course Designer, or his designated representative, must be present during all Jumper classes for which he has responsibility and be available to report to the judge at any time that the course is properly set for the competition.
 - A minimum of an 'r' license is required to officiate *in any class* offering \$5,000 *up to \$24,999* in prize money.
 - An 'R' license is required to officiate *in any class* offering \$25,000 or more in prize money.

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JP106 Equipment and Personnel.

- Timing Equipment. Automatic timing equipment with a time out function must be used at competitions offering over \$2,500 in their jumper division, and at competitions offering over \$1,000 in the Amateur Owner, Junior or Amateur Owner/Junior Jumper section(s).
 - A count-down clock, indicating the remaining time available to start following the audible tone and visible to the rider, must be in use for any class offering \$5,000 or more in prize money.
 - For a list of companies that provide electrical timing equipment on a rental basis, contact the Federation office.
- Timer Technician. For any Jumper class, a timer technician may be used to operate automatic timing equipment as long as the required number of judges is officiating. An exhibitor may not compete in any class where he or she is a family member or client of the timer technician.
- Manual Timing. Unless automatic electrical timing equipment is used, management must appoint at least two persons other than the steward who will jointly act as timers. The

Competition Committee must furnish each of them with modern stop watches with a time out feature reading at least in hundredths of a second. (When equipment is available, thousandths of a second is recommended.) *When only one judge is needed, the competition must assign one additional person to time manually. BOD 1/15/06 Effective 12/1/06 BOD 1/14/07 Effective 4/1/07*

JP107 Prize List and Scheduling.

1. Class specifications. The prize list must specify *for each class* the Table and Section, the Level, *specific height*, or Standard *and* the speed at which the time allowed will be calculated. 382 yd/min (350 m/m) *is the default speed if not listed in the prize list or competition web site.*
2. Other requirements. The prize list must also indicate: the type of footing available in warm-up areas and competition arenas, as well as the dimensions of the competition arenas; the method of breaking ties for other than first place; the method for establishing the jumping order; and the method of determining Championships where offered. In addition, if jumper sections/*classes* are offered which are not covered within the definitions contained in this Rule, full specifications (including eligibility requirements) must be contained in the prize list. *BOD 1/14/07 Effective 4/1/07*
3. Classes per Day. No more than three classes in any section may be held *on any one competition day.* *BOD 1/15/06 Effective 12/1/06*
4. Scheduling. No more than two classes in different sections may be run simultaneously, and those classes must be run over the same course with the same scoring specifications.

JP108 Prize Money.

1. Percentage of Starters. In all classes offering prize money in excess of \$500, money places must be awarded *on the basis of one place for every five commenced starters.* The original prize moneys must be distributed as printed in the prize list. If additional prize money is necessary, the money awarded to each place must at least equal the starting fee. *BOD 1/14/07 Effective 4/1/07*
2. Altering Prize Money. Competitions offering prize money may not change the amount of prize money awarded in a class from that indicated in the prize list unless all conditions affecting such changes are clearly delineated in the prize list. Such conditions include, the number of entries received by what date or time that will cause change in conditions or cancellation, what entry fee will be charged in the event of a change, and the policy for refund of entry/nomination fees for competitors electing not to compete under the changed conditions. The specific division of the prize money to be distributed in the class must also be indicated in the prize list.
3. Prize Money by Section. Competitions offering \$10,000 or more in their Jumper divisions must allocate guaranteed prize money according to the following principles:
 - a. Horses should receive increased percentage of prize money as the difficulty of the courses they jump increases.
 - b. For example, if a competition has two sections open to the same group of eligible competitors, 40% of the prize money should be in the lower section and 60% of the prize money should be in the section of higher difficulty.
 - c. Competitions may apply to the National Jumper Committee prior to the printing of the prize list should they wish any exemption to this rule.

JP109 Nominating Fees. *BOD 1/14/07 Effective 4/1/07*

Nominating Fees. *A nominating fee may be charged for either the Jumper Division or for each Jumper Section, but not both. Exception: An additional nominating fee may be charged for the highest prize money class at the show.*

JP110 Show Championships.

1. Number of Classes. Championships are optional, but if offered, a minimum of three (3) classes must be held in the section.
2. Methods of Determining. If Championships are offered, they must be decided on the basis of points won in classes throughout a section, on the basis of money won in the section, or on the results of the highest prize money class in the section, provided qualification was required for that class based on results of earlier classes in the section.

- a. The method of determining Championships must be stated in the prize list. The Competition Committee must post a score card of winnings throughout the competition where it is available to exhibitors at all times. Credit towards Championships will be given only for the first six ribbons when points are the determining factor. Ribbons have the same value even if less than the specified six places are awarded due to lack of entries. First Place...10 points, Second Place...6 points, Third Place...4 points, Fourth Place...2 points, Fifth Place...1 point, Sixth Place...2½ point. If a competition offers Bonus Points to classes in the prize list: First Place...15 points, Second Place...9 points, Third Place...6 points, Fourth Place...3 points, Fifth Place...2 points, Sixth Place...1 point.
3. Ties. Ties involving Championships must remain tied, with tied horses receiving equal legs on any trophy. **Exception: the bonus point class may be used to break Championship ties if so stated in the prize list.** *BOD 1/15/06 Effective 12/1/06*

JP111 Tack and Attire.

1. Martingales.
 - a. Classes offering less than \$1000—No martingale restrictions.
 - b. Classes offering \$1000 to \$4999—Only standing or running martingales used in the conventional manner are permitted.
 - c. Classes offering \$5000 or more (and all classes restricted to young horses)—Only running martingales used in the conventional manner are permitted.
2. Whips. Competitors are prohibited from using a whip that is longer than 30" (75cm) while in the process of jumping or schooling over fences. A rider may not carry more than one whip. Whips that are weighted at the end are prohibited at any time.
3. Draw Reins. Draw reins may only be used when schooling or in classes with less than \$1000.
4. Tied Stirrups. Any rider competing with their stirrup, stirrup leather or foot tied and/or secured in any manner, will automatically be eliminated from that class. Riding anywhere on the competition grounds with stirrup, stirrup leather or foot tied or otherwise secured is cause for elimination, by the steward, of that rider from the current or subsequent class in which the rider is entered. In the case of junior or amateur riders, the steward will note the trainer name(s) on the Steward's Report and further disciplinary actions may be taken by the Federation. **Exception: Devices approved by the FEI are allowed.**
BOD 1/14/07 Effective 4/1/07
5. Attire. Management, at its discretion, may allow competitors to compete without riding coats. If a riding coat is not worn, riders must wear a shirt with a collar or a choker, neatly tucked into riding breeches. A windbreaker jacket or raincoat may be worn if conditions require. In all cases, riders must appear neatly attired to appear before the public or be subject to penalty of elimination by the judges. See JP151 for special regulations for classes offering \$25,000 or more.
6. No mounted exhibitor may wear or carry an electronic communication device (i.e., cellular telephone, pager, walkie talkie, etc.) while in competition ring. The penalty for wearing or carrying a forbidden device if observed by the judge may be elimination from the class during which the device was worn or carried. Exception: A handicapped participant may use electronic devices if, prior to the class, he/she presents to the USEF Steward written justification from treating personnel setting forth the necessity of the equipment.
7. Formal Attire. Only black, dark blue, dark green or scarlet coats are permitted; white breeches (ladies are permitted to wear light fawn); a white tie or choker or hunting stock, and a white or lightly colored shirt must be worn. Shirts must have a white collar and white cuffs. Members of the Armed Services or the police may wear the service dress uniform with protective headgear. (See General Rules, GR318.2)
8. FEI requirement for hard hats. Note: At competitions sanctioned by the FEI a hard hat with three point retention harness is mandatory for anyone jumping a horse.

JP112 Jumping Order.

1. Jumping Order. For all classes offering \$5,000 or more in prize money, the order in which horses are to jump must be posted in a conspicuous place, at least one-half hour prior to the start of the class. The class cannot be started prior to that time without permission of all exhibitors. The jumping order must be legible to a mounted rider. A systematic

rotation of the starting list must be employed so that a complete cycle is made during the competition.

- a. Order for Special Classes. A jumping order must be drawn for the highest money class in **each section**, unless the order is automatically established by the results of a previous class(es). *BOD 1/15/06 Effective 12/1/06*
2. Establishing the Order. *(Either manually or via computer)* The jumping order for the first round must be established by one of the following procedures: a) the horses' names are drawn individually, starting with the first position and then working down; b) the horses' names are listed and their positions drawn; c) the horses' names and the positions are both drawn; d) the horses' names are listed with the first name drawn becoming the first horse to compete in the first round, the remaining horses following from that point (i.e., the horses' name after the one drawn first is second, the next one third, etc.). Any other system must be approved by the Jumper Committee. The method for establishing the order must be printed in the prize list. *BOD 1/14/07 Effective 4/1/07*
 - a. Multiple Rides. If the same rider has two horses drawn too close together, the order may be adjusted so that there will be a minimum of six horses (if available) separating them. The horse drawn first will move up as far as possible in the order before the second horse is dropped down. All horses must be ridden in the sequence that appears on the jumping order in all rounds of a competition unless class specifications call for a new order for a second round and/or jump-off.
 - b. Two Sessions. In classes in which individuals are permitted to ride more than one entry, the first round may be split into two parts, with all riders riding one horse in the second part. (The first part will consist of riders' second, third, etc., horses.) For riders with more than one entry, a draw must be done to decide which horse will go in the second part. The order for both parts of the first round will be established by a draw.
 - c. Two Round Competitions. In classes with two rounds prior to the jump-off the order for the second round must be established by one of the following methods: a) the competitors return in the first round's order; b) the competitors return according to their faults in the first round, competitors with equal faults maintaining their original order; c) the competitors return according to their faults and times in the first round.
 - d. **For classes of \$25,000 or more, the previous year's winning rider may be seeded last if it is so stated in the prize list. If that rider has more than one horse in the class, a draw will be conducted to determine which of his/her horses will be seeded last.**
BOD 1/15/06 Effective 12/1/06
3. Jump-Off Order. Jump-off orders must be established by following one of the following procedures: a) the competitors return in the original order; b) the competitors return in the previous round's order; c) the competitors return according to their times in the first or second rounds.
 - a. Unless rules of a Table state otherwise, the starting order in the jump-off(s) must remain the same as the official starting order that is established and posted for the initial round, irrespective of any competitors who might have voluntarily moved up in the order during the initial round.
4. Moving Ahead in the Order. To minimize delays, management may permit a rider to compete ahead of his posted order in the first round of a class, provided that he then competes in the timed jump-off in the order originally posted. However, to minimize delays, a rider may be permitted to go ahead of his posted order in the jump-off. For competitors with multiple rides, all horses must be ridden in all rounds in the sequence that appears on the jumping order for that class.
5. Accuracy of Jumping Order. It is the rider's responsibility to make sure his name or number or each of his horse's names or numbers are on the jumping order before the class begins. Failure to do so may result in elimination by management.

SUBCHAPTER JP-2. ELIGIBILITY, QUALIFICATION AND RESTRICTION OF ENTRIES.

JP113 Eligibility.

1. Jumpers may be of any breed, height, or sex. (Exception: Pony Jumpers, see JP118.4)
2. Stallions. Junior riders may show stallions. (Exception: Stallions are prohibited in Pony Jumper Sections. See JP118.4)
3. Sections. Sections or Classes may be offered for Amateur Owner, Junior, Young Rider, Children, or Adult Amateur riders; and/or for Pony, Young Horse, or Open Jumpers.

Competitions may offer any or all sections, as well as specific Sections or Classes differentiated by Level. (See Subchapter JP-3 for definitions and specifications for each of the sections mentioned above.) If Jumper sections are offered which are not covered within the definitions contained in Chapter JP, full specifications (including eligibility requirements) must be printed in the prize list *or referred in the Prize List to a conspicuous place on the competition's website.*

4. Ineligible Horses. If a horse is shown in a class for which it is ineligible, the owner will be fined \$500 for a first offense; if it is not the owner's first offense, the horse will be suspended from competing in licensed competitions for a period of three months. If the owner wishes to appeal or dispute the action taken, and gives notification to the Federation within 10 days of his/her notification from the CEO or Executive Director, such suspension will be deferred until the matter has been resolved following a hearing pursuant to Chapter GR6 by the Federation's Hearing Committee, whose verdict will be final.

BOD 1/14/07 Effective 4/1/07

JP114 Limiting Entries and/or Qualifying.

1. Cross Entry. Unless USEF rules or the prize list restricts horses to a particular section or sections, horses may compete in another section(s).

2. Horses per Rider. If the number of horses per rider will be limited, the prize list must so state.

3. Prior Classes. Management may require horses to enter and compete in one or two classes at the same competition in order to be eligible for the stake or largest money class in a section. The number of starters in this highest prize money class of a section may be limited (and/or the starting order determined), based on results of the prior class(es), provided that the system to be used is stated clearly in the prize list.

4. Restrictions on Entry. Jumper sections restricting entries based on winnings must use prize money won in the horse's respective section (i.e., Amateur Owner, Junior, Amateur Owner/Junior, and Open Jumper) during the specified time period; however for Jumper sections/or classes for which a Federation endorsed Computer Ranking List has been established, this list (as of a date indicated in the prize list) may be utilized instead of prize money won. Management may also allow the winner of the previous year's class to enter without further qualifying.

a. Any competition wishing to set restrictive criteria for accepting entries other than as specified above may make written application to the Federation Jumper Committee, at least 120 days prior to the event, detailing the criteria being requested. The Jumper Committee will issue a recommendation for consideration by the Executive Committee which may approve any such application in its discretion and may condition any such approval in its discretion, and must in all instances require that there be publication in the prize list or otherwise of such restrictive criteria sufficiently in advance of the closing date of entries where appropriate, for all interested to have a fair opportunity to enter.

This is a one-time requirement, and further approval is not required provided the system of qualifying does not change. BOD 1/15/06 Effective 12/1/06

5. Elimination Trials. When the number of entries warrants it, elimination trials may be held. Elimination trial scores of the competitors eligible to compete for the final awards may be added to their respective scores in the finals with the total scores used to determine the winners, or the finals may be scored independently of the elimination trials. If the total score is to determine the winners, announcement must be made of each competitor's score in the preliminaries at the time of the finals.

SUBCHAPTER JP-3. SECTION SPECIFICATIONS

JP115 Jumper Sections/Classes Restricted by Prior Winnings.

1. Organizers may offer classes or sections that restrict horses based upon money won.

2. Determining Eligibility:

a. Money Won. Cash winnings in any jumper classes, recognized or unrecognized, determine a horse's classification.

b. Record Keeping. Responsibility for keeping an accurate account of winnings rests with the owner and the horse's record must be transferred with the sale of the horse. Exhibitors are cautioned that delays can occur in posting the Federation's records of prize money won by jumpers. Exhibitors are solely responsible for insuring that eligibil-

ity requirements are met, and rely at their own risk upon inquiries made to the Federation's office concerning the standings of their horse(s).

c. Changing Sections. When a horse's earnings place it in a higher classification, it may not be jumped in any competition for which it is no longer eligible. (Exception: The horse may finish a competition in the same section in which it began.) If a horse changes classification after the closing date of entries but before the competition starts, management must transfer it to the proper section. *BOD 1/15/06 Effective 12/1/06*

JP116 Sections/Classes Restricted by Age of Horse

1. Eligibility. Age restricted classes are open only to horses recorded with the Federation and in possession of Breed Registry (or other means of identification *authorized* by the Federation providing proof of age and identity). Proof of identity and age *is* required for entry in these classes. *BOD 1/14/07 Effective 4/1/07*

2. Five-Year-Old Jumper: Open to horses with papers indicating a foaling date five years previous to the current calendar year. Classes *may* be scored under Table II without a jump-off, under Table V (optimum time) with or without a jump-off, *or under Table II, Section 1 or 2*. Courses to be set at Level 4 (Level 5 permitted after June 1st).
BOD 1/15/06 Effective 12/1/06

3. Six-Year-Old Jumper: Open to horses with papers indicating a foaling date six years previous to the current calendar year. Horses competing in classes restricted to Six Year Olds may not have ever shown in Open Jumper Classes offering \$25,000 or more in prize money. Classes may be scored under Table II without a jump-off, under Table V (optimum time) with or without a jump-off, or under Table II, Section 1 or 2. Courses to be set at Level 5 or Level 6 (Level 6 after June 1st).

4. Seven- Eight-Year-Old Jumper: Open to horses with papers indicating a foaling date seven or eight years previous to the current calendar year. Horses competing in classes restricted to Seven- Eight-Year-Olds may not have ever shown in Jumper Classes offering \$25,000 or more in prize money at the International Level (classes restricted to horses under 8 years of age or under excluded). Classes may be scored under Table II, Section 1 or 2. Courses to be set at Level 6 or Level 7.

5. Special Competitions. Exceptions to any of the above listed conditions may be made only with the permission of the Federation Jumper Committee prior to the printing of the prize list.

JP117 Sections/Classes Restricted to Junior, Amateur/Owner, or Young Riders.

1. Amateur Owner Jumper: A horse that is ridden by an Amateur Owner or an amateur member of the owner's family. In either case, classes are restricted to riders who are no longer eligible to compete as junior exhibitors. Leased horses are not eligible, and multiple ownership is not permitted unless all owners are members of the same family.

a. Cross Entries. A competition committee may exclude horses and/or riders which are competing in other jumper classes, provided it is so stated in the prize list.

b. Dividing Classes. Sections may be offered divided by either Level of difficulty or age of rider.

c. Level of Difficulty. Courses to be set at Level 4 to 7. Level 8 permissible in classes offering \$10,000 or more, or in classes of \$5,000 or more when there are 30 or more entries. Local competitions have no minimum.

2. Junior Jumper: A horse that is ridden by an individual who has not reached his/her 18th birthday. (See GR103).

a. Cross Entries. Cross entry into other divisions is considered to be allowed, unless otherwise stated in the prize list.

b. Dividing Classes. Sections may be offered divided by either Level of difficulty or age of rider.

c. Level of Difficulty. Courses to be set at Level 4 to 7. Level 8 permissible in classes offering \$10,000 or more, or in classes of \$5,000 or more when there are 30 or more entries. Local Competitions—no minimum. Obstacles may not be raised nor oxers spread to more than 5'. (Exception: In Puissance classes obstacle may be raised to 6').

3. Young Rider Jumper: A horse ridden by a young rider under the rules of the Federation. Individuals are eligible as Young Riders from the beginning of the calendar year in which they reach the age of 16 until the end of the calendar year in which they reach the age of 21. *BOD 1/14/07 Effective 4/1/07*

4. Combined Sections. A section or sections combining Amateur Owner, Juniors, Amateur, and/or Young Riders may be offered.

- a. Dividing of Combined Sections. After the prize list is published, if entries so warrant this section may be split into separate sections. Any section with fifteen or more Junior Jumper entries and fifteen or more Amateur Owner Jumper entries at the beginning of the first class must be divided, and the prize money must be doubled.
- b. Combining of Sections. If Junior and Amateur Owner sections are offered separately in the prize list, the sections may be combined if there are eight or less entries in either section.

JP118 Sections/Classes Restricted to Children, Adult Amateur Riders, or Ponies.

1. Children's and Adult Amateur Jumper: *Divisions are open to Junior and Amateur exhibitors.* Unless Zone Committees submit their specifications by August 1st of the previous year, the specifications as shown below will apply.

a. *Level of Difficulty. Fence Heights to be set in accordance with JP120 not to exceed Level 4.*

b. *Dividing and Combining of Sections. Sections may be divided by age of rider or by horse/pony and may also be combined with Children's sections if so stated in the prize list. BOD 1/14/07 Effective 4/1/07*

2. Adult Amateur Jumper: To be ridden by exhibitors who are no longer eligible to compete as junior exhibitors. All exhibitors must be amateurs in accordance with General Rules, GR808 and must show USEF amateur certification.

3. Children's Jumper: To be ridden by exhibitors who have not reached their 18th birthday by December 1 of the current competition year.

4. Pony Jumper: A pony, 14.2 hands and under in height, that is ridden by an individual who has not reached his/her 18th birthday. Stallions are prohibited in Pony Jumpers (See GR137)

a. Riders. Pony Jumpers may not be ridden by an adult in any section at the same competition.

b. Measurement. A measurement card is required as per Chapter HP, Subchapter HP-9-14.

c. Style Award. A Rider Style Award **is recommended** at any competition offering three or more classes. The Style Award is to be decided by the Pony Jumper Judge(s) based on the following criteria: To be presented to the Pony Jumper Rider who exhibits the best classical jumper style of riding throughout the Pony Jumper classes. This award will not necessarily be given to the rider accumulating the most points in the Pony Jumper division. *BOD 1/15/06 Effective 12/1/06*

d. Cross Entries. Riders competing in any Pony Jumper section cannot compete in any other sections at the same competition in which they are required to jump fences higher than 3'6" (Exception: Children's Jumpers).

e. Course Requirements. All entrants will compete over same heights, spreads and distances. Only the initial element of combinations may be a spread.

f. Level of Difficulty. Levels 1, 2, 3, 4, or 5 as specified in Prize List.

Local Competitions - no minimum height or spread, but fence dimensions must be stated in the Prize List.

g. In Pony Jumper sections, to avoid over-emphasis on speed jump-offs, it is recommended that management write sections with initial class(es) scored under Table IV (*Optimum Time*) or as "clear round" events (all entrants without jumping or time faults remain equal); Final class(es) only to have a jump-off against the clock to determine show championship.

BOD 1/14/07 Effective 4/1/07

5. Graduated Difficulty. Competitions are encouraged to offer sections for Pony, Children, and Adult Amateur Jumpers in which successive classes within the section are at increasing levels of difficulty (for example: first class at Level 1, second (and third) class at Level 2, and final class at Level 3.

JP119 Open Jumper Sections/Classes.

1. Open Jumper. Any horse, regardless of money won, is eligible to compete in this section.

2. Level of Difficulty. The level of difficulty at which the class or section is being offered must be stated in the prize list for all classes offering less than \$25,000 in prize money. (See JP151 for classes offering \$25,000 or more)

SUBCHAPTER JP-4. LEVELS OF DIFFICULTY

JP120 Levels.

1. At Licensed Competitions the Level of Difficulty for each class must be indicated in the prize list and on the course plan. This may be shown as either

- a. a specific height in feet/inches or metric measure as defined under "Levels" below
- b. as one of the "Standards" defined below.

Spreads must be set as noted below. Multiple or Combined Levels are not permitted for the same category of competitors in a given class.

2. Levels

2.1 The following fence dimensions define each Level or Standard:

Level 0. Fences 2'9" in height.

Level 1. Fences 3'0" in height; 3'0" to 3'6" in spread

Level 2. Fences 3'3" in height; 3'3" to 3'9" in spread

Level 3. Fences 3'6" in height; 3'6" to 4'0" in spread

Level 4. Fences 3'9" in height; 3'9" to 4'3" in spread

Level 5. Fences 4'0" in height; 4'0" to 4'6" in spread

Level 6. Fences 4'3" in height; 4'3" to 4'9" in spread

Level 7. Fences 4'6" in height; 4'6" to 5'0" in spread

Level 8. Fences 4'9" in height; 4'9" to 5'3" in spread

Level 9. Fences 5'0" in height; 5'0" to 5'6" in spread

2.2 At all Levels, to be considered a spread, the fence must be 5 cm (2") up to 15 cm (6") wider than the height.

2.3 Triple Bars may be up to 30 cm (12") wider than the height listed.

2.4 Metric Heights:

0.85 m = 2'9"

0.90 m = 2'11"

0.95 m = 3'1"

1.00 m = 3'3"

1.05 m = 3'5"

1.10 m = 3'7"

1.15 m = 3'9"

1.20 m = 3'11"

1.25 m = 4'1"

1.30 m = 4'3"

1.35 m = 4'5"

1.40 m = 4'7"

1.45 m = 4'9"

1.50 m = 4'11"

3. Standards: Any Open, Junior, Amateur Owner, or Young Rider class offering \$25,000 or more in prize money must be offered at one of the three standards delineated below. Levels do not apply these classes and the standard, rather than the level, must be clearly stated in the prize list.

3.1 Regional Standard. Must include the following:

(1) at least one double and one triple, two triples, or three doubles;

(2) at least two obstacles not less than 4'9" (4'3" for Junior, Amateur Owner, and Young Rider);

(3) at least eleven obstacles at a minimum height of 4'3" (4'0" for Junior, Amateur Owner, and Young Rider); and

(4) at least three spreads not less than 4'9" in width (4'3" for Junior, Amateur Owner, and Young Rider).

3.2 National Standard. Must include:

(1) at least one double and one triple, two triples, or three doubles;

(2) at least two obstacles not less than 4'11" (4'7" for Junior, Amateur Owner, and Young Rider);

(3) at least eleven obstacles at a minimum height of 4'6" (4'3" for Junior, Amateur Owner, and Young Rider); and

(4) at least three spreads 5' to 5'3" (4'6" to 4'9" for Junior, Amateur Owner, and Young Rider), in addition to any used in combinations.

3.3 International Standard. Must include:

- (1) at least one double and one triple, two triples, or three doubles;
- (2) at least one obstacle not less than 5'3" (4'11" for Junior, Amateur Owner, and Young Rider) and two additional obstacles not less than 5' (4'9" for Junior, Amateur Owner, and Young Rider);
- (3) at least eleven obstacles at a minimum height of 4'9" (4'6" for Junior, Amateur Owner, and Young Rider); and
- (4) at least two spreads not less than 5'6" (5'3" for Junior, Amateur Owner, and Young Rider) and three additional spreads not less than 5'3" (4'11" for Junior, Amateur Owner, and Young Rider).
- (5) At outdoor events, an open water jump not less than 12' (11' for Junior, Amateur Owner, and Young Rider) is strongly recommended.
- (6) For outdoor events a minimum speed of 375 meters per minute (410 yards per minute) is required.
- (7) The maximum possible spread is 6'6" (5'6" for Junior, Amateur Owner, and Young Rider) (triple bars not included).

4. Conforming to Level of Difficulty. 50% of the fences in the first round of a class must be set at the required height indicated, and within a two-inch (5 cm) variance.

5. Changing the Level of Difficulty from that published in prize list. The height, Level or Standard at which a given competition is held may be altered from that listed in the prize list with the joint approval of the Course Designer, Judges and competition management; only in the case of inclement weather, or unsafe conditions. Changes in the height, level, or standard for any other reason may be done ONLY with the prior written consent of the majority of competitors in the class. See GR311.6(b) for class postponement due to weather conditions. All changes MUST be specifically noted in the Steward's report for the competition.

6. Classes must be held at the National or International Standard for the results to be eligible for inclusion on the USEF Computer List. Applications for the USEF Computer List can be downloaded from the USEF web site at www.usef.org. BOD 1/15/06 Effective 12/1/06
BOD 1/14/07 Effective 4/1/07

SUBCHAPTER JP-5. COURSE REQUIREMENTS

JP121 Jump Equipment

1. Rails and other parts of the obstacles are held up by supports (cups). A rail must be able to roll on its support; in this case the support must have a depth of 18 mm (.7") minimum and a depth of 30 mm (1.18") maximum. For planks, gates, etc. the diameter of the supports must be more open or even flat, but not deeper than 1/2".
2. Jump Cups.
 - a. Any recognized competition must use FEI-approved Safety Release Cups for the back pole of all spreads in every jumper class.
 - b. Either safety cups or breakable jump cup pins must be available for use in all jumper schooling/warm-up rings. If used in the competition ring, pins must be made of rigid or unbreakable material. BOD 1/15/06 Effective 1/15/06
 - c. For information on sources for obtaining FEI approved cups, contact the Jumper Department at the Federation.
3. Rails. Rails must be at least eight feet long.
4. Flags. All obstacles must be both flagged and numbered at competitions offering over \$2,500 in the Jumper Division. When flags are used at obstacles, they must be placed at the outside extremities of the elements to be jumped, the red flag on the right, white on the left.

JP122 Jumper Courses.

1. Height, Level or Standard. All courses must be accurately set according to the Height, Level or Standard published in the prize list.
2. Identical Courses. No two courses in any section may be identical. (Exception: Local Competitions).
3. Obstacles. Obstacles should be attractive, varied and appropriate to their setting. They and/or their components must be capable of being knocked down and should be neither so light or poorly supported that they fall at a slight touch, nor so heavy or firmly supported that

they can hardly be dislodged. In principle, the resistance to shock should be approximately the same for all obstacles on the course.

4. Gates. All suspended elements (i.e., gates, panels, etc.) must be hung not more than 4" from their top edges.

5. Number of *Efforts*. Every course must contain a minimum of *ten efforts*. (Exception: *First round of Table II Sec 2c - minimum of eight efforts*, jump-off courses, High Jump, Six Bar.) *BOD 1/15/06 Effective 1/15/06*

6. Ratio of Spreads. At least three out of the first eight *efforts* must be spreads. (Exceptions: Same as 5 above). For each additional four *efforts*, one must be a spread.

7. Start and Finish Lines. A start line must be established at least 12' from the first obstacle and a finish line at least 24' from the last obstacle, each indicated by two markers at least 12' apart.

8. Change of Direction. There must be at least one change of direction in every course including jump-off courses. (Exception: Puissance, Six Bar and High Jump.)

9. Combinations. At least one combination must be included in every course. (Exception: Combinations are prohibited in Puissance, High Jump, Fault and Out Time classes and classes scored on faults and time with choice of course. Combinations are optional in *Jump-offs and* classes held below Level 1 and in classes at Local Competitions.)

BOD 1/14/07 Effective 4/1/07

10. Permanent Obstacles. Competitions offering more than \$2,500 are encouraged to include banks, ditches and water jumps in their courses.

11. Single Rails. An obstacle composed of a single rail must not exceed 4'3" in height.

12. Crossed Rails. Double crossed rails (i.e., two pairs of crossed rails, with a spread between them) are prohibited, and care should be exercised in constructing single crossed rails to prevent abnormal difficulty.

13. Brush Obstacles. Brush obstacles must have a clearly visible rail placed above or beyond them.

JP123 Spread Obstacles.

1. Definition. In order to be considered a spread obstacle the fence must be an oxer, a triple bar, or a water jump with a width dimension meeting the width requirements specified for the Level at which a given competition is being conducted.

2. Measurement. Spread obstacles are measured from their two outermost top extremities on a line parallel to the ground.

3. A solid element (i.e., coop, wall, etc.) may not be used as part of the further-most element. Standards in which the rail rests on the top of the post are prohibited.

JP124 Combinations.

1. Definition. A double, treble, or multiple combination is composed of two, three or more obstacles with a maximum inner distance between them of 39'5", which must be taken in two, three or more successive jumps. The distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side. Any obstacles with 39'5" or less between them must be designated as a combination by numbering them with a single number and the use of A and B or A, B and C, or A, B, C, and D.

2. Pony Jumpers. In Pony Jumper classes, only the initial element of combinations may be a spread.

JP125 Permanent Obstacles.

1. Closed Combinations. Banks and sunken roads (Pulvermans) may be regarded as double or treble, and as multiple or closed. The course designer must decide before the competition whether the obstacle is to be considered as closed or as a double, treble or multiple obstacle, and this must be specified on the plan of the course. (Note: Any completely closed obstacle in which a competitor, having jumped the first part, may not exit without jumping out or down should be designated as 'closed.')

Each part must be jumped separately and faults are penalized separately. The knockdown of a flag taking the place of a standard is scored. Any obstacle which is not described as closed on the plan of the course is considered a multiple obstacle.

2. Bank Jumps. A bank which has no associated obstacle or only a single rail may be taken in one effort without incurring penalty.

JP126 Water Obstacles.

1. Definition. A water obstacle is a ditch filled with water with at least an 8' spread. A secure mat at least 3' wide and at least 2½" thick must cover the entire landing side of the obstacle. An obstacle no higher than 2'6" may be placed on the take-off side. Although counted in the calculation of the total width, these elements are not part of the obstacle and displacing them or knocking them down is not penalized.
2. Dimensions. Water obstacles must be a minimum of 16' in width at the face; the deepest point is determined according to a maximum rise of 2" per foot of length which may not exceed 15'.
3. Length. The limits of water obstacles without guard rails or hedges must be clearly marked both on the take-off and the landing sides. Water jumps with a rail or hedge on the take-off side need only be marked on the landing side. A white strip of wood or other suitable material, approximately 4" wide, must be used and should be placed as close to the water line as possible. *BOD 1/14/07 Effective 4/1/07*
4. Rail Over Water. A water obstacle may have one rail no higher than 3'6" over the center. When the obstacle is built in this manner, the rail and the strip, or only the rail may be judged. The method of scoring must be indicated on the course diagram.
5. Scoring. Judges should score the water obstacle from a position between the take-off and landing side, and not directly parallel to or beyond the landing lath. Only a mark from the horse's hoof on the lath or a foot in the water constitutes a fault; touching the lath with the pastern is not a fault. [Note: competitions scored under FEI rules require any mark on the lath, whether from hoof, boot, or pastern, to be faulted.]
6. Table I and Table IV classes. Water obstacles are prohibited.

JP127 Substitution of Obstacles.

1. When one or more of the original obstacles is sufficiently damaged to become unusable while a class is in progress and no duplicate is available, a Competition Committee must substitute obstacle(s) which approximate as nearly as possible the original obstacle(s).

JP128 Measuring Courses.

1. Measurement. Accurate measurement of courses is essential. Courses should be measured with a measuring wheel similar to those used by public utilities, *by computer or planimeter on an accurate scale drawing of the ring with obstacles*, or *manually* with a tape.
2. All courses must be measured *as described in .1 above* at competitions offering over \$2,500 in the Jumper Division. The judge should assure that the course has in fact been properly measured and the time allowed calculated according to the speed listed in the prize list. *BOD 1/14/07 Effective 4/1/07*
3. The length of course must be posted prior to the start of the class. *BOD 1/15/06 Effective 1/15/06*

JP129 Speed, Time Allowed, Time Limit, and Optimum Time.

1. Calculation. The Time Allowed to complete the course should be calculated from an actual measurement of the course's length for all rounds and jump-offs. However, if the number of turns on the course or the size of the ring suggests that the calculated Time Allowed may prove unfair in practice, *speed* may be adjusted prior to the start of the competition. *BOD 1/14/07 Effective 4/1/07*
2. Speed. The Time Allowed is based on a minimum speed of 382 yards per minute (360 yd/min for Pony Jumpers, or in very small or indoor arenas). If a speed other than 382 yards per minute is to be used, it must be printed in the prize list. (See JP151 for speed requirements for \$25,000 classes held at the International level.)
3. Reference Times. The Time Allowed must be announced and posted prior to the start of the class. After the first competitor has completed his round, the Time Allowed and the competitor's time should be announced. In cases where an electronic read out board is not visible to riders in the in-gate area, the reference times for the first three riders should be announced.
4. Adjustment of the Time Allowed. The Time Allowed may be adjusted at the sole discretion of the Judge(s), if they feel it is inaccurate, but only after consultation with the course designer. However, the time allowed may only be adjusted once during the early rounds of a given competition, never later than after the third competitor to complete the course with-

- out a disobedience. The time allowed can never be lowered so that time faults will be awarded to any previous competitor that has completed the course without a disobedience.
5. Time Limit. The 'Time Limit' is defined as double the Time Allowed.
 6. Optimum Time. For classes scored under Table V the optimum time is defined as 4 seconds less than the Time Allowed.

JP130 Posting and Walking Courses.

1. Time for Posting. Courses must be posted at least one-half (½) hour before the scheduled time of the class. Classes may not be started prior to that time without permission of all exhibitors.
2. Course Plan. The plan or diagram of the course, including the Speed, Time Allowed, length of course, start and finish, and jump-off course, must show the obstacles which must be jumped with the order indicated by number. Apart from this, *unless designated by the course designer by the use of a solid line between obstacles on the course plan*, the rider is not bound to follow a compulsory track. An arrow is used to indicate the direction in which each obstacle must be jumped. Closed combinations and option fences must be clearly marked. *BOD 1/14/07 Effective 4/1/07*
3. Walking the Course. A competitor cannot enter the arena until course and judge are ready. However, riders may be permitted to inspect the course on foot prior to commencement of the class at management's discretion.

JP131 Judge(s) Inspection of Courses.

1. The judge(s) should inspect each course after it has been set, check any obstacle that has to be reset and call the Competition Management's attention to any errors that would result in unfair or inappropriate courses. The judge should also assure that the course has been properly set according to the Level indicated in the prize list, and that it has been measured and the Time Allowed calculated properly.
2. At Regular Member Competitions when no licensed course designer is present, stated dimensions of height and width according to the Level indicated in the prize list may be altered, according to all provisions of JP120, only when requested by the judge.

JP132 Jump-Off Courses.

1. Obstacles. Jump-offs are held over obstacles from the original course that may include obstacles not included in the initial round. In a jump-off, any sequence of obstacles in either direction may be employed. Obstacles may be raised, lowered, broadened or narrowed. In Table II Sec. 2(b) classes, it is recommended that course designers incorporate at least two new obstacles set at jump-off height.
2. Number. Courses may be shortened after the first round and must be shortened if there is more than one jump-off. (Exception: Six Bar classes.) The jump-off course may not be shortened to less than six *efforts* and must include at least one vertical and one spread obstacle. (Exception: Puissance classes.) *BOD 1/14/07 Effective 4/1/07*

SUBCHAPTER JP-6. SCORING

JP133 General.

1. Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner (Exceptions: JP134.1d and JP143.1h.) *BOD 1/15/06 Effective 1/15/06*
2. Penalty faults include disobediences, falls, knockdowns, touches and time penalties.
3. Verticals. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
4. Spreads. When an obstacle to be taken in one effort is composed of several elements not in the same vertical plane (i.e., oxer, triple bar, etc.) faults at more than one element are penalized only once.
5. Combinations. In combinations, the faults committed at each obstacle are scored separately. In case of refusal or run-out at one element of a combination (and upon the judge's signal that the obstacle has been reset, if necessary), the competitor must re-jump the entire combination. (Exception: Closed obstacles).
6. Broken Equipment. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may retire.

7. Setting a Standard. After the first round of the first class in any section, management or the judges may order a competitor from the ring when it becomes evident that their performance prohibits them from being in the ribbons. (Exceptions: In the first round of all Preliminary Jumper classes, a competitor cannot be excused until it has incurred at least five faults).

8. Courtesy Fence. An eliminated competitor *has the right to* make one attempt to jump an additional single obstacle, which *the judges(s)* may designate, but may not continue thereafter. (Exception: The right to attempt an additional obstacle does not apply to Fault and Out classes or in the case of the fall of the horse *or rider.*) *BOD 1/15/06 Effective 1/15/06 BOD 1/14/07 Effective 4/1/07*

9. Exiting the Arena. Any competitor who does not leave the ring promptly at the end of the round or after being eliminated is liable for a fine of up to \$100 payable to The Federation, and may be disqualified from future classes during the competition at the discretion of the judge(s). Any competitor at the end of his/her round who does not leave the arena through the designated gate(s) (e.g. jumping out of the arena), is eliminated.

10. Outside Assistance. Riders receiving physical assistance from outside the ring (i.e., lunge whips, etc.) while on course will be eliminated. (Note: this does not apply to riders between rounds in Table II Sec. 2(b), Table IV Sec. 2(b), or Table V Sec. 2(b) competitions provided the rider begins his jump-off within the limits of JP134)

11. Jumping Obstacles Not Part of the Course. Under penalty of elimination and possible fine (not to exceed \$250 made payable to the Federation), any obstacle in the arena which requires a jumping effort, whether flagged or not, may not be jumped by a competitor at any time while in the arena except as it may constitute a part of the current competition. *Exception: Natural obstacles, which are not numbered and flagged, may be jumped unless specifically crossed off in the field or noted as crossed off on the course plan by the course designer, after consultation with the judge(s).* [Questionable items in arena that will be scored may need to be pre-determined by the judges and so noted and announced prior to start of class.] *BOD 1/14/07 Effective 4/1/07*

12. Obstacle Not Properly Set. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.

13. Competed. A competitor is considered to have competed only after he has entered the ring, and received the signal to start.

a. Competitors who are unable to complete the first round of a competition have no right to any prize, with the exception of Fault & Out, Gamblers Choice or other classes with special rules with requirements as to the finish.

14. Failing to Complete. A competitor failing to complete a particular round shall have the reason recorded on the judge's card as follows:

a. Withdrew (WD), or did not start (DNS) indicates that the competitor failed to enter the arena within one minute of being called. The time for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time for entering the ring.

b. Retired (RT) indicated that the competitor voluntarily retired prior to completing their round.

c. Eliminated (E or EL) indicates that during their round the competitor was eliminated by the judge for any of the various reasons indicated in these rules.

15. Points Not Covered in Rules. Judges have the authority to make decisions on any point not covered in the rules applying to class procedure, scoring, and conduct affecting a class under their jurisdiction.

JP134 The Competition Round.

1. Starting and Finishing. In order to receive a score other than "Withdrew (Did Not Start)," "Retired," or "Eliminated":

a. The horse must cross the start line between the markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting, does not incur penalty. Competition Management and/or the judge(s) may permit or disallow a rider to lead a horse into the ring prior to mounting.

- b. The horse must cross the finish line between the markers in the proper direction and with the rider mounted. (Exception: Fault and Out or other classes with special rules regarding the finish)
 - c. The horse must jump all of the required fences between the start and finish markers.
 - d. The horse must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun or take more than 45 seconds to jump the next obstacle on course.
 - e. The horse must not be eliminated for other prohibited actions that might occur while the horse is in the competition arena. (Exception: Fault and Out classes.)
2. Entering the Arena. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time limit for entering the ring.
 3. Time to Start. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires. A count-down clock visible to the rider must be in use for any class offering \$5,000 or more in prize money. In classes (or phases of a class) where time is not being recorded, competitors will have 45 seconds to cross the start line, or be eliminated.
 4. Use of Audible Signal. An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
 - a. to give the signal to start;
 - b. to stop a competitor in the event of an unforeseen incident (which also designates a time-out);
 - c. to interrupt the 45-second period which a rider has to begin the course in the event of an unforeseen incident;
 - d. to indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out);
 - e. to give the signal for a competitor to continue his round after an interruption, also designating time in; (Note: It is the rider's responsibility to be ready to continue on the course when signal is given)
 - f. to indicate by repeated and prolonged ringing that the competitor has been eliminated; and
 - g. to indicate that the rider should not proceed to the jump-off round in a Table II Sec. 2. (c) class, a Table IV(c) class, or a Table V Sec. 2(c) class.

JP135 Timing.

1. Starting & Stopping. Time is taken from the instant the horse's chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until it reaches the finish line. *The Judges have 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 penalized. BOD 1/14/07 Effective 4/1/07*
2. Time Out. If as a result of a disobedience a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately and remains stopped while the obstacle or flag marking the limits of an obstacle is rebuilt. Regardless of which fence on the course this occurs at, a penalty of four seconds will be added to the time the horse takes to complete the course. *BOD 1/15/06 Effective 1/15/06*
3. Time Out at Combinations. If a competitor knocks down or dislodges one of the parts of a combination or a flag marking the limits of an obstacle and then refuses or runs out at the next part without knocking it down, the clock is stopped as for a knockdown resulting from a disobedience. Regardless of which fence on the course this occurs at, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course. Elements knocked down preventing a horse from jumping the next obstacle must be removed, even if time must be taken out for this purpose.
4. On Course. After the signal to start has sounded, a competitor must pass through the start markers in the proper direction to be considered on course. (See JP134.1)
5. Time Faults. One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.

6. Exceeding the Time Limit. Any competitor whose time including penalty seconds which might have been assessed for time-out(s), as described under 2 and 3 above, exceeds the Time Limit is eliminated. The 'Time Limit' is defined as double the Time Allowed.

7. Option Fences. At any obstacle marked as an option on the course plan, in the event of a disobedience at one portion, the competitor has the right to attempt either portion in his following attempt. However, in the case of a displacement of any part of the obstacle, the tone must be sounded and all portions must be reset prior to the continuation of the round.

BOD 1/15/06 Effective 1/15/06

8. During rounds where time is a deciding factor, a re-jump of the entire course may only be considered as an option if there is no automatic or manual time due to very exceptional circumstances. In these cases a competitor may elect not to re-jump the course and instead be placed after competitors with equal faults. If a re-jump does take place, the original score will be void.

JP136 Disobediences.

1. Refusal. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step or circles to retake the course, a refusal is incurred.

2. Run-out. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.

3. Resuming the Course. After a run-out or refusal the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he must await the signal to start or be eliminated. (For Option Fences, see JP135.7)

4. Loss of Forward Movement. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out or an order from a judge due to unforeseen circumstances such as a fence being blown down), will be penalized as a disobedience. Loss of forward movement on banks will not be scored as a disobedience unless the horse takes a step backwards.

5. Circling. Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), or stops advancing toward or turns at least 180 degrees away from the next fence, or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call. (NOTE: Coming sideways or zigzagging toward an obstacle does not constitute a disobedience unless the horse passes or turns its back to the next obstacle or the finish line).

JP137 Falls.

1. The first fall of horse or rider results in elimination, except in classes in which special rules apply. (Fault and Out, Top Score, etc.)

2. A rider is considered to have fallen when he is separated from his horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.

3. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.

4. A courtesy fence is not permitted following the fall of the horse or rider.

JP138 Knockdowns.

1. Definition. An obstacle is considered knocked down when in jumping an obstacle, a horse or rider, by contact:

a) **changes** any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle; or

b) moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed.

BOD 1/15/06 Effective 1/15/06

2. Special Circumstances. Should a pole resting in a cup come to rest on the lip of the cup, or on a bracket which is an integral part of the cup, it is not considered a knockdown. Narrowing the width of a spread obstacle without altering the height of any elements as defined above is not considered a knockdown. If, while in the process of being jumped, the

top element is struck in such a fashion that it changes the height of the jump, with both ends remaining in the cups and nothing else supporting the top element, it is scored as no faults.

JP139 Touches.

1. Touches are scored as outlined in Table I. (See JP143.2 and JP144)

JP140 Off Course.

1. A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

JP141 Breaking Ties.

1. Competitors who withdraw, retire or are eliminated from a Jump-off:
 - a. A competitor who is eliminated in a jump-off will be tied with a competitor who retires and will be placed last of the competitors who have completed that jump-off.
 - b. A competitor who withdraws (does not participate) from a jump-off must always be placed after a competitor(s) eliminated or who retires while on the course.
2. Even if only one competitor is willing to participate in the jump-off he is required to enter the arena and receive the signal to start in order to earn top placement.
3. Withdrawing From a Jump-Off. If a competitor wishes not to take part in a jump-off he must ask permission from the judge(s). If permission is granted he will be placed last of those still qualified (on the result of the previous round).
 - a. If before a deciding jump-off, two or more competitors decline to take part in the jump-off, the judge(s) will decide whether this request can be accepted or must be rejected. If the judge(s) accepts the request, the competition management will award the trophy by lot and the prize money for the vacant places will be added together and shared equally between the competitors. If the judge's instructions to continue are not followed by competitors, no trophy will be awarded and the competitors will each receive only the prize money and the placing of the lowest place for which they would have jumped off.
4. Except in Fault and Out classes, when two or more horses incur the penalty of elimination during a jump-off, they remain tied regardless of the cause of elimination or the point at which the penalty was incurred. A competitor who does not take part in a jump-off must always be placed behind a competitor who has been eliminated in the same jump-off.
5. Same Ownership. Whenever tied horses are under one ownership or management, the competitor may designate the order of placement.
6. Competitors who are tied for first place after the initial round(s) will jump off. Any competitors that compete in the jump off and are still tied for any placing (i.e. 1st, 2nd, 3rd, etc.) shall remain tied unless otherwise stated in the prize list. Prize money and Championship points shall be combined and divided equally among the tied competitors.
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7. Competitors who are tied for other than first place in all Jumper sections may either remain tied, the prize money being divided equally among them, or be placed according to the time taken to complete the course. The method of breaking ties must be stated in the prize list and on the judge(s)' cards. If the competitors remain tied, riders must toss a coin for the ribbons, unless management chooses to provide additional ribbons. If points are awarded, points should be added and divided equally among the competitors. A judge or steward must conduct the breaking of ties when they are to be determined by the tossing of a coin.
8. In Junior Jumper classes, when at least 50% of the jumps have been raised to the maximum height and spread and a tie for first place has not been broken after the competitors have jumped the course at this height, the contenders are declared tied. In Puissance and Six Bar classes if competitors remain tied after the second attempt to clear a particular height, they remain tied and are placed equal first.

JP142 Violations.

1. Course Requirements. In cases in which Federation course requirements have not been met and the violation has not been observed and corrected prior to the first competitor's performance, the class must be completed without altering the course, and the result stands for purposes of the Competition Championship. (Federation stewards are required to

specify all such classes in their steward's reports, having first verified the violation and apprised the competition secretary of it.)

2. Scoring Irregularities. Rules violations, such as judges' or time-keepers' incorrect application of class conditions, etc., should immediately be reviewed by a committee consisting of the judges, Federation steward, a representative of the competition committee and the exhibitors directly concerned, and every effort should be made to find a mutually satisfactory solution. Only when such efforts have failed should a protest or charge be lodged.

3. Use of Videotape. Judge(s) may, at their discretion, view videotape of all or part of a class in order to verify decisions involving scoring. Upon review of such videotapes, provided it is within 24 hours of the completion of the class, such judge(s) may make corrections to the placing of the event.

SUBCHAPTER JP-7. JUMPING FAULTS AND SCORING TABLES.

JP143 Table of Jumping Faults.

1. Knockdown of obstacle or standard with any portion of horse, rider or equipment, when jumping an obstacle, one or more feet in the water or on the marking strip of a water jump, or knockdown of rail placed over a water obstacle	4 Faults
2. Knockdown of automatic timing equipment, other designated markers on start and finish lines, or flags standing alone marking the limits of banks, ditches and water jumps	4 Faults
3. First disobedience anywhere on course	4 Faults
4. Second cumulative disobedience anywhere on course	
a. in all classes conducted at Level 5 or higher	Elimination
b. in classes conducted at Level 4 or below	4 Faults
5. Third cumulative disobedience anywhere on course in classes conducted at Level 4 or below	Elimination
6. Exceeding Time Allowed (for each commenced second over the Time Allowed)	1 Fault
7. A horse resisting for 45 consecutive seconds	Elimination
8. Taking more than 45 seconds to jump the first obstacle after the time of the round has begun	Elimination
9. Taking more than 45 seconds to jump the next obstacle on course	Elimination

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[For all competitions conducted under FEI scoring, time faults will be assessed at the rate of 1 fault for each commenced four (4) seconds over the Time Allowed for all rounds except final jump-offs. Jump-offs will continue to be assessed at 1 fault per commenced second]

10. Fall of horse and/or rider (except Fault and Out Classes and other classes with special rules)	Elimination
11. Jumping an obstacle before it is reset, or without waiting for signal to proceed	Elimination
12. Starting before judge's signal to proceed	Elimination
13. Failure to cross the start line within 45 seconds, in classes (or phases of a class) where time is not being recorded	Elimination
14. Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not	Elimination
15. Off course	Elimination
16. Leaving the enclosure of a closed obstacle incorrectly	Elimination
17. Rider and/or horse leaving the arena before finishing the course	
a. (Penalized at any time the horse is in the ring)	Elimination
18. Any competitor at the end of his/her round who does not leave the arena through the designed gate (e.g. jumping out of the arena)	Elimination
19. Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena.)	Elimination

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JP144 TABLE I—TOUCH CLASSES. BOD 1/15/06 EFFECTIVE 1/15/06

1. *General: The first class in any Table 1 section must be scored under Table 1(d). In the first round under this table, time is not scored or applied, except as noted in JP143 (g), and (m).*
2. *Table 1(a) - In the first round time is not scored or applied, except as noted in JP143 (g), and (m). Faults and eliminations are scored as noted in JP144.6 below. In case of equality of faults in the first round, there is a jump-off for first place only. Touches do not count in the jump-off, faults and penalties count per JP143, and the time taken to complete the course decides between any competitors with clean rounds or equal faults.*
3. *Table 1(b) is run using a second method for the jump-off: If a competitor has gone clean in the first round, he remains in the ring and upon an audible signal, commences the jump-off course as delineated in JP145 Table II Sec 2(b). If there are no initial clean rounds and a tie exists for first place, a jump-off is held.*
4. *Table 1(c) employs a third method for the jump-off: If a competitor has gone clean in the first round, he commences the jump-off course immediately upon crossing the finish line as delineated in JP145 Table II Sec 2(c). If there are no initial clean rounds and a tie exists for first place, a jump-off is held.*
5. *Table 1(d) -- This is the traditional Table 1 class. Scored only on jumping faults. Time does not apply for any purpose except as noted in JP143 (g), and (m). In the event of equality of faults for first place, successive jump-offs will be held.*
6. *Penalties for the touch rounds of Table I classes:*
 - a. *Touch of obstacle or ground line with any portion of horse's body behind stifle 1/2 Fault*
 - b. *Touch of obstacle or ground line with any portion of horse's body in front of stifle, or with any part of rider or equipment 1 Fault*
 - c. *Touch of standard or wing in jumping obstacle with any part of horse, rider or equipment 1 Fault*
 - d. *Touch of flag, automatic timing equipment or other designated markers on start or finish lines, or flags standing alone marking the limits of banks, ditches and water jumps, with any part of horse, rider or equipment during the round. Note: At a brush obstacle, touching the brush alone without touching the framework, standards or pole, is not scored. 1 Fault*

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JP145 TABLE II—Classes scored on Faults and Time.

1. **Clear Round (Table II) -** The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults remain equal.
2. **Time First Round (Table II, Sec. 1)—**The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults are classified according to their time taken to complete the course. (Note: it is recommended that Table II Sec. 1 be conducted over a Table II course rather than a Table III course.)
3. **Time first jump-off**
 - a. **Table II, Sec. 2 (a)—**The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.
 - b. **Table II, Sec. 2 (b)—**The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule as per JP134.2. A competi-

tor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table.

(1) Table II, Sec. 2 (a/b)—At management's discretion, each exhibitor may have the option of taking part in the jump-off at the completion of their round as in 2(b), or after all exhibitors have completed their first round

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

d. Table II Sec.2(d)—Time first jump-off with designated number of competitors to jump-off. The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed, if any. Following the first round a pre-determined number of competitors based on faults and time (from 6 to 16 but in no case more than the number of places to be awarded, the exact number to be indicated in the prize list), will compete in one timed jump-off round in which time will decide in the event of equality of faults from both rounds. The order of go for the jump-off round will be reverse order of scores (faults and time) from the first round. Adjustment of this order, in the case of one rider qualifying multiple horses, may be allowed at management's discretion.

4. Time Second Jump-off (Table II, Sec. 3)—The first round, first jump-off and second jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round and first jump-off, if any, there will be a second jump-off for first place only in which time will decide in the event of equality of faults.

5. Fault and Out (Table II, Sec. 4)—These competitions are timed and take place over medium sized single obstacles (combinations are not permitted). The competitor's round finishes with the first fault incurred under Table II. Points are awarded instead of faults, two points being awarded for each obstacle jumped cleanly and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points.

a. **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.** If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the rider is credited with obstacles cleared.

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b. When an obstacle is knocked down or the Time Allowed, if there is one, has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.

c. When a fault constitutes a disobedience or fall, or when the rider is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.

d. Fault and Out classes can be conducted in **one of** two ways; which must be designated on the course plan as **either**:

(1) Once Around, in which case the maximum number of obstacles to be jumped is fixed, and the clock is stopped when the competitor crosses the finish line, or

(2) With a Fixed Time Allowed which must not be set at less than 50 seconds, nor more than 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, he starts around the course again but is not required to go back through the start markers.

BOD 1/14/07 Effective 4/1/07

JP146 TABLE II—Classes scored on Faults Only.

Time does not apply for any purpose except as provided for in j) and p) of the Table of Faults.

1. Knock Down and Out (Table II, Sec. 5) The winner to be the competitor clearing the most obstacles without a fault. *BOD 1/15/06 Effective 12/1/06*
2. Puissance (Table II, Sec. 6). 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 (4' 7") in height, two obstacles from 1.60 m (5' 3") to 1.70 m (5' 6") and one wall or vertical obstacle, which may vary from 1.70 m (5' 6") to 1.80 m (5' 9") 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 (12") offset at the base).
 - a. A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.
 - b. 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.
 - c. 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 competitors equal for first place have not been penalized in the preceding round. *BOD 1/15/06 Effective 12/1/06*
3. Six Bars (Table II, Sec. 7) This is a test of power and skill outside the category of doubles, trebles or multiples. Six obstacles are placed in a straight line with a distance of about 24' or 36' between each of them. *BOD 1/15/06 Effective 12/1/06*
 - a. If the size of the arena or other conditions warrant it, the number of obstacles may be reduced to five.
 - b. The obstacles are of identical construction and type.
 - c. At the choice of management, the obstacles may be either: a) all the same height, such as 4'0"; or b) at progressive heights, such as 3'9", 4'0", 4'3", 4'6", 4'9", 5'0", or 3'9", 4'0", 4'0", 4'3", 4'3", 4'6".
 - d. If the competitor knocks down any of the obstacles, he does not stop but must continue the course. If the horse refuses or runs out, the rider must resume the course at the obstacle at which the fault occurred and is permitted to make his approach from outside the space between the two obstacles, thus jumping the fence at an angle.
 - e. Only those without fault in the preceding round are entitled to take part in the next round. If there are not sufficient clean rounds for the placement, ties are broken as provided in JP141.6.

JP147 TABLE III—Faults Converted Into Seconds. *BOD 1/15/06 Effective 12/1/06*

1. Faults incurred when jumping an obstacle, for knocking down a boundary flag, for putting one or more feet in the water or on the marking lath are penalized by adding four seconds for each occurrence.
2. A Time Limit of 120 seconds will be automatically applied. (180 seconds for courses over 600m.) *Seconds added due to jumping faults do not count towards the 120 or 180 second time limit determination.* *BOD 1/14/07 Effective 4/1/07*
3. The first disobedience is penalized automatically by the extra time taken. Causes of elimination in Table of Jumping Faults g) through p) apply.

JP148 TABLE IV—Optimum Time Classes. *BOD 1/15/06 Effective 12/1/06*

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

1. Optimum Time in First Round (Table IV Sec. 1)—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. Table IV Sec. 2 (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. Table IV Sec. 2 (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 clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. 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, a jump-off, scored as described above, will take place among those tied for first place.
- c. Table IV Sec. 2 (c)—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 any [Note: The use of a time allowed is optional in the initial round.]. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off, with time starting as the horse crosses the finish line for the initial course. 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, a jump-off, scored as described above, will take place among those tied for first place.

JP149 Special Classes.

1. Top Score/Gambler’s Choice Competition (FEI Rules for Jumping Art. 270)
 - a. 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. The obstacles must be built so that they can be jumped in both directions.
 - b. 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.
 - c. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.
 - d. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He 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.
 - e. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.
 - f. If the fixed time is reached at the moment when the horse is already taking off (*front hooves off the ground*), this obstacle counts if it is correctly jumped.
BOD 1/14/07 Effective 4/1/07
 - g. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.
 - h. 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 for the third time or

- of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.
- i. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless he is placed according to the points obtained up to the moment of his fall disregarding the time.
 - j. The competitor 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 starting line and the finishing line 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.
 - k. An obstacle may be provided in 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 competitor.
 - l. If by ringing the bell, a joker is required to be jumped within twenty seconds after the fixed time has expired and after the competitor has crossed the finishing line, only one attempt is allowed.
2. Take Your Own Line. This competition takes place over a course of about ten obstacles *scored under Table 2 or 3 as stated in the prize list*. After crossing the start line, the competitor must jump each obstacle in either direction, in any order and cross the finish line. *BOD 1/14/07 Effective 4/1/07*
 - a. If a competitor incurs a refusal, he may proceed to another obstacle. However, if the standard or flag is knocked down or displaced, the judge gives an audible signal, the clock is stopped and four seconds added. The competitor then must return to position from which, in the opinion of the judge, he may re-jump the obstacle dislodged. Upon signal to proceed, the competitor may continue his round, re-attempting the obstacle refused or any other obstacle on the course not previously jumped.
 - b. A first refusal is penalized only by time. The second refusal incurs elimination. *(Exception, see JP143.1d and .1e) BOD 1/15/06 Effective 12/1/06*
 3. High Jump. Conducted over a single obstacle, starting at approximately 4'6" or 5'. A double set of wings or their equivalent must be used.
 - a. Each competitor is allowed three attempts to clear a particular height and receives three points for clearing it at the first attempt, two for the second and one for the third. Points are cumulative from start to finish of class. Failure on the third attempt eliminates.
 - b. Winner is the competitor clearing the greatest height, or an equal height with a greater number of points.
 - c. A practice obstacle, which is not scored, may be jumped before each attempt. If all competitors are brought into the ring before the start of the class and held there during class, a start mark must be established at an appropriate distance from the obstacle.
 4. Match Race. This is a competition between pairs of competitors, each rider competing with only one horse. The two competitors jump identical courses successively or simultaneously. Unless otherwise specified in the prize list, the obstacles may be increased in height and/or spread during the successive rounds. The start should not directly face the first obstacle. (Note: in this competition, no time out is taken in the case of an obstacle dislodged as a result of a refusal; competitors need not jump the fence at which they incurred a refusal.) The winners of each round go forward to compete in pairs in the next round and so on until the two finalists meet to decide the winner. Refusals and knockdowns incur four faults. If at the end of a round, there is absolute equality between two competitors, they must jump the round again.
 5. Rotating Pair Relay. This competition is for teams of two. A horse can only compete once in this class, but a rider may compete on more than one horse. The entire course must be jumped twice in the correct order by either competitor. The competitor who crosses the start line must jump the first obstacle and the competitor who jumps the last obstacle must cross the finish line. *BOD 1/15/06 Effective 12/1/06*
 - a. One change is mandatory. Competitors may change over as often as they wish. A change is obligatory whenever a fault is incurred. A fault is indicated by an audible signal at which time the other competitor continues the course from the next obstacle. In the event of a disobedience, the other competitor must first jump the obstacle which has not been jumped by his partner and then continue the course.

b. Faults incurred are penalized by adding four seconds for each occurrence to the time of the round. The first two disobediences are penalized only by time, the third disobedience incurs elimination. Should a competitor jump an obstacle before his partner has landed over preceding obstacle, the pair will be eliminated.

c. The fastest overall time wins. In case of a tie for first place only, there will be a compulsory jump-off over a shortened course.

6. Other Relays—See the FEI Rules for Jumper Events.

JP150 Classes Offering \$25,000 or more in prize money.

1. Specifications. Once the specifications for a class have been approved by the Federation and printed in the prize list, the class conditions may not be changed. Any alterations made to the specifications listed below **MUST** be noted in the Steward's Report.

2. Officials.

a. Course Designer. A Federation Registered ('R') Course Designer must be used. (See Chapter GR10, Subchapter 10-J and GR1206.1)

b. Judges. For classes offering \$25,000 or more in prize money a total of two Federation licensed "R" judges are required, one of whom will act as official timer. The third judge is necessary if an open water jump is used; this can be a "r" judge. In addition, two timers in the field with stop watches are required. A Registered steward or Registered Jumper judge must be appointed to supervise schooling before and during the competition. (Note: A timer technician may also be utilized as per JP106.2; however one of the two 'R' judges must be responsible for the official time recorded for each entry.)

c. Schooling Supervision. *See JP103. BOD 1/15/06 Effective 12/1/06*

3. Qualifying Class. If a qualifying class is held for a class offering \$25,000 or more, it must be held under the same schooling and equipment rules.

4. Cross Entries. Management may restrict cross entries if it is so stated in the prize list.

5. Prize Money. Prize money must be distributed as follows: 30% for 1st, 22% for 2nd, 13% for 3rd, 8% for 4th, 6% for 5th, 5% for 6th, 4% for 7th, 3% for 8th and 9th, 2% for 10th, 11th, and 12th place.

6. Entry Fees. Entry fee may not exceed 3% of the prize money. Further, when a Class Nominating Fee or a Starting or Declaration Fee is charged for entry into the class, the Total amount assessed including all entry or other fees (for any entry received by the closing date(s) and time(s) designated in the prize list) may not exceed 3% of the prize money.

7. Tack and Equipment. Only running martingales, used in the conventional manner, are permitted. Standing martingales, draw reins or restricted running martingales are prohibited.

8. Attire. (See GR318.2, JP111.5 and .6)

9. Schooling. In order to compete, horse may not be schooled over off-sets for a twenty-four hour period prior to the scheduled start of the class, or while schooling during the class.

a. All horses competing must be on the grounds for the twenty-four hour period prior to the scheduled start of the class.

10. Open Classes of \$25,000 or more.

a. Standard. Classes utilizing a jump-off must be offered and held at the "Regional", the "National" or the "International" Standard. The prize list and the official results must clearly indicate the Standard for any such class. Should a prize list fail to indicate at what Standard the class is to be conducted, the correct information must be posted prominently at the competition office prior to the closing of declarations, and both the Steward's Report and the Official Results must clearly indicate Regional, National or International Standard. Should this requirement not have been met, the competition results shall be recorded as though the class had been conducted at the Regional Standard. *BOD 1/15/06 Effective 12/1/06*

11. Junior, Amateur/Owner, Amateur, or Young Rider Classes offering \$25,000 or more **must be held at a minimum of the Regional Standard.** *BOD 1/15/06 Effective 12/1/06*

JP151 FEI Classes and Classes not Covered Under these Rules.

1. Other variations of the classes outlined in Subchapter JP-4 may be offered upon application to and approval of the Jumper Committee. (See JP151 for requirements for all classes offering \$25,000 or more in prize money.)

2. Two or More Phase Competitions. In Two or More Phase Competitions, cumulative scores must be used to determine the winners.

3. FEI Classes. Classes not included in Subchapter JP-7 may be offered such as those specified in the FEI Rules for Jumper Events (Relay, Accumulator, etc.). Any jumper class may also be run in accordance with FEI rules if management so specifies in the prize list. In either case, management must clearly state in the prize list what FEI Jumper Article applies, whether FEI or Federation equipment and/or schooling rules will be in effect and the starting time of enforcement.

4. Qualifying for Non-Senior FEI Continental and National Championships. All qualifying criteria must be objective and strive to ensure a fair and level playing field. The goal of the criteria will be to ensure that all riders who qualify under the criteria are capable of competing at the level of difficulty required by the specific championship. All qualifying criteria must be approved by the USEF National Jumper Committee and the USEF Executive Committee and be made publicly available prior to the start of qualifying. If qualifying is based on a time period, the resulting standings of competitors must be made publicly available throughout the qualifying time period. If the Championship will be comprised of teams based geographically by Zone, in addition to the above, the criteria for each Zone must be comparable in level of difficulty and if trials are used, must be evenly dispersed throughout the zone. USEF has the authority to combine individuals to form a team from Zones with an insufficient number of competitors to constitute a team.

a. FEI North American Championships Qualifying criteria must be submitted in writing by each Jumper Region to the National Jumper Committee no later than June 15 of the year prior.

b. National Junior Jumper Championships. Qualifying criteria for the National Junior Jumper Championships must be submitted in writing to the National Jumper Committee no later than July 15 of the year prior. If no changes are submitted, the qualifying criteria will automatically be based on Junior Jumper classes held at Level Six or above between September 1 and August 31. Points will be awarded per GR919.3

c. Pony Jumper National Championships Qualifying criteria for the Pony Jumper National Championships must be submitted in writing to the National Jumper Committee no later than May 15 of the year prior to the date of the championship. If no changes are submitted, the qualifying criteria will automatically be based on Pony Jumper classes held at Level 2 or above between June 2 and June 1.

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**TIME ALLOWED IN SECONDS
(AT VARIOUS SPEEDS)**

DISTANCE			TIME(SECONDS)					JUMP OFF
Yards	360 yds per min	Yards	NORMAL					400m (457 yds) per min
			Meters	300m (328 yds) per min	325m (355 yds) per min	350m (382 yds) per min	375m (410 yds) per min	
250	41.6	273	250	50.0	46.1	42.9	40.0	37.5
260	43.3	284	260	52.0	48.1	44.6	41.6	39.0
270	45.0	295	270	54.0	50.0	46.3	43.2	40.5
280	46.6	306	280	56.0	51.8	48.0	44.8	42.0
290	48.3	317	290	58.0	53.7	49.7	46.4	43.5
300	50.0	328	300	60.0	55.5	51.4	48.0	45.0
310	51.6	339	310	62.0	57.4	53.1	49.6	46.5
320	53.3	350	320	64.0	59.2	54.9	51.2	48.0
330	55.0	361	330	66.0	61.1	56.6	52.8	49.5
340	56.6	372	340	68.0	62.9	58.3	54.4	51.0
350	58.3	383	350	70.0	64.8	60.0	56.0	52.5
360	60.0	394	360	72.0	66.6	61.7	57.6	54.0
370	61.6	405	370	74.0	68.5	63.4	59.2	55.5
380	63.3	416	380	76.0	70.3	65.1	60.8	57.0
390	65.0	427	390	78.0	72.2	66.9	62.4	58.5
400	66.6	437	400	80.0	74.0	68.6	64.0	60.0
410	68.3	448	410	82.0	75.9	70.3	65.6	61.5
420	70.0	459	420	84.0	77.7	72.0	67.2	63.0
430	71.6	470	430	86.0	79.6	73.7	68.8	64.5
440	73.3	481	440	88.0	81.4	75.4	70.4	66.0
450	75.0	492	450	90.0	83.3	77.1	72.0	67.5
460	76.6	503	460	92.0	85.1	78.9	73.6	69.0
470	78.3	514	470	94.0	87.0	80.6	75.2	70.5
480	80.0	525	480	96.0	88.8	82.3	76.8	72.0
490	81.6	536	490	98.0	90.7	84.0	78.4	73.5
500	83.3	547	500	100.0	92.5	85.7	80.8	75.0
510	85.5	558	510	102.0	94.4	87.4	81.6	76.5
520	86.6	569	520	104.0	96.2	89.1	83.2	78.0
530	88.3	580	530	106.0	98.1	90.9	84.8	79.5
540	90.0	591	540	108.0	100.0	92.6	86.4	81.0
550	91.6	601	550	110.0	101.8	94.3	88.0	82.5
560	93.3	612	560	112.0	103.7	96.0	89.6	84.0
570	95.0	623	570	114.0	105.5	97.7	91.2	85.5
580	96.6	634	580	116.0	107.4	99.4	92.8	87.0
590	98.3	645	590	118.0	109.2	101.1	94.4	88.5
600	100.0	656	600	120.0	111.1	102.9	96.0	90.0
610	101.6	667	610	122.0	112.9	104.6	97.6	91.5
620	103.3	678	620	124.0	114.8	106.3	99.2	93.0
630	105.0	689	630	126.0	116.6	108.0	100.8	94.5
640	106.6	700	640	128.0	118.5	109.7	102.4	96.0

FOR LESS THAN 10 METER/YARD INTERVALS, SEE BELOW

**TIME ALLOWED
FOR LESS THAN METER/YARD INTERVALS**

360 yds per min	YARDS	328 yds per min	365 yds per min	382 yds per min	400 yds per min	475 yds per min	METERS	300m per min	325m per min	360m per min	375m per min	400m per min
0.2	1	0.2	0.2	0.2	0.2	0.1	1	0.2	0.2	0.2	0.2	0.2
0.4	2	0.4	0.3	0.3	0.3	0.3	2	0.4	0.4	0.3	0.3	0.3
0.5	3	0.5	0.5	0.5	0.4	0.4	3	0.6	0.6	0.5	0.5	0.4
0.7	4	0.7	0.7	0.6	0.6	0.6	4	0.8	0.8	0.7	0.7	0.6
0.8	5	0.9	0.9	0.8	0.7	0.7	5	1.0	0.9	0.8	0.8	0.7
1.0	6	1.1	1.0	0.9	0.9	0.9	6	1.2	1.1	1.0	1.0	1.0
1.2	7	1.3	1.2	1.1	1.0	1.0	7	1.4	1.3	1.2	1.1	1.0
1.3	8	1.5	1.4	1.3	1.2	1.1	8	1.6	1.5	1.5	1.3	1.2
1.5	9	1.6	1.5	1.4	1.3	1.2	9	1.8	1.7	1.5	1.4	1.3

APPENDIX A

USEF AND FEI JUMPER SCHOOLING RULES *BOD 1/14/07 Effective 4/1/07*

{FEI rules that differ are in brackets.}

1. All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
2. No one may hold a rail or touch a standard while it is being jumped.
3. If an item (blanket, cooler, etc.) is laid over the rail of an oxer it may be laid over the front rail. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails. *{FEI -- Nothing (i.e. coolers, blankets, or towels) may be laid over a jump.}*
4. Jumps in the schooling area may not exceed 5'3" (1.60 m) in height, 5'11" (1.80 m) in width. *{Additionally for FEI and Pony Jumpers -- Jumps in the schooling area may not exceed 10 cm (4") above the maximum specified height for the upcoming class.}*
5. Any jump 4'3" (1.30 m) or higher must have a minimum of 2 rails, in cups, on the take off side of the jump, regardless of whether a ground line is used. The lower rail must always be below 4'3" (1.30 m).
6. Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 3'3" (1 m) out. If a ground line is used on the landing side of a jump *{FEI - verticals only}* there must be one on the take off side, and it may not be any further out than the one on the take off side.
7. If a trot/canter/placement rail is used, the jump may not exceed 4'3" (1.30 m) in height and 4'3" (1.30 m) in width. If a rail is used on the take off side of a jump it may be no closer than 8'2" (2.50 m). If a rail is used on the landing side of a jump it may only be used at a vertical and it may be no closer than 9'10" (3 m). (Exception Pony Jumper) These distances are for fences set at 4' (1.25m) to 4'3" (1.3m).
8. If guide rails are used on the landing side of a jump the closest part of the rail must be a minimum of 9'10" (3 m) from the jump.
9. If a rail is placed on the lip of a cup it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset).
10. There may never be more rails on the back of an oxer than on the front of the same oxer. When two (2) rails are used on the back of an oxer, the lower rails on the front and back elements must be of equal height. If the oxer is flagged so that it may only be jumped in one direction and there are two or more poles on the back of an oxer, the lowest of the poles may be equal to, but no lower in height than the top pole of the front of the oxer. *{FEI - Only one rail is permitted on the back of an oxer.}*
11. A cross rail may only be made at a vertical either by itself or below a single rail lower than 4'3" (1.30 m), or if the overall jump is lower than 4'3" (1.30 m) at the front of an oxer, with a minimum distance between the rails of the cross rails of 4" (10 cm) and a maximum distance of 12" (30 cm).
12. Horses are not permitted to walk over cross or slant rails. Walk jumps may not exceed 12" (30cm), and may be built with one end of the rail resting on the ground. Ground lines are not permitted. While using a walk jump the competitor must approach and depart in a straight line. At no time may they turn the horse while walking over the rail.
13. No Swedish Oxers!

JP-JUMPER

14. If a liverpool is supplied and used at a vertical; the front of the liverpool may not be behind the front plane of the jump. Also, the back of the liverpool may not exceed the front plane of the jump. If used at an oxer; the front of the liverpool may not be more than 3'3" (1 m) in front of the jump.

15. If a water jump is available it may only be used in one of the following manners; with take-off box only; with take-off box and a vertical jump with a single rail placed not past the center of water jump not to exceed 3'3" (1m) in height; no take-off box with a vertical jump with 2 rails placed not past the center of the water jump not to exceed 4'3" (1.30 m) in height.

16. If space and available fence material allows and safety conditions permit, combinations may be built using correct distances. Bounce jumps may only be used with verticals and may not exceed 3'9" (1.15m) in height.

17. At management's discretion (and if local laws allow) bamboo offsets may be permitted in designated schooling areas only. Manual poling is not permitted. *{FEI - No poling or offsets allowed.}*

18. Riders are fully responsible for any jump taken by their horse.

19. Any action deemed not in the best interest of the horse will not be allowed.

20. {FEI -- Only material provided or previously approved by the organizing committee may be used, and must be available for all competitors to use while warming up.}

21. {FEI -- Fences must be flagged and jumped in the proper direction. Unless permission is granted by the Chief Steward, flags may not be interchanged.}

TAPING/MARKING SCHOOLING FENCES

Fences should be taped at two points. 1) At the 4'3" (1.30 m) mark, so when a rail is placed above the tape the competitor knows that he/she needs a second rail. 2) At the 5'3" (1.60 m) mark, so competitors know that they are not permitted to build higher than that point.