



## Hong Kong Equestrian Federation

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Office: HKJC Shatin Racecourse, 8/F Central Complex, Shatin, New Territories, Hong Kong

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# HKEF Jumping Rules

**Effective 1 September 2022**



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### Preamble

The HKEF Jumping Rules 2022 are extracted from the following Articles of the FEI Jumping Rules 27th edition, effective 1 January 2022 with necessary up-to-date amendments:

- \* 201 to 248;
- \* 256 to 258;
- \* 260 to 263;
- \* 265 to 279;
- \* Annex II, III and VII

They must be read in conjunction with the HKEF General Rules and are effective for all HKEF affiliated shows. Every eventuality cannot be provided for in the HKEF Jumping Rules.

In any unforeseen or exceptional circumstances, it is the duty of the President of Ground Jury in consultation of the Show Organiser to make a decision in a sporting spirit, by approaching as near as possible the intention of the HKEF Jumping Rules and of the HKEF General Rules. Should there remain any omissions in the HKEF Jumping Rules, such omission shall be interpreted in a manner compatible to the fullest extent with the other provisions of the HKEF Jumping Rules and sporting spirit. For the sake of brevity these regulations use the masculine form; this is to be interpreted to include both genders.

All FEI Jumping Competitions will be run entirely according to the relevant FEI Rules and Regulations in effect.



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### **PREAMBLE**

Although these Jumping Rules (hereinafter JRs) set out the detailed rules of the FEI for international Jumping Events, they must be read in conjunction with the FEI Statutes, the FEI General Regulations (GRs), the FEI Veterinary Regulations (VRs), and all other FEI Rules and Regulations. Articles of the other FEI Rules and Regulations that may be cross-referenced in the JRs are as follows

- (i) 1 – 99 refer to Articles of the FEI Statutes;
- (ii) 100-199 refer to Articles of the FEI GRs;
- (iii) 200-299 refer to Articles of these JRs;
- (iv) 300-399 refer to Articles of the Rules for Jumping Championships and Games;
- (v) 1000-1099 refer to Articles of the FEI VRs.

Every eventuality cannot be provided for in these JRs. In any unforeseen or exceptional circumstances, it is the duty of the appropriate person or body to make a decision in a sporting spirit, by approaching as near as possible the intention of the JRs and of the GRs. Should there remain any omissions in the JRss, such omission shall be interpreted in a manner compatible to the fullest extent with the other provisions of these JRs, other rules and regulations of the FEI, and sporting spirit.

For the sake of brevity these regulations use the masculine form; this is to be interpreted to include both genders. Terms with a capitalized first letter are defined in the Glossary of the JRs, in the GRs or in the Statutes.



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### THE FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

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

#### 1. General Welfare:

##### a) Good Horse management

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

##### b) Training methods

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

##### c) Farriery and tack

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

##### d) Transport

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

##### e) Transit

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

#### 2. Fitness to compete:

##### a) Fitness and competence

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

##### b) Health status

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

##### c) Doping and Medication

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



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### d) Surgical procedures

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

### e) Pregnant/recently foaled mares

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

### f) Misuse of aids

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

## 3. Events must not prejudice Horse welfare:

### a) Competition areas

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

### b) Ground surfaces

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

### c) Extreme weather

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

### d) Stabling at Events

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

## 4. Humane treatment of horses:

### a) Veterinary treatment

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

### b) Referral centres

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

### c) Competition injuries

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





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### d) Euthanasia

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

### e) Retirement

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

## 5. Education:

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

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



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### CHAPTER I INTRODUCTION

#### ARTICLE 200 GENERAL

1. A Jumping Competition is one in which the combination of Horse and Athlete is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the Horse's freedom, its energy, its skill, its speed and its obedience in Jumping and the Athlete's horsemanship. It is essential that strict and detailed JRs are established to regulate Competitions.
2. If an Athlete makes certain Faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. he/she incurs Penalties. The winner of the Competition is the Athlete who incurs the least number of Penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of Competition.
3. Variety in Jumping Competitions is encouraged. Therefore, while the JRs are intended to standardise the rules and regulations which apply to Jumping Competitions, they are not intended to standardise the nature of the Competitions since variety provides a precious element of interest for Athletes and spectators alike.
4. Other Competitions may be authorised by the Jumping Director in consultation with the Chair of the Jumping Committee, provided their conditions comply with the requirements set forth in the GRs and in the JRs. Detailed conditions of each Competition must be set out clearly in the Schedule and in the programme of the Event. OCs are not permitted to organise Competitions unless the FEI has approved the conditions according to which these Competitions may be run. The conditions according to which these Competitions may be run must be approved by the FEI in writing.
5. Competitions must be fair for all Athletes. To achieve this objective, the use of all technical assistance available including but not limited to official video recordings is permitted to assist FEI Officials in carrying out their responsibilities under FEI Rules & Regulations. For official video recordings to be accepted under the FEI Rules & Regulations, they must be presented to the President of the Ground Jury within 30 minutes after the official results are announced. An official video recording is considered to be a recording made by the designated host broadcaster and/or any other accredited broadcaster and/or a designated official video recording company as named by the OC and/or the FEI prior to the Event in question). Videos recorded by any other entity are not acceptable under any circumstances. A review of the video recording is solely at the discretion of the President of the Ground Jury. If the Ground Jury relies on video evidence to alter the outcome of any Competition after the results have been communicated, such a video recording must contain irrefutable evidence that the original ruling or decision was incorrect. A video recording may never be used to establish the time of an Athlete's round (see JRs Art. 229.5). The use of a video shall always be within the confines of the applicable rules and must never by its usage alter the rules currently in effect. With reference to the water jump the decision of the water jump judge is final. (see JRs Art. 211.8)



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### 6. Expenses

#### 6.1 Chefs d'Equipe, Team Veterinarians, Athletes, Grooms and Horses

6.1.1 OCs of World and Continental Championships for Seniors are responsible for meeting the costs for accommodation and meals from one day before the Horse inspection until one day after the Event and for travelling Expenses of Chefs d'Equipe, team Veterinarians, Athletes and Horses belonging to the official Teams and of their grooms, from the frontier of the host NF's country, or the point of arrival in the host NF's country, to the place of the Event, including the cost of loading on and unloading from a ship or aircraft, of quarantine as well as customs duties in the host NF's country. The same applies for the return journey.

6.1.2 OCs of CSIOs are responsible for meeting the costs for accommodation and meals from one day before the first official Competition until one day after the Event for Chefs d'Equipe, Athletes and Horses belonging to the official teams and of their grooms. Reimbursement of travelling expenses is not obligatory for CSIOs. At the discretion of the OC, the same conditions as above may be offered, in whole or in part, to any individual Athletes entered in addition to the official teams at CSIOs.

6.1.3 OCs of CSIOs are responsible for meeting the costs for meals from one day before the first official Competition until one day after the Event for Team Veterinarians.

6.1.4 OCs are under no obligation to meet any of these expenses beyond the time limits published in the Schedule, or to meet any travelling or accommodation expenses of any other persons who may be associated with the official Teams.

6.1.5 If not otherwise specified in the FEI Rules and Regulations, the scale of expenses for the travel and accommodation of Athletes and grooms and the stabling and fodder for the Horses must be published in the Schedule and must cover the reasonable cost of accommodation and meals.

#### 6.2 Expenses for Officials

6.2.1 The OCs shall meet the travelling, accommodation and meals Expenses of all Officials as follows:

##### 6.2.1.1 Reimbursement of Travel Costs

Officials should be offered a convenient travel solution, where total travel time and number of stops are minimised. Proposed travel plans must be submitted to the Official for approval before bookings are made. For non-stop flights with a duration of six or more hours, Business Class must be offered. In any case individual air travel arrangement can be made between the OC and the Official, e.g. a higher per diem for travelling Economy Class.

##### 6.2.1.2 Transportation

Suitable arrangements for airport and hotel transportation should be made in advance with the Official. Transportation to and from the home airport and parking expenses at the home airport must be reimbursed by the OC. If



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transportation is not provided by the OC from the arrival airport/station to the hotel/venue, all costs incurred will be reimbursed to the Official.

### 6.2.1.3 Meals

Two proper meals a day (in addition to breakfast) must be provided to all Officials during the period of the Event. If the OC fails to provide these, the Official will be entitled to an additional daily allowance of EUR 25.- per meal.

### 6.2.1.4 Accommodation

This should be provided in a minimum 3\* hotel and include breakfast. Officials shall not be required to share a room with another Official(s).

### 6.2.1.5 Per Diem (Daily Allowance) for all Officials except the Technical Delegate

A per diem allowance of minimum 120 Euros per day per Official must be offered to all FEI Officials during the period of the Event. This remuneration for miscellaneous costs is to be provided net after relevant taxes being borne by the OC. A per diem will be paid in addition for a maximum total of one travel day if the Official's travel day(s) is/are different from the officiating days.

### 6.2.1.6 Per Diem (Daily Allowance) for the Technical Delegate

A per diem allowance of minimum 300 Euros per day must be offered to the FEI appointed Technical Delegate for FEI Jumping Events and Championships during the period of the Event and during the Technical Delegate's preliminary visit(s) to the venue (not applicable for multi-sports Games). This remuneration for miscellaneous costs is to be provided net after relevant taxes being borne by the OC. A per diem will be paid in addition for a maximum total of one travel day if the Official's travel day(s) is/are different from the officiating days.

6.2.2 FEI appointed Officials whose travel Expenses are to be paid by the OC shall be appointed with the agreement of the OC.

6.3 For expenses at other FEI Championships, FEI World Cup™ Finals, FEI Nations Cup™ Finals and Olympic Games see the specific rules for these Events. Expenses at Regional Championships and Regional Games are left to the discretion of the OC.

7. If the FEI has reason to suspect that an OC will not be able to meet its financial obligations, the NF concerned will be authorised to require that Event to be secured by financial guarantees such as a bank guarantee or through an escrow account. Information will be included in the Event Schedule to indicate whether the Event has such financial guarantees or not. If the FEI is aware of an Event that is likely to default on payment of prize money, the Athletes will be informed through their NF. If in spite of all precautions taken an OC fails to meet its financial obligations to the FEI and Athletes, it will not be permitted to organise another Event until all outstanding debts have been settled; furthermore the total prize money foreseen for the next event that OC wishes to organise must be secured ahead of time in an account jointly held by the OC and the NF.



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### 8. Calendar (See also GRs Art. 112)

For the avoidance of doubt, all references to CSI5\* and CSIO5\* Events in the paragraphs below (Art. 200.8) include CSI5\*- W and CSIO5\*-W Events.

The dates of all CSI5\* and CSIO5\* Events shall be approved by the FEI Secretary General two years prior to the year in which the Event is to take place; the dates of all other higher level Events (all Events except for those listed as CIMs in GRs Appendix E), shall be approved by the Secretary General the year prior to the year in which the Event is to take place.

Consequently, the following deadlines apply in relation to Events to be inserted in the FEI calendar:

- Applications for all CSI5\* and CSIO5\* Events must be received by the FEI Secretary General by 1 October two years prior to the year in which the Event takes place.
- Applications for the dates of all other higher level Events (Events that are not listed as CIMs in GRs Appendix E) must be received by the FEI Secretary General by 1 October the year prior to the year in which the Event takes place.
- Applications or modifications for higher level Events that arrive after the above deadlines are considered as late date applications or modifications and may only be considered by the FEI if received at least 12 weeks prior to the start of the Event.
- Applications or modifications for CIMs must reach the FEI Secretary General no later than four weeks prior to the start of the Event.

For late date applications and/or modifications of Events please refer to the provisions of GRs Art. 112.7.

CSI5\* and CSIO5\* Events are not permitted to clash with FEI World Cup™ Western European League Events unless the OCs involved are in agreement; CSI5\* and CSIO5\* Events are not permitted to clash with the FEI World Cup™ Jumping Final or with the FEI Nations Cup™ Jumping Final. Events that are part of a Series may not clash or overlap with the FEI World Cup™ Jumping Final.

From the Monday of the week preceding and all days during the World and Continental Jumping Championships for Seniors it is forbidden to host an FEI World Cup™ Competition, a CSI4\*, CSIO4\*, CSI5\* or a CSIO5\* on the same Continent as the Championship.

There shall be no FEI World Cup™ Competition (worldwide) 10 days prior to, all days during and seven days after the Jumping Events at the Olympic Games; there shall be no FEI World Cup™ Competition 10 days prior to, all days during and seven days after the Jumping Events at the Pan-American Games on the same continent.

From the Monday of the week preceding and all days during the Jumping Events at the World Equestrian Games and the Olympic Games and the FEI World Cup™ Jumping Final it is forbidden to host an FEI Nations Cup™ Jumping Event (worldwide).



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From the Monday of the week preceding and all days during the Continental Championship for Seniors it is forbidden to host an FEI Nations Cup™ Jumping Event on the same continent as the Championship.

From the Monday of the week preceding and all days during the Jumping Event of the Pan-American Games it is forbidden to host an FEI Nations Cup™ Jumping Event in the Americas.

From the Monday of the week preceding and all days during the Jumping Event of the Asian Games it is forbidden to host an FEI Nations Cup™ Jumping Event in Asia.

### 9. Stables

All Horses must be stabled in the official stables provided by the OC for the duration of the Event. In case the Horse(s) are moved to a different stable other than the official stables provided by the OC without the authorisation of the Ground Jury the Horse(s) will be disqualified from the Event.





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### CHAPTER II ARENAS AND SCHOOLING AREAS

#### ARTICLE 201 ARENA, SCHOOLING AREAS AND PRACTICE OBSTACLES

1. The arena must be enclosed. While a Horse is in the arena during a Competition, all entrances and exits must be physically closed.
2. An indoor Competition arena must have minimum size of 1'200 m<sup>2</sup> with a minimum width on the short side of 25 metres. An outdoor Competition arena must have a minimum size of 4'000 m<sup>2</sup> with a minimum width on the short side of 50 metres. An exception to this rule may be granted, where circumstances warrant, by the FEI Jumping Director in consultation with the Chair of the Jumping Committee.
3. The Schooling Areas

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

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

If the schooling area is situated in an area accessible to the public, for safety reasons a buffer zone of approximately one meter must be created around its perimeter to keep the public from direct contact with the horses.

#### 4. Practice Obstacles

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

- 4.1 Ground lines may be placed directly underneath the first part of an obstacle or up to one metre away on the take-off side. If there is a ground line on the take-off side of a vertical obstacle, a ground line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1.00 m. A ground line may never be used on the landing side of a spread obstacle.
- 4.2 Any obstacles 1.30 m or higher must have a minimum of two poles, on the take-off side of the obstacle, regardless of whether or not a ground line is used. The lower pole must always be below 1.30 m. One end of the lower pole of a practice obstacle must be in a cup. The other end may rest on the ground.
- 4.3 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However, there can be a horizontal top pole behind the crossed poles, which must be at least 20 centimetres higher than the centre of the crossed poles.



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- 4.4 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.
- 4.5 For Competitions where the maximum obstacle height is 1.40m or less, the obstacles in the practice arena may not exceed in height and width ten centimetres more than the actual maximum height and width of the obstacles of the Competition in progress. If the obstacle height of the Competition in progress is greater than 1.40 m, the obstacles in the practice arena may not exceed 1.60 m in height and 1.80 m in width.
- It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.
- 4.6 The OC may provide material to simulate a water ditch.
5. Schooling, Exercising, Gymnastics and Training
- 5.1. Athletes may train their Horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed 1.30 m in height. Athletes using such obstacles must not violate the rules against rapping (see JRs Art. 243.2.1). Training exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. For these exercises a maximum of three obstacles with a height not exceeding 1.00 m may be used; minimum distance between obstacles is 2.50 m, maximum distance is 3.00 m.
- Gymnastic/training exercises as described above are not permitted during the warm-up for a Competition.
- 5.2. Placing Poles: if there is enough space placing poles may be used and placed on the ground not closer than 2.50 m on the take-off side of a vertical obstacle not exceeding 1.30 m in height. A placing pole may be used on the landing side not closer than 2.50 m when the obstacle is jumped at the trot or three metres if at the canter. Any pole placed approximately six metres or more from an obstacle on either side or on both sides is not considered a placing pole and is therefore allowed to be used with both verticals and oxers.
- Poles on the ground as described above may not be used during the warm-up for a Competition.
- 5.3. Exercising and Training: whenever possible provision should be made for Athletes to exercise and train in the presence of a steward for several hours in the morning. Athletes may make minor changes to obstacles providing JRs Art. 201.4, 201.5 and 201.6 are not contravened, but should significant changes be made, it should be done with the permission of the Steward.
6. Combinations are permitted as long as there is enough space and if they are built with correct distances. The OC must provide the material.
- When training areas are crowded Athletes may only use single obstacles.
7. The schooling area(s) must always be supervised by a steward when in use.





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### ARTICLE 202 ACCESS TO THE ARENA AND PRACTICE OBSTACLE

1. Athletes on foot may only be admitted once to the arena before each Competition and this includes Competitions with jump- off(s). Entry into the arena will be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system. However, in Competitions over two rounds with different courses, Athletes may inspect the course before the second round.
2. The OC of an Event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.
3. If the schooling areas are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances, facultative or practice obstacles are not allowed in any Competition. In certain special competitions (including but not limited to the Six Bar or Puissance Competition) the Ground Jury may decide that the Athletes remaining in the Competition must stay in the arena after the first or second jump-off. In this case, the Ground Jury must allow a practice obstacle in the arena.
4. The practice obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60 m in spread or a vertical obstacle not exceeding 1.40 m in height, provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the Competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible Disqualification (see JRs Art. 242.2.3 and 240.2.6).

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

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

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

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

5. Athletes may not jump or attempt to jump any obstacle in the arena during a parade before the Competition. Failure to comply with this paragraph may incur Disqualification (see JRs Art. 242.2.4).



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

### ARTICLE 203 BELL

1. The bell is used to communicate with the Athletes. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:
  - 1.1 to give permission to the Athletes to enter the arena when the course is ready for their inspection (see JRs Art. 202.1) and to signal that the inspection time is over;
  - 1.2 to give the signal to start and to activate a 45-seconds countdown shown in the timing equipment in the scoreboard or in another display beside the arena.

The 45-seconds countdown sets the time that the Athlete can spare before commencing his/her round. The Ground Jury has the right to interrupt the 45-seconds countdown if unforeseen circumstances occur. Incidents such as, but not limited to, disobediences occurring between the signal to start and up until the moment the Athlete/Horse combination crosses the starting line in the correct direction, are not penalised (see JRs Art. 235.3). However, in the event of a fall of an Athlete and/or Horse at any time from the moment the Athlete/Horse combination enters the Competition arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been given, the combination will not be permitted to start in the round or Competition in question and the bell must be rung accordingly.

After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a Disobedience.

However, the Ground Jury, in its discretion if the situation so warrants, has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown.

- 1.3 to stop an Athlete for any reason or following an unforeseen incident and to signal to him to continue his/her round after an interruption (see JRs Art. 217.4 and 233);
  - 1.4 to indicate the Athlete that an obstacle knocked down following a Disobedience has been replaced (see JRs Art. 233);
  - 1.5 to indicate by prolonged and repeated ringing that the Athlete has been eliminated.
2. If the Athlete does not obey the signal to stop, he/she may be eliminated at the discretion of the Ground Jury (see JRs Art. 241.4.5) except where specifically provided for under JRs Art. 233.2.
3. If, after an interruption, the Athlete restarts and jumps or attempts to jump without waiting for the bell to ring, he/she will be eliminated (see JRs Art. 241.3.14).



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### ARTICLE 204 COURSE AND MEASURING

1. The Ground Jury must walk the course to inspect it before the start of the Competition. The course is the track, which the mounted Athlete must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the Horse. This normal line must pass through the middle of the obstacle.
2. In Championship Competitions, Olympic Games, FEI World Cup™, Nations Cup and Grand Prix Competitions, the President of the Ground Jury or his/her designee must ensure that the Course Designer has properly measured the course. At Championships, Finals, Games and all 5\* Events, as well as for all Competitions counting for the Longines Ranking, including FEI World Cup™ and Nations Cup Competitions, the President of the Ground Jury or his/her designee must walk the course with the Course Designer to ensure that the course is properly measured with a wheel. In exceptional cases, the Ground Jury may alter the time, if the conditions as mentioned in JRs Art. 204.3 apply.
3. Once the Competition has started only the Ground Jury in consultation with the Course Designer, and the Technical Delegate if present, may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after the third Athlete, who has completed the course without a Disobedience or any other interruption, assuming that the three Athletes in question have started their course prior to the 45-second countdown elapsing, and before the next Athlete has started. In this case, the Ground Jury has the option to alter the time allowed. If the time allowed is increased, the Score of the Athletes who have jumped the course before the time was altered will then be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Athlete having previously completed his/her round receives time penalties due to the alteration of the time allowed.
4. If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the Schedule, before the start of the first Athlete of the Competition.
5. The total length of the course in metres may never exceed the number of obstacles in the Competition multiplied by 60.
6. The starting and finishing lines may not be more than 15 m or less than six metres from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).

### ARTICLE 205 COURSE PLAN

1. The Course Designer must give the Ground Jury a copy of the course plan showing accurately all the details of the course. An exact copy of the course plan given to the Ground Jury must be posted as close as possible to the entrance of the arena, and should be posted at least 30 minutes before the beginning of each Competition; if applicable the time allowed may be added to the course plan later than 30 minutes before the start of the Competition as soon as the Course Designer has finished measuring the course. For all Competitions the



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track as measured by the Course Designer must be indicated on the course plan that is posted prior to the Competition.

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

### **ARTICLE 206      ALTERATIONS TO THE COURSE**

1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted, the change may only be made after agreement of the Ground Jury. In this case the Chefs d'Equipe and all individual Athletes must be advised of the alterations.
2. Once the Competition has begun, the conditions under which it is run may not be altered and the course or its obstacles may not be changed unless otherwise stipulated in the JRs (see Art. 204.3). If it becomes necessary to interrupt the Competition (because of a storm or bad light, etc.) it must subsequently be continued using the same obstacles and course



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and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Nations Cup, JRs Art.264.3.6 applies.

3. Notwithstanding paragraph 2 above, an obstacle may be re-sited during a round, or between rounds of a Competition, if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the Scores of all previous Athletes penalised during this round at that obstacle must be adjusted by cancelling jumping Penalties and time corrections incurred thereat. All Eliminations and time Penalties already incurred will stand.
4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3 above.

### ARTICLE 207      FLAGS

1. Completely red flags and completely white flags must be used to mark the following details of the course:
  - 1.1 the starting line; it is obligatory to place also a marker S (see JRs Art. 204.6);
  - 1.2 the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling areas (JRs Art. 201.3) or the practice obstacle in the arena (JRs Art. 202.3); in the schooling area it is also allowed to use wings/uprights with a red or white top, instead of flags;
  - 1.3 compulsory turning points;
  - 1.4 the finishing line; it is obligatory to place also a marker F (JRs Art. 204.6);
2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the Athlete must pass between the flags (red on his/her right and white on his/her left). Flag poles defining the limits of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.
3. If an Athlete passes the flags on the wrong side, he/she must retrace his/her steps and pass them on the correct side before continuing his/her round. If he/she does not correct this mistake, he/she will be eliminated (see JRs Art. 220.2).
4. Knocking down a flag anywhere in the arena does not incur a Penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a Disobedience / Resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the Athlete must continue his/her round and the obstacle /compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next Athlete will be given the signal to start.



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However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a Disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury will interrupt the round of the Athlete. The clock must be stopped while the flag is replaced and a time correction of six seconds will be applied in accordance with the procedure provided for in JRs Art. 232.

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





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### CHAPTER III OBSTACLES

#### ARTICLE 208 OBSTACLES - GENERAL

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause Horses to fall or be injured.
2. The obstacles must be designed with horsemanship and fairness in mind.
3. A sponsored obstacle is any obstacle inside the flags of which there is advertising material or a sponsors product or representation of a product. If advertising material or representation of a product on the wing of an obstacle is more than 0.50 m<sup>2</sup>, the obstacle is also considered to be a sponsored obstacle. If the wings of an obstacle have advertising of 0.50 m<sup>2</sup> or less, the obstacle is not considered a sponsored obstacle.

At the FEI World and Continental Championships, FEI World Cup™ Final, FEI Nations Cup™ Final and other Events or Competitions as designated by the FEI, no more than 30%, rounded up to the next whole number of the efforts, may be sponsored obstacles. The Technical Delegate must approve the design and construction of all obstacles with regard to safety and technical suitability.

In agreement with the Chair of the Jumping Committee, FEI Commercial Director and FEI Director Jumping, the number of sponsored efforts may be increased up to 50%. This number may be increased to 75%, pending approval of the FEI Jumping Committee of the design of the additional 25% of sponsored efforts.

4. The maximum height of obstacles in the first round of any Competition which takes place within the frame of an Event classified according to GRs Art. 102.6 is:
  - (i) 1.40 m for CSI1\* Events;
  - (ii) 1.45 m for CSI2\* Events. In Competitions for which the Schedule indicates a height of 1.45 m, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm (see JRs 208.7).
  - (iii) For CSI3\* to CSI5\* Events, the maximum height of obstacles that may be indicated in the Schedule for the first round of any Competition is 1.60 m, except for the final Competition of an FEI-approved Series for which an exception may be allowed to indicate a height of 1.65 m. Refer also to JRs 208.7.

The above does not apply for Six Bar and Puissance Competitions. (see JRs Art. 262)

5. Under no circumstances, except in Six Bar and Puissance Competitions may any obstacle exceed 1.70 m in height. Spread obstacles must not exceed 2.00 m in spread with the exception of triple bars which may have a maximum spread of 2.20 m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.00 m in spread including the take-off element.
6. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; the support must have a depth of 18 mm minimum and a



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depth of 30 mm maximum. As of 1 January 2023, the support must have a depth of 18 mm minimum and a depth of 20 mm maximum. This also applies for safety cups (refer to Art. 210.1 for details). For special obstacle material and planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.

7. The limits on the height and spread of obstacles set forth by these JRs and in the definite Schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions set forth will not be considered as having been exceeded, providing every effort has been made to not exceed the maximum dimensions specified in the Schedule with the material available. In Competitions for which the Schedule indicates a maximum height of 1.45 m or more, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm. However, the height of obstacles at indoor Competitions (with the exception of Power and Skill Competitions) must never exceed 1.65 m under any circumstances.
8. The approximate dimensions of obstacles in Competitions other than those, which are specially set forth in the JRs, must be stipulated in the Schedule.

### **ARTICLE 209 VERTICAL OBSTACLE**

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

### **ARTICLE 210 SPREAD OBSTACLE**

1. A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height. FEI- approved safety cups must be used as support for the back pole of spread obstacles and in case of a triple-bar to support the centre and back poles of the obstacle. As of 1 September 2023, the maximum depth of the safety cups for the top back pole of a spread obstacle is 18 mm; safety cups used for the centre poles of a triple bar or for lower poles of other obstacles may have a maximum depth of 20 mm. Approved safety cups must be used in the Competition arena and schooling areas.
2. The President of the Ground Jury is responsible for the rules relating to safety cups to be followed. The Foreign Judge will report any non-compliance of the rules to the FEI. The name of the company which supplies the FEI approved safety cups, to be used at the Event, will be mentioned in the Schedule.

### **ARTICLE 211 WATER JUMP, WATER JUMP WITH VERTICAL AND LIVERPOOL**

1. For an obstacle to be called a water jump, there must be no obstacle in front, in the middle or behind the water. The water must have a minimum spread in excess of 2.00 m and must be dug into the ground. For details of how the water jump should be constructed refer to Annex VII.





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If the water jump does not meet the specifications as described in Annex VII, a vertical obstacle must be placed over the water as described in JRs Art. 211.10.

2. A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm, must be erected on the take-off side. The width of the front of the water jump must be at least 30% greater than the length.
3. At Olympic and Regional Games, FEI Championships, CSIOs and CSIs the landing side of the water jump must be defined by a lath, at least six centimetres in width and not exceeding eight centimetres, covered with a bed of contrasting coloured plasticine about one centimetre thick. This plasticine must be replaced each time a Horse touches it. Several spare laths must be provided together with extra plasticine so that a lath, which has been marked by a Horse, may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground; at the time of the inspection of the course by the Ground Jury, the entire length of the lath must touch the water.
4. If the bottom of the water jump is made of concrete or hard material, it must be covered with a softer material such as a coconut or rubber mat.
5. It is a Fault at the water jump:
  - 5.1. when a Horse puts one or several feet on the lath defining the limit of the water jump. It is a Fault when the foot or the shoe touches the lath and leaves an impression; impression of the fetlock joint or boot does not constitute a fault.
  - 5.2. when a Horse touches the water with one or several feet.
6. Striking, knocking down, or displacing the brush or take-off element is not a Fault.
7. If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a Run-out depending on which side of the flag the Horse has passed. If the decision is a Run-out the bell will be rung and the clock stopped while the flag, which has been knocked down or displaced is put back and six seconds will be added in accordance with JRs Art. 232.
8. The decision of the water jump Judge is final. For this reason he/she must be a member of the Ground Jury.
9. The water jump Judge must register the identification number of Horses penalised at the water jump and the reason for the Penalties.
10. Only a vertical obstacle of not more than 1.50 m in height having any number of poles but all with the use of FEI-approved safety cups (see JRs Art. 210.1) may be placed over open water. The depth of the safety cups for the top pole of the vertical is 18 mm; the safety cups for the lower poles may have a maximum depth of 20 mm. The vertical obstacle must not be placed further than two metres from the front of this obstacle. This obstacle is judged as a vertical obstacle and not as a water jump. For this reason it is not necessary to use a lath or other arrangement to define its limits. If a lath is used it is to be considered a visual aid only; Penalties will not be incurred for any imprints on the lath. The same applies if the take-off element is displaced. Only poles with a minimum length of 3.50 m may be used for a vertical placed over a water jump.



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11. With the exception of the case set forth in Art. 211.10, if water is used under, in front of or behind an obstacle (a so-called “Liverpool”) the total spread of the obstacle (including the water) may not exceed two metres. open water with a spread of more than two metres may not be used as a Liverpool. For all Liverpool obstacles, the front edge of the water tray must be placed either in alignment with the same vertical plane as the front poles, or in front of the vertical plane of the front poles.
12. The Technical Delegate or the Foreign Judge if there is no Technical Delegate may, at his/her discretion, decide whether the water jump may be used in Competitions held under floodlight.
13. At Olympic Games and FEI Senior Championships, the water jump must be used minimum two times, maximum three times in the official Competitions of the Games/Championship, unless in the opinion of the Course Designer and the Technical Delegate it is unsafe to include it due to lighting conditions. The Course Designer will, at his/her discretion, decide in which Competitions the water jump will be used.

### **ARTICLE 212 COMBINATION OBSTACLES**

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

### **ARTICLE 213 BANKS, MOUNDS, AND RAMPS**

1. With exception of JRs Art. 213.2, banks, mounds, ramps and sunken roads irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (see JRs Art. 212).
2. A bank or mound without an obstacle or with only one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no Penalty.
3. No banks, mounds, sunken roads, talus, slopes or ramps, except table banks not exceeding one metre in height, may be used at indoor Events.



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### **ARTICLE 214 CLOSED COMBINATIONS, PARTIALLY CLOSED & PARTIALLY OPEN COMBINATIONS**

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

In the event of a Disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of six seconds must apply. If, once inside the enclosure, the Horse refuses the Athlete must jump out in the direction of the course. The six seconds Penalty is added to the time when the clock is restarted and the Athlete resumes his/her round.
3. The Ground Jury must decide before the Competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

### **ARTICLE 215 ALTERNATIVE OBSTACLES AND JOKER**

1. When in a Competition two obstacles of the course carry the same number, the Athlete has the choice of jumping either one of the obstacles:
  - 1.1 if there is a Refusal or Run-out without a knock-down or displacing of the obstacle, at his/her next attempt the Athlete is not obliged to jump the obstacle at which the Refusal or Run-out occurred. He/she may jump the obstacle of his/her choice;
  - 1.2 if there is a Refusal or Run-out with a knock-down or displacing of the obstacle, he/she may only restart his/her round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his/her choice.
2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. The Joker is a difficult obstacle and must be designed with horsemanship and fairness in mind. It may only be used in an Accumulator Competition or in a Top Score Competition.



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### CHAPTER IV PENALTIES DURING A ROUND

#### ARTICLE 216 PENALTIES - GENERAL

During a round, Penalties are incurred for:

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

#### ARTICLE 217 KNOCK DOWN

1. An obstacle is considered to have been knocked down when, through a mistake of the Horse or Athlete:
  - 1.1 the whole or any upper part of the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle (see JRs Art. 218.1);
  - 1.2 at least one of its ends no longer rests on any part of its support.
2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury should decide in favour of the Athlete. The knock down or displacement of an obstacle and/or a flag as a result of a Disobedience is penalised as a Refusal only.

In the event of the displacement of any part of an obstacle (except the flags) as a result of a Disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a Disobedience and corrected by time in accordance with JRs Art. 232.

3. Penalties for knocking down an obstacle are those provided for under Tables A and C (see JRs Art. 236 and 239).
4. If any part of an obstacle, which has been knocked down is likely to impede an Athlete in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
5. If an Athlete jumps an obstacle correctly which has been improperly rebuilt, he/she incurs no Penalty; but if he/she knocks down this obstacle he/she will be penalised in accordance with the table in use for the Competition.



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### **ARTICLE 218 VERTICAL AND SPREAD OBSTACLES**

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

### **ARTICLE 219 DISOBEDIENCES**

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

### **ARTICLE 220 DEVIATION FROM THE COURSE**

1. It is a deviation from the course when the Athlete:
  - 1.1 does not follow the course as set out on the published plan;
  - 1.2 does not cross the starting line or the finishing line between the flags in the correct direction (see JRs Art. 241.3.6 and 241.3.17);
  - 1.3 omits a compulsory turning point (see JRs Art. 241.3.7);
  - 1.4 does not jump the obstacles in the order or in the direction indicated, except in certain special Competitions (see JRs Art. 241.3.10 and 241.3.11);
  - 1.5 jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the Elimination of an Athlete for jumping an obstacle not forming part of the course.
2. An uncorrected deviation from the course will result in Elimination of the Horse and Athlete combination (see JRs Art. 241.3.6, 241.3.7 and 241.3.17).



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### **ARTICLE 221 REFUSAL**

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

### **ARTICLE 222 RUN-OUT**

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

### **ARTICLE 223 RESISTANCE**

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





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### ARTICLE 224 FALLS

#### 1. Fall of an Athlete

##### 1.1 Fall of an Athlete in the Competition arena

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

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

#### 2. Fall of an Athlete anywhere outside of the Competition arena

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

#### 3. Fall of a Horse

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

#### 4. Protocol to be followed in case of a fall of an Athlete and/or a Horse

In case of a fall of an Athlete and/or a Horse at any time in the Competition arena, in the practice arena or elsewhere within the grounds of the Event, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before they may be permitted to take part in the round in progress or in the next round or Competition at the Event, respectively the Horse must be cleared by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event, according to the provisions outlined in paragraphs 4.1 – 4.3 below.

##### 4.1 Fall in the Competition Arena

###### 4.1.1 Fall prior to starting the round

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

###### 4.1.2 Fall during the round

In the event of a fall of an Athlete and/or Horse during the round (see JRs Art. 226.2), the combination is eliminated (see JRs Art. 241.25). If the Athlete has entered more



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

### 4.1.3 Fall after crossing the finish line

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

### 4.2 Fall in the practice arena

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

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

## ARTICLE 225 UNAUTHORISED ASSISTANCE

1. Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the Athlete or his/her Horse is considered to be unauthorised assistance.
2. In certain exceptional cases, the Ground Jury may authorise the Athlete to enter the arena on foot or with the help of another person, without this being considered as unauthorised assistance.





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3. Any help given to a mounted Athlete to adjust his/her saddlery or bridle or to hand him a whip while mounted during the round will incur Elimination. To hand a mounted Athlete his/her Headgear and/or spectacles during his/her round is not considered to be unauthorised assistance (see JRs Art. 241.3.20).
4. Earphones and/or other electronic communication devices are strictly prohibited in FEI Jumping Competitions, and such usage is penalised by elimination. For the avoidance of any doubt, Athletes, grooms or any other person may wear one earphone at any other time while mounted (see JRs Art. 256.1.10).



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### CHAPTER V TIME AND SPEED

#### ARTICLE 226 TIME OF THE ROUND

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by an Athlete to complete the round, plus the time correction (see JRs Art. 232) if any. The time awarded to the Athlete starts running either upon crossing the starting line as per JRs Art. 226.2 or upon expiration of the 45-second countdown (see JRs Art. 203.1.2), whichever occurs first. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
2. The round starts when the mounted Athlete passes the starting line in the correct direction for the first time after the bell has been rung. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.
3. A display board, clearly visible for the Athlete, must show the 45-seconds countdown.

#### ARTICLE 227 TIME ALLOWED

1. The time allowed for a round in each Competition is determined in relation to the length of the course and the speeds set forth under JRs Art. 234 and Annex II.

#### ARTICLE 228 TIME LIMIT

1. The time limit is equal to twice the time allowed for all Competitions in which a time allowed has been set forth.

#### ARTICLE 229 RECORDING THE TIME

1. Each Competition at an Event must be timed by the same system or by means of the same type of timing equipment. FEI- homologated timing equipment is compulsory for all Olympic and Regional Games, FEI Championships, FEI World Cup™ Finals, CSIOs and CSIs unless circumstances warrant an exception to be authorised by the FEI Jumping Director. In all instances, the timekeeper is required to record the number of the Horse and the time taken to complete the round by the means of an electronic timing system. The time must be recorded to the one-hundredth of a second.
2. Two digital stopwatches are required in the Ground Jury box in case the electronic timing system breaks down and a third watch to measure the time taken to resume the round after the bell has been rung for Disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a Resistance. The President or a member of the Ground Jury must have a digital stopwatch.
3. In any Competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account for the official timing, the time of the second timekeeper will be used as a back-up.



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4. In case of a breakdown of the electronic timing equipment, the time of any Athlete affected by the breakdown shall be determined by a stopwatch in hundredths of a second (for details see Annex IV).
5. A video recording may never be used to establish the time of an Athlete's round.
6. If the crossing of the starting and/or finishing line by the Athlete cannot be clearly judged from the Ground Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the Athlete. The time taken by the Athlete to complete the round is to be registered at the Ground Jury box.

### **ARTICLE 230 INTERRUPTED TIME**

1. While the clock is stopped, the Athlete remains free to move around until the ringing of the bell gives him permission to start again.  

The clock is restarted when the Athlete reaches the place where the clock was stopped. Exception, in the case of a Disobedience with a knock-down, in which case JRs Art. 232 applies.
2. The responsibility for starting and stopping the clock rests solely with the Judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.
3. The electronic timing system must not only register the time of the Athlete's round, but must also include time corrections, if any.

### **ARTICLE 231 DISOBEDIENCES DURING INTERRUPTED TIME**

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

### **ARTICLE 232 TIME CORRECTIONS**

1. If, as the result of a Disobedience, an Athlete displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the Athlete can continue the round. The Athlete is penalised for a Refusal and a time correction of six seconds is added to the time taken by the Athlete to complete his/her round. The clock is restarted at the moment when the Horse leaves the ground at the obstacle where the Refusal occurred. If a Disobedience with the knock- down occurs at the second or subsequent part of a combination the clock is restarted when the Horse leaves the ground at the first element of the combination.



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### ARTICLE 233 STOPPING DURING THE ROUND

1. In the event of an Athlete not being able to continue his/her round for any reason or unforeseen circumstance, the bell should be rung to stop the Athlete. As soon as it is evident that the Athlete is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the Athlete reaches the precise place where the clock was stopped; no penalty is incurred and six seconds are not added to the Athlete's time.
2. If the Athlete does not stop when the bell is rung, he/she continues at his/her own risk, and the clock should not be stopped. The Ground Jury must decide whether the Athlete is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he/she should be allowed to continue. If the Athlete is not eliminated, and is allowed to continue his/her round, the Scores obtained at the obstacles preceding and following the order to stop will count.
3. If the Athlete stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the Athlete, he/she is prevented from continuing his/her round under normal circumstances, the clock must be stopped immediately.
  - 3.1 If the dimensions are correct and the obstacle in question has been properly built or if the alleged unforeseen circumstances are not accepted as such by the Ground Jury, the Athlete will be penalised as for stopping during the round (see JRs Art. 223.1) and the time of his/her round will be increased by six seconds.
  - 3.2 if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the Athlete is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the Athlete takes up his/her track at the point where he/she stopped. Any delay incurred by the Athlete must be taken into consideration and an appropriate number of seconds deducted from his/her recorded time.

### ARTICLE 234 SPEED

1. The speeds for international Competitions are as follows:
  - 1.1 350 m per minute minimum and 400 m per minute maximum. In indoor arenas the speed may be reduced to 325 m per minute; the speed may also be reduced to 325 m per minute in outdoor arenas providing it is stated in the Schedule.
  - 1.2 Puissance / Power and Skill Competitions: no minimum speed required.
  - 1.3 Longines Ranking Competitions counting for Longines Ranking point groups AA through D at CSIs and CSIOs: 375 m per minute minimum and 400 m per minute maximum outdoors and 350 m per minute minimum indoors. In outdoor arenas measuring 65 m x 85 m or smaller the speed may be reduced to 350 m per minute.
  - 1.4 Young Horse Competitions: 325 m per minute minimum.



### CHAPTER VI TABLES OF PENALTIES

#### ARTICLE 235 FAULTS

1. Faults made between the starting line and the finishing line must be taken into consideration. Exception: A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence his/her round, whichever occurs first. Definition of Faults according to JRs Art. 217 and 218.
2. Disobediences committed during the time when the round is interrupted (see JRs Art. 231.2) are not penalised.
3. Disobediences and falls occurring between the moment the Athlete/Horse combination enters the Competition Arena and up until the moment the combination crosses the starting line in the correct direction are not penalised. However, in the event of a fall of an Athlete and/or Horse from the moment the combination enters the arena up until the moment they cross the starting line in the correct direction once the signal to start has been given, the combination will not be permitted to take part in the round or Competition in question. (Refer also to JRs Art. 224.34.1.1.) The Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or the Event in accordance with Article 140.2 of the FEI General Regulations.
4. A fall of the Athlete and/or Horse after crossing the finish line does not incur Elimination. However, in the event of a fall after the finish line, the following applies:
  - 4.1 In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with an immediate jump-off, the Athlete/Horse combination is eliminated from the jump-off, and will be placed equal last in the jump-off with Athletes who have withdrawn, retired or been eliminated from the jump-off. The Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.
  - 4.2 In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with a jump-off (but not an immediate jump-off) or after crossing the finish line of the first round of a two-round Competition, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in the jump-off, respectively in the second round. In the case of a Competition with a jump-off the Ground Jury may, at its discretion, decide to delay the jump-off for a reasonable amount of time for the Athlete to be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively for the Horse to be cleared by the Veterinary Delegate, or to eliminate the combination from the jump-off. In the case of a two-round Competition, the Ground Jury may give the Athlete a later starting order in the second round if considered necessary.



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- 4.3 In case of a fall of the Athlete after crossing the finish line of a jump-off, or after crossing the finish line of the initial round if the combination did not qualify for the jump off, or after crossing the finish line in a Competition with no jump-off, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.
- 4.4 In all cases outlined in paragraphs 4.1 – 4.3 above, the Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or Event in accordance with Article 140.2 of the FEI General Regulations.

### ARTICLE 236 TABLE A

1. Faults are penalised in Penalty points or by Elimination according to the tables set out in this Chapter.

FAULT	PENALTY
(i) First Disobedience	Four Penalties
(ii) Obstacle knocked down while jumping	Four Penalties
(iii) One or more feet in the water jump or an imprint made by the foot or shoe on the lath defining its limits on the landing side	Four Penalties
(iv) Fall of Horse or Athlete or both in all Competitions	Elimination
(v) Second Disobedience or other infringement set forth under JRs Art. 241	Elimination
(vi) Exceeding the time limit	Elimination
(vii) Exceeding the time allowed in all Competitions run under Table A <del>the first and second rounds and in the first and second phases of a Two Phase Competition and in jump-offs against the clock or not against the clock</del>	<b>One</b> Penalty for each second commenced

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





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### **ARTICLE 237 SCORES UNDER TABLE A**

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

### **ARTICLE 238 METHODS OF DETERMINING THE SCORES UNDER TABLE A**

#### **1. Competitions not against the clock**

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

#### **2. Competitions against the clock**

- 2.1 Athletes with equality of Penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of Penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the Schedule.
  - 2.2 This is a Competition against the clock, but in the event of equality of Penalties for first place, there will be one jump-off against the clock. Other Athletes are placed according to their Penalties and time in the first round. For minor Competitions (see GRs) the jump-off may be run according to table C, if thus provided in the Schedule.
  - 2.3 This is a Competition against the clock as for 238.2.2, but if, in the first jump-off against the clock there are Athletes with equal Penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their Penalties and time in the first jump-off and if necessary according to their Penalties and time in the first round.
3. In all Competitions when the placings are determined against the clock, in the event of equality of Penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the Schedule. If no provision for a jump-off is set forth in the Schedule, it is considered that the Competition will be run with no jump-off (see JRs Art. 245.6).
  4. In no circumstances may the number of jump-offs in the same Competition under JRs Art. 238.1.1 and 238.2.1 exceed two (see JRs Art. 245.4).



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### ARTICLE 239 TABLE C

1. Faults under Table C are penalised in seconds which are added to the time taken by the Athlete to complete his/her round or by Elimination.
2. Penalties under Table C

FAULT	PENALTY
(i) Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side;	Four seconds (three seconds for the second phase of two- phase Competitions, for knock-out Competitions and for any jump-off under table C) for outdoor Competitions; Three seconds for indoor Competitions
(ii) First Disobedience	None
(iii) First Disobedience, with a knock down and/or displacing of an obstacle	Time correction of six seconds
(iv) Second Disobedience or other infringement set forth under JRs Art. 241	Elimination
(v) Fall of Horse or Athlete or both in all Competitions	Elimination

3. There is no time allowed under Table C. The following time limits are applicable:

- (i) Three minutes, if the length of the course is 600 m or more, OR
- (ii) Two minutes, if the length of the course is less than 600 m.

Exceeding the time limit                      Elimination

4. Scores under Table C

Adding, the time of the round (including the seconds for time correction if any), plus four seconds for each obstacle knocked down (three seconds during a jump-off or the second phase of a two-phase Competition), gives the Score obtained, in seconds, by the Athlete for his/her round.

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





### **CHAPTER VII FINES, WARNINGS, YELLOW WARNING CARDS, ELIMINATIONS AND DISQUALIFICATIONS**

#### **ARTICLE 240 FINES, WARNINGS AND YELLOW WARNING CARDS**

1. In addition to any other sanction(s) that may be issued in accordance with these JRs and/or the GRs, the President of the Ground Jury, the Chief Steward and the Technical Delegate are each authorised to issue a Warning or a Yellow Warning Card in accordance with GRs Art. 164.2 and Art. 164.3.
2. In the following cases fines may be imposed by the President of the Ground Jury in accordance with the GRs, where appropriate:
  - 2.1 to an Athlete who has been eliminated and does not promptly leave the arena;
  - 2.2 to an Athlete who does not promptly leave the arena after their round;
  - 2.3 to an Athlete who has been eliminated or has retired and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena;
  - 2.4 an Athlete who has been eliminated for jumping one or several obstacles after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (see JRs Art. 202.6);
  - 2.5 an Athlete who uses obstacles that are different from those provided by the OC in the schooling areas (see JRs Art. 242.2.6 and 201.4);
  - 2.6 an Athlete who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (see JRs Art. 202.4, 242.2.3 and 262.1.9);
  - 2.7 an Athlete who does not salute the Ground Jury or the official personalities on entering the arena (see JRs Art. 256.2.1);
  - 2.8 failure to display the identification number in case of repeated offence (see JRs Art. 282.2);
  - 2.9 an Athlete who violates the advertising rules (see also GRs Art. 135) or does not comply with the rules regarding dress and saddlery (see JRs Art. 256.1 and 257);
  - 2.10 an Athlete who does not comply with the directives of the OC;
  - 2.11 an Athlete who touches an obstacle to the effect of changing it;
  - 2.12 an Athlete who does not follow orders or shows incorrect behaviour towards Event Officials or any other party connected with the Event (other Athlete, FEI employee or representative, journalist, public, etc.);
  - 2.13 an Athlete who repeats offences after a warning;
3. All fines imposed by the President of the Ground Jury are invoiced to the OC concerned by the HKEF and are paid to the HKEF.



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### ARTICLE 241 ELIMINATIONS

1. Unless otherwise specified in the Rules or in the conditions for the Competitions, Elimination means that the Athlete with the Horse in question may not continue in the Competition at issue. Elimination may also be retroactive.
2. The Athlete has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current Competition. This, however, does not apply to Elimination arising from a fall.
3. The following paragraphs lay down the reasons for which Athletes are eliminated in Jumping Competitions. The Ground Jury must enforce Elimination under the following circumstances:
  - 3.1 jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury (see JRs Art. 202.3);
  - 3.2 starting before the signal is given and jumping the first obstacle of the course (see JRs Art. 202.5 and 203.1.2);
  - 3.3 taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the Athlete (see JRs Art. 203.1.2);
  - 3.4 a Horse resisting for 45 consecutive seconds during the round (see JRs Art. 223.2);
  - 3.5 taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line;
  - 3.6 jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (see JRs Art. 220.1.2);
  - 3.7 omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan;
  - 3.8 jumping or attempting to jump an obstacle which does not form part of the course during the round (see JRs Art. 220.1.5);
  - 3.9 omitting to jump an obstacle of the course (see JRs Art. 220.1.5) or after a Run-out or a Refusal, failing to attempt to jump again the obstacle where the Fault was committed;
  - 3.10 jumping an obstacle out of order (see JRs Art. 220.1.4);
  - 3.11 jumping an obstacle in the wrong direction (see JRs Art. 220.1.4);
  - 3.12 exceeding the time limit (see JRs Art. 236 and 239);
  - 3.13 following a Refusal, jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt;
  - 3.14 jumping or attempting to jump an obstacle after an interruption without waiting for the bell (see JRs Art. 203.3);



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- 3.15 not jumping all the elements of a combination again after a Refusal or Run-out (see JRs Art. 212.3), except in the case of the closed part of a combination (see JRs Art. 214);
- 3.16 not taking each element of a combination separately and consecutively (see JRs Art. 212.2);
- 3.17 not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special Competitions) before leaving the arena (see JRs Art. 226.2);
- 3.18 Athlete and/or Horse leaving the arena without permission of the Ground Jury, including prior to starting;
- 3.19 a loose Horse leaving the arena before the end of the round, including prior to starting;
- 3.20 accepting while mounted any object whatsoever during a round other than Headgear and/or spectacles.
- 3.21 non-compliance with the rules relating to saddlery and equipment (see JRs Art. 257.1 and 257.2);
- 3.22 an accident to an Athlete or to a Horse which prevents him from completing the Competition (see JRs Art. 258);
- 3.23 not leaving a closed combination in the right direction or displacing a closed combination;
- 3.24 second Disobedience during the course of a round (see JRs Art. 236 and 239);
- 3.25 fall of Athlete or Horse during the round (see JRs Art. 224, 236 and 239) NB: fall after crossing the finish line does not incur Elimination (see JRs Art. 235.4) ;
- 3.26 if the Ground Jury feels that for any reason Horse or Athlete is unfit to continue in Competition;
- 3.27 jumping or attempting to jump an obstacle in the arena after the completion of a round unless circumstances rendered it impossible for the Athlete/Horse combination to avoid jumping the obstacle, e.g. in a competition with an immediate jump-off or in a two-phase competition if the bell is rung too late for the Athlete to safely pull up before the obstacle. (Refer to JRs Art. 202.6 regarding authorisation to jump an obstacle for the press.)
- 3.28 jumping or attempting to jump an obstacle with a retention harness incorrectly fastened or not fastened unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (see JRs 256.1.4);
- 3.29 Athlete wearing earphones and/or other electronic communication devices during a Competition (see JRs Art. 225.4);
- 3.30 blood on the Horse's flank(s);
- 3.31 Horses bleeding in the mouth (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, Officials may authorize the rinsing or wiping of the mouth and allow the Athlete to continue; any further evidence of blood in the mouth will result in Elimination);



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4. Elimination is left to the discretion of the Ground Jury in the following cases:
  - 4.1 not entering the arena when the Athlete's name and/or number is called;
  - 4.2 not entering the arena mounted or not leaving the arena mounted (except in case of a fall after crossing the finish line, in which case the Athlete is not required to remount prior to leaving the arena);
  - 4.3 all physical unauthorised assistance, except for paragraph 3.20 above;
  - 4.4 schooling a Horse in speed Competitions under table A or C, without informing the OC in advance;
  - 4.5 not stopping when the bell is rung during the round (see JRs Art. 203.2 and 233.2).

### **ARTICLE 242 DISQUALIFICATIONS**

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



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### ARTICLE 243 ABUSE OF HORSES (SEE ALSO GRs ART. 142)

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

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

- (i) Yellow Warning Card (see GRs Art. 164.3);
  - (ii) Fine;
  - (iii) Elimination;
  - (iv) Disqualification.
2. The following are considered to be abuse of a Horse (see also GRs Art. 142):

#### 2.1 Rapping Horses

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

In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the Athlete and the Horse concerned will be disqualified from all Competitions for at least 24 hours. In addition, the Ground Jury may take any further action it deems appropriate under the circumstances, including, but not limited to, disqualifying the Athlete and/or Horse from the entire Event.

#### 2.2 Excessive use of the whip

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

An Athlete identified as misusing or excessively using the whip will be disqualified and may be fined at the discretion of the Ground Jury.

#### 2.3 Other Forms of Abuse

Abuse of a Horse in any other form (such as, but not limited to, hypersensitising or desensitising the limbs, the use of banned schooling methods, excessive use of spurs



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and other cases as specified in the GRs, VRs or any other FEI rules and regulations) is also prohibited and must be penalised appropriately under these rules.

### **ARTICLE 244     BOOT AND BANDAGE CONTROL**

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

It is obligatory to carry out boot and bandage control on all Horses taking part in the Grand Prix, Nations Cup, Puissance and Six Bar Competitions, and during the Competition with the highest prize money at each Event. It is also recommended that boot and bandage control be carried out during other Competitions. Refer to the VRs and to the Jumping Stewards Manual for the procedure for boot and bandage control.





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### CHAPTER VIII JUMP-OFFS

#### ARTICLE 245 JUMP-OFFS - GENERAL

1. Only Athletes who are in equal first place after one or several preliminary rounds of the same Competition may take part in a jump-off. Athletes must start the same Horse in the jump-off as in the initial round.
2. In principle a jump-off must take place under the same rules and Table as the preliminary round(s) of the Competition and the rules for jump-offs in that type of Competition. However, the jump-off from a minor Table A Competition may be judged under Table C, providing it is specified in the Schedule. In any case, all jump-offs must be held immediately after the original round(s) of the Competition.
3. If specified in the Schedule the OC may decide that Athletes, who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course, during which the 45-second rule set forth in JRs Art. 203.1.2 applies. Athletes qualified for the jump-off are not allowed to leave the arena between their preliminary round and the jump-off. This type of jump-off is only allowed for Competitions under table A, according to JRs Art. 238.1.2 and 238.2.2 and is not authorised for a Grand Prix Competition or for the Competition with the highest prize money. If there are no clear rounds in the preliminary round, the classification is established according to JRs Art. 238.1.1 or 238.2.1 as applicable.
4. Unless otherwise set forth in these JRs (Power and Skill Competitions) no Competition may involve more than two jump-offs.
5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump-off, except where otherwise specified in the Schedule or the JRs.
  - 5.1 The order of starting in the jump-off of an individual Competition counting for the Longines Rankings may be established in reverse order of the Athletes' times in the previous round as an alternative to the same starting order used in the previous round. The method of establishing the starting order in the jump-off must be stated in the Event Schedule; if not specified, the starting order will be the same as in the previous round.
  - 5.2 Horses which lose a shoe prior to starting in the initial round of a one round Competition with a jump-off will be given a later starting position. In a jump-off a Horse that loses a shoe prior to starting will be given a new starting place three positions later. If the Horse in question has not had its shoe replaced by that time, the Ground Jury will decide whether, at its discretion, the Horse in question should receive a later starting place or be eliminated.
6. In the event of equality of Score for the first place, a jump-off may take place according to the provisions of the Schedule. If no provision for a jump-off is set forth in the Schedule, it will be considered that the Competition is run with no jump-off.



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### **ARTICLE 246 OBSTACLES IN THE JUMP-OFF**

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

Alternatively a combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off, in which case the combination constitutes the two additional obstacles allowed in the jump-off.

### **ARTICLE 247 ELIMINATION, RETIREMENT OR WITHDRAWAL FROM A JUMP-OFF, SECOND ROUND OR WINNING ROUND**

1. An Athlete who retires, is eliminated or withdraws with the permission of the Ground Jury from a jump-off or second round or winning round will be placed equal last in the jump-off/second round/winning round after all Athletes who have completed the round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw



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from the second round are not entitled to any prize money (see JRs Art. 264.8.4) and will be placed according to their Score in the first round.

2. An Athlete who withdraws from a jump-off, second round or winning round without the permission of the Ground Jury or without informing the Ground Jury will be placed after Athletes having withdrawn with the permission of the Ground Jury retired or been eliminated in the jump-off/second round/winning round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw from the second round are not entitled to any prize money (see JRs Art. 264.8.4) and will be placed according to their Score in the first round.
3. If before a deciding jump-off, all Athletes qualified for the jump-off decline to take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the OC will award the trophy by lot and the prize money will be added together and shared equally between the Athletes. If the Ground Jury's instruction to continue is not followed by Athletes, no trophy will be awarded and the Athletes will each only receive the prize money and the lowest placing for which they would have jumped-off.



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### CHAPTER IX PLACING

#### ARTICLE 248 INDIVIDUAL PLACING AND PRIZE GIVING

1. The placing (classification) of an individual Athlete is decided according to the table in use and the instructions included in the Schedule for the Competition or amendments noted on the course plan.
2. Any Athlete who has no chance of winning a prize may, at the discretion of the Ground Jury, be stopped at any time during his/her round.
3. Athletes who are unable to complete the first round of a Competition have no right to any prize, except in certain special Competitions.
4. Prize winners of qualifying Competitions retain the prizes they have won even if they decline to take part in the final Competition for which they have qualified.
5. Prize winners must take part in the prize giving ceremony and should do so with the placed Horses. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse to take part at the prize giving ceremony, the Ground Jury, at its discretion, may decide to allow the OC to withhold the Athlete's prize. Therefore, the OC must publish in the Schedule and programme the number of prize winners required to take part in the ceremony. If the Schedule or programme does not indicate the number that must be present, then all Athletes and Horses placed must attend the prize-giving ceremony.
6. With the exception of Horse rugs presented by sponsors of Competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstance, may, however, decide to relax this rule.
7. At CSIO5\* and CSI5\* Events, the Organising Committee must invite the owner of the Horse that wins the Grand Prix to take part in the prize giving ceremony, if present at the Event.



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### CHAPTER X ATHLETES AND HORSES

#### ARTICLE 256 DRESS, PROTECTIVE HEADGEAR, ARTIFICIAL AIDS AND SALUTE

##### 1. Dress

- 1.1 Athletes are required to wear correct dress when appearing before spectators and are required to dress in accordance with the applicable provisions of JRs Art. 256.1, Art. 256.3 and GRs Art. 135.2 when they are competing or during the presentation of prizes.
- 1.2 When inspecting the course, dress must be neat and tidy. In any case, riding boots, white or light fawn breeches, a long- or short-sleeved shirt and a white tie or choker must be worn. Shirts must have a white collar; long-sleeved shirts must have white cuffs.
- 1.3 In bad weather, the Ground Jury may allow the wearing of a greatcoat or waterproof. In very warm weather, the Ground Jury may allow Athletes to ride without a jacket.
- 1.4 It is compulsory for all persons to wear a properly fastened protective Headgear at all times when mounted. If an Athlete chooses to remove his/her Headgear at any time, whether permitted or not by these rules, such removal shall always be entirely at his/her own risk. An Athlete who loses his/her Headgear or whose retention harness becomes unfastened during the course of his/her round must recover and replace it, or in the case of the retention harness becoming unfastened must refasten it. In such case, the Athlete will not be penalised for halting to retrieve his/her Headgear and/or refasten the retention harness, but the clock will not be stopped. An Athlete who jumps or attempts to jump an obstacle with a retention harness incorrectly fastened or not fastened will be eliminated unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (e.g. if the harness becomes unfastened in the middle of a combination or one or two strides before the obstacle in question). As an exception to this rule Senior Athletes may remove their Headgear while accepting prizes, during the playing of the National anthem and any other ceremonial protocol.
- 1.5 Civilians are required to wear the uniform or clothing approved by their NF, a jacket, white or light fawn breeches, black or brown boots. Other dark coloured boots may be approved at the discretion of the FEI; boots may have one contrasting colour only, around the top, heel and/or toe. Boots must have a heel. Shirts may have long or short sleeves and must have a white collar; long-sleeved shirts must have white cuffs. A white tie or choker must be worn. Competition jackets may be any colour and must have outward facing buttons. If the jacket has a collar it must be a lapel collar which may be the same colour as the jacket or a different colour. Piping of any colour is allowed around the collar only. Jackets without a collar are allowed providing the shirt collar and tie are visible when the jacket is closed. If a jacket is not worn (refer to Art. 256.1.3 for exceptions due to weather), shirts must have sleeves; either short or long sleeves are permitted.



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

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

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

- 1.9 Disputes about colours are to be referred to the FEI Secretary General whose decision is final.
- 1.10 Earphones and/or electronic communication devices may never be worn during FEI Jumping Competitions. For the avoidance of any doubt, Athletes, grooms or any other person may wear one earphone at any other time while mounted.
- 1.11 Spurs
  - 1.11.1 Anywhere within the grounds of the Event, the Athlete when mounted may wear only one spur on each boot.
  - 1.11.2 Rowel spurs, that is spurs with a notched or serrated rotating disc, are not authorised anywhere within the grounds of international Jumping Events; spurs with a rotating disc that is not notched or serrated are allowed.
- 1.12 Whip
  - 1.12.1 Anywhere within the grounds of the Event, the Athlete when mounted may carry only one whip.
  - 1.12.2 Athletes are allowed to use a dressage whip when working on the flat but are strictly forbidden to use or carry a whip which is weighed down at the end at any time, or to carry or use one which is more than 75 centimetres in length in the arena and schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried.

## 2. Salute

- 2.1 In all Competitions that take place in an arena under the jurisdiction of a Ground Jury, each Athlete must salute the President of the Ground Jury as a matter of courtesy,





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unless the President of the Ground Jury gives other instructions. The Ground Jury may refuse to start an Athlete who has not saluted. The Ground Jury may also fine the Athlete (see JRs Art. 240.2.7). For special reasons the Ground Jury, in consultation with the OC, may decide whether or not Athletes are required to salute prior to the commencement of each Competition. The OC in agreement with the President of the Ground Jury must instruct the Athletes to salute Heads of State when present, and may do so if there is a special guest occupying the official box.

- 2.2 Athletes should salute during a march past parade, presentation of prizes and during the playing of anthems.
  - 2.3 For special reasons the Ground Jury may decide that the salute is not necessary.
  - 2.4 Athletes may not remove their Headgear when saluting. Raising the whip or lowering the head is considered an appropriate salute.
3. Advertising on Athletes and Horses (See GRs Art. 135)
- 3.1 At all Events, except Regional and Olympic Games under the patronage of the IOC (see Olympic Regulations for Equestrian Events at Olympic Games), Athletes may wear clothing and use equipment which identify the manufacturer, the Athlete's sponsor(s), the Athlete's team sponsor(s), the NF's sponsor(s), the Athlete's nation, and/or the Athlete himself, but only under the specific conditions set forth below:
    - 3.1.1 Identification of a Non-Sponsor Manufacturer
      - 3.1.1.1. While present in the Competition area and during the prize-giving ceremonies names or logos identifying a non-sponsoring manufacturer of the clothing and equipment may appear only once per item of clothing and equipment and solely on a surface area not exceeding three square centimetres (3 cm<sup>2</sup>) for clothing and equipment.
    - 3.1.2 Identification of Sponsors
      - 3.1.2.1 While present in the Competition area and during the prize-giving ceremonies the name and/or logo of the Athlete's sponsor(s), his/her team sponsor(s) and/or his/her NF's sponsor(s) may appear on a surface area not exceeding:
        - i) eighty square centimetres (80cm<sup>2</sup>) on each of the two sides of jackets or top garments at the height of breast pockets;
        - ii) sixteen square centimetres (16 cm<sup>2</sup>) on both sides of the shirt collar or centrally in the middle part of the collar of ladies' blouses;
        - iii) Civilians are allowed to wear the logo of their sponsor vertically in the middle part of their Headgear. Said logo must not be longer than 25 centimetres and wider than five centimetres.
        - iv) eighty square centimetres (80 cm<sup>2</sup>) (maximum 20 centimetres long, maximum four centimetres wide) only once lengthwise on the left leg of the riding breeches.
        - v) two hundred square centimetres (200 cm<sup>2</sup>) on each side of the saddle cloth;



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vi) seventy-five square centimetres (75 cm<sup>2</sup>) for the logo on ear hoods.

3.1.2.2 The OC may display the name and/or logo of a Competition and/or Event sponsor(s) on members of the OC crew present in the competition area, as well as on stable rugs when they are in the Competition area and during the prize-giving ceremonies at all FEI Events. The size of name and/or logo on Athlete's number shall not exceed 100 cm<sup>2</sup>.

### 3.1.3 Athlete's National Identification

3.1.3.1 While present in the Competition area and during the prize-giving ceremonies the name or logo of the Athlete's nation, its national symbol and/or its national flag, and/or the Athlete's NF logo or name may appear on a surface area not exceeding:

- (i) a reasonable size on each of the two sides of jackets or top garments, at the height of breast pockets, and on the collar;
- (ii) either two hundred square centimetres (200 cm<sup>2</sup>) on one arm of jackets or top garment or one hundred square centimetres (100 cm<sup>2</sup>) on each arm of jackets or top garments.
- (iii) vertically in the middle part of the Headgear (see specifications JRs Art. 256.3.1.2.1.iii)
- (iv) eighty square centimetres (80 cm<sup>2</sup>) (maximum 20 centimetres long, maximum four centimetres wide) only once lengthwise on the left leg of the riding breeches.
- (v) 200 cm<sup>2</sup> on each side of the saddle cloth
- (vi) seventy-five square centimetres (75 cm<sup>2</sup>) for the logo on ear hoods.

In any case, the Athlete's national identification may be combined in the same surface area with the name and/or logo of the Athlete's sponsor(s), his/her team sponsor(s) and/or the NF's sponsor(s) as long as their presence and visibility are in compliance with the surface areas mentioned in Art. 3.1.2.1 and 3.1.3.1.

In addition to the above, the Athlete's national flag or the official three letter IOC abbreviation for the nation, may appear on the back of the Athlete's jacket, centred between the shoulders. The top of the flag, respectively the three letter abbreviation, must be placed 4 cm below the collar. The flag may not be more than 25 cm wide, with a height in proportion to the width; the three letter IOC abbreviation must appear in standard IOC typeface and not exceed a height of 8 cm.

### 3.1.4 Athlete's Name

3.1.4.1 While present in the Competition area and during the prize-giving ceremonies the Athlete's name may appear on a surface area not exceeding 80 cm<sup>2</sup> (maximum 20 centimetres long, maximum four centimetres wide) only once lengthwise on the left leg of the riding breeches;



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- 3.2 Unless otherwise specified in this article, no advertisement or publicity is permitted on any Athlete, Official, Horse, or riding equipment while present in any Competition area or during the performance. However, Athletes inspecting the course may wear the logo of their sponsor, their team sponsor(s), and/or of their NF's sponsor(s) and/or their nationality within a frame not exceeding 400 cm<sup>2</sup> (on the front and back of their top garments and within a frame not exceeding 50 cm<sup>2</sup> on head gear.
- 3.3 The Chief Steward is responsible for ensuring that the above provisions are respected by Athletes before entering the arena. Athletes not complying with the above will not be permitted to enter the arena during competition. An official clothing approved by an NF not complying with the requirements of this article will not be authorised by the FEI.
- 3.4 Advertising may appear on obstacles, and on the sides of the arena provided any applicable broadcast, internet, or similar law or agreement permits such advertising. Specifications for sponsored obstacles are covered under JRs Art. 208.3.
- 3.5 Unless otherwise agreed in writing by the FEI, for the purpose of this article, the Competition area shall include all areas where the Athlete is being judged or his/her Horse is undergoing a Horse inspection. It shall not include practice arenas.

### ARTICLE 257 SADDLERY

1. In the Competition arena
  - 1.1 Blinkers and fly masks that cover the Horse's eyes are forbidden.
  - 1.2 Leather, sheepskin or similar material may be used on each cheek piece of the bridle providing the material does not exceed three centimetres in diameter measured from the Horse's cheek.
  - 1.3 Only unrestricted running martingales are allowed; no more than one martingale stopper per rein may be used. Reins may not be configured in such a way as to cause a running martingale to function as a standing martingale.
  - 1.4 There are no restrictions on bits or nosebands. However, the Ground Jury has the right, based on veterinary advice, to forbid the use of a bit or noseband that may cause injury to the Horse.

Reins must be attached to the bit(s) or directly to the bridle. A maximum of two pairs of reins may be used. If two pairs of reins are used, one pair must be attached to the bit or directly to the bridle. Gags and hackamores are allowed.
  - 1.5 Draw reins (running reins) are forbidden in the Competition arena except during prize giving ceremonies and march-past parades.
  - 1.6 Failure to comply with any of the provisions listed in Art. 257.1.1 – 257.1.5 will incur elimination (see JRs Art. 241.3.21).
2. Anywhere within the grounds of the Event (restricted area) under control of the OC, the following provisions apply:



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- 2.1 In the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. The Athlete must not directly or indirectly tie any part of his/her body to the saddlery.
- 2.2 The total maximum weight of equipment allowed to be placed on a Horse's leg, front or hind (single or multiple boots, fetlock rings, etc), may not exceed 500 grams (shoe or substitute for a shoe excluded) under any circumstances, including when the equipment is wet.
- 2.3 For all international Jumping Event for Young Horses (five, six, seven and eight year old Horses):

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

Hind boots that have a rounded protective element on the inside only are the only type of hind boot allowed. The boot must have a maximum interior length of 16 centimetres; the width of the fastener must be at least five centimetres. Hind boots with additional protection for the pastern that extends below the rounded shell on the inside of the boot are allowed providing the protection is made of soft pliable material. The pastern protection that extends below the rounded shell on the inside is not taken into account when measuring the length of the boot. (refer to FEI Jumping Stewards' Manual on the FEI website for photographs).

Boots must be designed in such a way that both sides can be bent to fit around the Horse's leg without effort. The rounded protective element of the boot must be placed around the inside of the fetlock.

The inside of the boot must be non-abrasive and smooth, that is, the surface must be even and there may not be any pressure points, i.e. there may be no pads or blocks under the lining, on the inside of the boot; for the avoidance of doubt, stitching on the inside of the protective element that attaches the inner lining to the boot, is permitted. Sheepskin linings are allowed.

Only non-elastic Velcro-type fasteners are permitted; no hooks, buckles, clips or other methods of attaching the fasteners may be used. The inside surface of the fastener that is in direct or indirect contact with the horse's skin must be non-abrasive. The fastener must be one-directional, that is, the strap must be attached directly from one side of the boot to the fastening component on the other side of the boot but must not wrap around the entire boot. The fastener may be secured with another Velcro-type strap extending vertically over the fastener where it is attached to the fastening component (for examples, refer to the FEI Jumping Stewards' Manual Annexes).

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

Fetlock rings may be used for protective purposes providing they are properly adjusted and loose, and providing the total weight of equipment on the horse's leg



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does not exceed 500 grams under any circumstances, including when the equipment is wet (see JRs 257.2.3). Pastern bands may be used around the pastern providing they are not overtightened.

- 2.4 At all international Jumping Events and at all FEI World Jumping Challenge Events, only hind boots meeting the following descriptions may be used:

2.4.1 Boots as described in Art. 257.2.4.

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

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

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

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

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

Velcro-type fasteners:

- Each strap must:
  - o Have a Velcro or Velcro-type fastening system
  - o Have a minimum width of 2.5 cm if there are two straps or
  - o Have a minimum width of 5 cm if there is only one strap









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<ul style="list-style-type: none"><li>- For boots with a protective element only on the inside of the fetlock, straps may be elastic or non-elastic</li><li>- For double-shell boots, the straps must be elastic</li></ul>	
<p>Stud-type fasteners:</p> <ul style="list-style-type: none"><li>- Each strap must:<ul style="list-style-type: none"><li><u>o</u> Be made of elastic</li><li><u>o</u> Have a minimum width of 2.5 cm</li><li><u>o</u> Have holes that fit over a stud on the boot</li></ul></li></ul>	
<p>Hook-type fasteners:</p> <ul style="list-style-type: none"><li>- Each strap must:<ul style="list-style-type: none"><li><u>o</u> Be made of elastic</li><li><u>o</u> Have a minimum width of 2.5 cm</li><li><u>o</u> Have a hook at the end that fits into an “eyelet” on the boot</li></ul></li></ul>	

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

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

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

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





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2.6 The use of a tongue-strap is forbidden. For the use of tongue guards, see VRs Art. 1046.5.

2.7 Failure to comply with any of the provisions of Art. 257.2.1 – 257.2.8 in the Competition arena will incur Elimination (see JRs Art. 241.3.21).

### 3. Advertising on Saddlery and Equipment

The requirements set forth in JRs Art. 256.3 apply with regard to restrictions on advertising on saddlery and equipment.

## **ARTICLE 258 ACCIDENTS**

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



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### CHAPTER XII COMPETITIONS

#### ARTICLE 260 GENERAL

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

#### ARTICLE 261 NORMAL COMPETITIONS AND GRAND PRIX COMPETITIONS

1. Normal and Grand Prix Competitions (the latter must be explicitly designated in the Schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate equality for first place by a first jump-off or by a maximum of two jump-offs.
2. These Competitions are judged under Table A against or not against the clock, but always with a time allowed.
3. The course is built primarily to test the ability of the Horse over the obstacles. The number of obstacles, their type, their height and spread, within the set forth limits, are the responsibility of OCs.
4. Qualification for Grand Prix
  - 4.1 If qualification conditions for Athlete/Horse are scheduled for the Grand Prix at a CSIO, it is compulsory that the formula given below is referred to.

The following are automatically qualified for the Grand Prix at CSIOs, if present as official team members or individual:

    - 4.1.1 The individual Jumping medal winners (Athletes/Horse combinations) of the last Olympic and Pan American Games, of the last World and Continental\* Championships (\*provided the competitions at the Continental Championship were conducted in accordance with the competition format and at the maximum height of obstacles established in Articles 323 through 327 of the Rules for Jumping Championships and Games) and the first placed Athlete/Horse combination in the last FEI World Cup™ Jumping Final.
    - 4.1.2 Eligible to participate in Grand Prix Competitions at 5\* CSIO Events are the winners (Athlete/Horse combination) of the Grand Prix at any 5\* CSIO Event during the previous 12 months.



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- 4.2 If qualification conditions for Athletes are scheduled for the Grand Prix at a CSI Event, it is compulsory that the formula given below is referred to. This does not apply to CSI events that are part of a series approved by the FEI Board.
- 4.2.1 The following are automatically qualified for the Grand Prix at CSI Events, if present:
- The winner (Athlete/Horse combination) of that Event's Grand Prix the previous year, according to the following conditions:
- For the Grand Prix at a CSI3\*/CSI4\*/CSI5\* Event, the winner of that Event's Grand Prix the previous year is eligible to participate, providing the previous year's Event was the same star level or a higher star level;
- 4.2.2 The current National Jumping Champion (Athlete/Horse combination) of the host country;
- 4.2.3 The individual Jumping medal winners of the last Olympic and Pan-American Games, the last World and Continental\* Championships (\*provided the competitions at the Continental Championship were conducted in accordance with the competition format and at the maximum height of obstacles established in Articles 323 through 327 of the Rules for Jumping Championships and Games) and the winner of the last FEI World Cup™ Jumping Final.
- 4.3 If qualification conditions for Athlete/Horse are scheduled for the Grand Prix Competition at a CSIO or a CSI, it is compulsory that all qualifying Competitions are run under Table A against the clock or under Table A with one or two jump-offs or with two rounds (Art. 273) or with winning round (Art. 276) or in normal two phase competitions (Art. 274.1.5.1-Art. 274.1.5.3, both phases Table A). Competitions in groups with winning round (Art. 275) and special two-phase Competitions (Art. 274.2) may not be used as qualifying competitions for the Grand Prix.
- 4.4 All Athletes taking part in a Grand Prix at a CSIO or a CSI must have completed, with their Grand Prix Horse, the initial round of at least one FEI Competition among those listed below\* prior to the Grand Prix. If an Athlete/Horse combination has completed the initial round of one of these Competitions prior to the Grand Prix, and the Athlete is subsequently eliminated or disqualified from the Competition in question, the Athlete may take part in the Grand Prix (if qualified), with the same Horse, as the Horse is deemed to have fulfilled the eligibility requirement of completing the initial round of an FEI Competition prior to the Grand Prix. If the Grand Prix takes place on the first day of the Event, or if it is the only Competition at the Event, regardless on which day it is held, the Organising Committee must schedule a training session to provide Athletes with the opportunity to jump their Horse in the arena prior to the Grand Prix. The same provisions apply to FEI World Cup™ Competitions.

\* FEI Competitions that may count for fulfilling the eligibility requirement for Horses taking part in the Grand Prix:

Art. 261 "Normal Competitions" Art. 262.4 "Masters Competitions"



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Art. 263 Hunting Competition or Speed and Handiness Competition Art. 264 Nations Cup Competition

Art. 265 Sponsor Team and other Team Competitions Art. 267 Hit and Hurry Competition

Art. 269 Accumulator Competition Art. 270 Top Score Competition

Art. 271 Take Your Own Line Competition Art. 273 Competition over Two Rounds

Art. 274.1.5 Normal Two-Phase Competitions (it is sufficient to complete the first phase)

Art. 274.2.5 Special Two-Phase Competitions (both phases must be completed to fulfil the Horse eligibility requirement)

Art. 275 Competition in Groups with Winning Round

Art. 276 Competition with Winning Round Art. 277 Derby

Art. 278 Competition over Combinations

For the avoidance of doubt, the eligibility requirement for Horses taking part in the Grand Prix may not be filled in any of the following Competitions: Art. 262.2 Puissance, Art 262.3 Six Bar, Art. 266 Fault-and-Out, Art. 268 Relay, Art. 272 Knock-Out, and completing only the first phase of Art. 274.2.5 Special Two-Phase.

- 4.5 In addition to the above paragraph, to be eligible to take part in the Grand Prix and/or the FEI World Cup™ Competition at a CSI5\* or CSI5\*-W Event if there is no qualification system in place, Athletes must have achieved, with the Horse with which they wish to compete in the Grand Prix and/or the FEI World Cup™ Competition the following results within the 12 months prior to the definite entries for the Event: four Penalties or less in the initial round of a 1.50 m Competition or higher run under Table A.

The above requirement does not apply to the Athlete/Horse combinations pre-qualified for the Grand Prix at CSI Events according to the provisions of paragraph 4.2 above.

5. Grand Prix Competitions must be conducted in accordance with one of the following formulas:
- 5.1 over one round with one or two jump-offs, the first or the second jump-off against the clock, or both against the clock; or
  - 5.2 over two rounds (identical or different) with one eventual jump-off against the clock; or
  - 5.3 over two rounds, with the second round against the clock.
6. At CSIO Events the Grand Prix Competition must be judged according to one of the following formulas:
- 6.1 JRs Art. 238.2.2: one round against the clock with one jump-off against the clock; or
  - 6.2 JRs Art. 273.3.3.1 or 273.3.3.2: two rounds without a jump-off; or
  - 6.3 JRs Art. 273.3.1 or 273.3.4.2: two rounds and one jump-off.



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The number of efforts in the first round must be limited to 15 and to nine in the second round.

7. For all CSI5\* and CSIO5\* Events the Schedule must indicate a height of obstacles of 1.60 m for the Grand Prix, except for the final Grand Prix of an FEI-approved Series, for which an exception may be allowed to indicate a height of 1.65 m. Refer also to JRs Art. 208.

### ARTICLE 262 POWER AND SKILL COMPETITIONS

#### 1. General

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

#### 2. Puissance

- 2.1 The initial round will comprise from four to six single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40 m in height, two obstacles from 1.60 m to 1.70 m and one wall or vertical obstacle, which may vary from 1.70 m to 1.80 m in height. All combination obstacles, water jumps, ditches and natural obstacles are forbidden.

It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).



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- 2.2 A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top or a combination of planks and poles with a pole on top or all poles may be used as a substitute.
- 2.3 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 (see JRs Art. 246.1).
- 2.4 In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if Athletes equal for first place have not been penalised in the preceding round (see JRs Art. 246.1).

### 3. Six Bar Competition

- 3.1 In this Competition, six vertical obstacles are placed in a straight line about 11 metres apart from each other. They must be identically constructed and composed only of poles of the same type. The cups supporting the poles must have a maximum depth of 20 mm. The number of obstacles may be reduced depending on the size of the arena.
- 3.2 All the obstacles may be kept at the same height, for example 1.20 m, or
  - 3.2.1 at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or;
  - 3.2.2 the first two at 1.20 m, the next two at 1.30 m and so on.
- 3.3 In the event of a Refusal or a Run-out, the Athlete must restart the course at the obstacle where the Fault was made.
- 3.4 The first jump-off must take place over the six obstacles which must be raised unless the Athletes who are equal for first place have been penalised in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11 metres as required initially (the lower obstacles should be withdrawn).

### 4. Masters

- 4.1 This is a Competition with an initial round and a maximum of four jump-offs. In the initial round, a course of six obstacles (including one double) is built at a maximum height of 1.50 m, maximum spread 1.40 – 1.70 m. In each jump-off, when the Athlete enters the arena, he/she selects one obstacle, respectively one element if part of the combination, to be raised. The first fault eliminates the Athlete. In this case, the obstacle, respectively the element of the combination, that has been raised is lowered to its height prior to being raised by the Athlete. The obstacles may only be raised a second time in the same jump-off providing all of the obstacles, including both elements of the combination, have already been raised and have not been lowered to their initial height for that jump-off.





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- 4.2 In case of all Athletes being eliminated in any one of the first three jump-offs, the Athletes eliminated in the last jump-off held will take part in another jump-off against the clock, without altering the height of the obstacles, to decide the classification. Athletes eliminated in any given jump-off are placed equal in that jump-off, and are considered to be placed ahead of Athletes eliminated in the previous jump-off and/or the initial round.

The maximum height and spread in the 4<sup>th</sup> and final jump-off are: Height: 1.70m maximum – Spread: 2m maximum; Triple bar : 2.20m maximum.

### **ARTICLE 263 HUNTING COMPETITION OR SPEED AND HANDINESS COMPETITION**

1. The aim of these Competitions is to demonstrate the Horse's obedience, handiness and speed.
2. These Competitions are judged under Table C (see JRs Art. 239).
3. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the Athlete the opportunity to shorten his/her track, but by taking a more difficult obstacle).

Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting Competitions and must be so named in the Schedule. All other Competitions (of this type) are called Speed and Handiness Competitions.

4. No fixed track to be followed is set forth on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.
5. Compulsory turning points are included only if absolutely necessary.

### **ARTICLE 265 SPONSOR TEAM AND OTHER TEAM COMPETITIONS**

1. Sponsor Team Competitions

A Sponsor Team Competition must consist of three or four Athletes and be run according to the provisions set forth in the Schedule. Sponsor Team Competitions may not be arranged at CSIOs or CSI-W Events or Championships. Sponsor Team Competitions may never be called Nations Cup Competition or be run according to any Nations Cup formula.

Sponsor Team Competitions can be arranged either as separate Competitions or within a Competition also with an individual classification. Team Athletes participating in this type of Competition must be listed in the starting list for this Competition only by name and team rather than by name and NF. In order to take part in FEI Events Sponsor Teams must be registered with the FEI in accordance with the following provisions:

Corporations or organisations with the exception of political or religious organisations may sponsor a team consisting of minimum three Athletes to participate in special Sponsor Team Competitions or in Competitions with an individual classification. Each member of a sponsored team must have a written commercial agreement with the corporation or organisation under whose name said team competes.



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The details according to which the Sponsor Team Competition is to be run will be provided in the Schedule.

Team Athletes participating in this type of Competition must be listed for the Sponsor Team Competition only by name and team, any reference to their NF being omitted.

Sponsor Teams are allowed to participate in any international Competition only if they are registered with the FEI and have paid the annual registration fee, which, for a team including up to four Athletes is ten thousand Swiss Francs (CHF 10,000).

For each additional Athlete per team a fee of one thousand Swiss Francs (CHF 1000) per year is payable. In the above amount protection of Sponsored Team jacket is included.

### 2. Other Team Competitions

Other Competitions for teams may be organised, according to the conditions in the Schedule. However, they may never be called Nations Cup Competition or Sponsor Team Competition. There can be no reference to representation of a nation.

## ARTICLE 266 FAULT-AND-OUT COMPETITION

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

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

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

#### 5.1 Over a set number of obstacles:

When the Competition takes place over a maximum number of obstacles and the Athlete has jumped the last obstacle, the clock is stopped at the moment when the Athlete crosses the finishing line.

In the event of equality of points and time for first place only, there must be a Fault-and-Out jump-off over a limited number of obstacles.

#### 5.2 With a fixed time of 60 to 90 seconds (45 in indoor arenas):



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The Athlete takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached.

If the fixed time is reached at the moment when the Horse is already taking off this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the Horse's forefeet touch the ground on landing. If there is an equality of Penalties and time, Athletes are placed equal.

### **ARTICLE 267 HIT-AND-HURRY COMPETITION**

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

### **ARTICLE 268 RELAY COMPETITIONS**

1. General
  - 1.1 These Competitions are for teams of two or three Athletes. The team members enter the arena together.
  - 1.2 The course shown on the plan must be completed consecutively according to the number of team members.
  - 1.3 The Athlete going through the starting line must jump the first obstacle and the Athlete jumping the last obstacle must also cross the finishing line in order to stop the clock. If an Athlete crosses the finishing line after another Athlete has jumped the penultimate obstacle, the team is eliminated.



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- 1.4 The time of the round is taken from the moment when the first Athlete crosses the starting line until the last member of the team passes the finishing line.
- 1.5 The time allowed is based on the speed for the Competition and the length of the course multiplied by the number of team members.
- 1.6 If, during the round, Disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round (see JRs Art. 232).
- 1.7 The Elimination of a team member incurs the Elimination of the whole team.
- 1.8 The second Disobedience by any team member or a fall by an Athlete/Horse eliminates the whole team.
- 1.9 The team is eliminated if, in changing over, the Athlete takes off to jump an obstacle before the forefeet of the Horse of his/her team member have reached the ground.
2. Relay Competitions are run as follows:
  - 2.1 Normal Relays
    - 2.1.1 In these Competitions the first Athlete jumps his/her round and having taken the last obstacle the next Athlete starts his/her round and so on.
    - 2.1.2 As soon as the Horses' forefeet of his/her team member jumping the last obstacle have reached the ground, the next Athlete may jump his/her first obstacle.
    - 2.1.3 These Competitions are run under Table C.
  - 2.2 Fault-and-Out Relays

Fault-and-Out Relays take place according to the provisions set forth for the Fault-and-Out Competition under JRs Art. 266 either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

    - 2.2.1 Over a maximum number of obstacles
      - 2.2.1.1 The change-over, indicated by a sound of the bell, is compulsory when each Athlete has completed his/her round or when an Athlete commits a Fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where Disobedience has been committed.
      - 2.2.1.2 If the last team member has completed his/her round with no Penalty or if he/she knocks down the last obstacle of the course, his/her round ends at the finishing line and the clock must be stopped at this moment.
      - 2.2.1.3 When the last Athlete knocks down an obstacle of the course, other than the last one, the bell is rung and the Athlete must then jump the next obstacle to allow his/her time to be recorded. When this Athlete, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.



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- 2.2.1.4 In this Competition bonus points are awarded: two points for an obstacle jumped correctly and one point for an obstacle knocked down. One point is deducted for the first Disobedience, two points for the following Disobedience committed by each of the second or the third team member depending on the number of Athletes in the team. One point is deducted for each commenced second exceeding the time allowed.
- 2.2.1.5 The classification is reached according to the highest number of points obtained by the team and the fastest time.
- 2.2.2 With a fixed total time
  - 2.2.2.2 In this case, the above provisions under paragraphs 2.2.1.1, 2.2.1.3, 2.2.1.4. and 2.2.1.5. must be applied.
  - 2.2.2.3 Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.
  - 2.2.2.4 The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.
  - 2.2.2.5 If the last Athlete knocks down the last obstacle of his/her round, he/she must jump the first obstacle of the course to allow the time to be recorded.
  - 2.2.2.6 If, during the round a Disobedience with a knock down is committed, the six seconds time correction is deducted from the fixed time.
- 2.3 Fault-and-Out Successive Relays

These Competitions take place according to the same rules as for the Fault-and-Out Relays over a maximum number of obstacles. However, the Athletes take over from each other after each Fault until the course has been completed by as many times as the number of members in each team.
- 2.4 Fault-and-Out Optional Relays
  - 2.4.1 In these Competitions the Athletes may take over as they like in the Competition but a change-over is compulsory, indicated by a sound of the bell, when each Athlete has completed his/her course or at the point where a Fault is committed.
  - 2.4.2 Optional relays are run under Table C.

### **ARTICLE 269      ACCUMULATOR COMPETITION**

1. This Competition takes place over six, eight or ten obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
2. Bonus points are awarded as follows: one point for obstacle number one not knocked down, two points for number two, three points for number three, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.
3. This Competition may take place either with the first round against the clock without a jump-off, or against the clock or not against the clock with a jump-off in case of equality





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of points for first place following the initial round. In case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.

4. If the Competition takes place not against the clock with a jump-off, Athletes not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the Competition takes place with the first round against the clock and a jump-off, Athletes not qualified for the jump-off are placed according to Penalties and time obtained in the first round.
5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the Athlete. At the discretion of the Course Designer, two Jokers may be included instead of one as alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of the last obstacle on the course; the second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on the course. The Athlete may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the Athlete earns 150%, respectively 200%, of the points of the last obstacle on the course. If the Joker is knocked down (JRs Art. 217.1), 150%, respectively 200%, of the points of the last obstacle of the course must be deducted from the total points obtained so far by the Athlete.

### **ARTICLE 270 TOP SCORE COMPETITION**

1. In this Competition, a certain number of obstacles are set up in the arena. Each obstacle carries from ten to 120 points according to its difficulty. Combination obstacles are not allowed.
2. The obstacles must be built so that they can be jumped in both directions.
3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he/she wishes.
4. The Athlete is credited with the number of points carried by each obstacle that he/she jumps correctly. No points are awarded for an obstacle that is knocked down.
5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the Athlete may jump any of the obstacles he/she 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 - there must be a red and a white flag at each end of the line.) During his/her round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he/she wishes.
6. The bell is rung to declare the end of the fixed time during which points may be obtained. The Athlete must then cross the finishing line in one direction or the other in order for his/her time to be recorded; if he/she does not cross the finish line he/she is eliminated. The





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finishing line must be provided with four flags - there must be a red and a white flag at each end of the line.

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

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

### **ARTICLE 271 TAKE-YOUR-OWN-LINE COMPETITION**

1. In this Competition the obstacles may be jumped only once in the order chosen by the Athlete. Any Athlete who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
2. Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines.  
Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This Competition takes place without a laid down speed, under Table C.
4. If the Athlete has not completed his/her course within 120 seconds after the time of his/her round has started, he/she will be eliminated.
5. All Disobediences are penalised by the time lost by the Athlete. For the penalty relating to falls, see Art. 241.3.25.



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6. If there is a Refusal or Run-out with a knock-down or displacement of the obstacle, the Athlete may only restart his/her round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start.

He may then jump the obstacle of his/her choice. In this case six seconds for time correction (see JRs Art. 232) will be added to the time of the round.

### **ARTICLE 272 KNOCK-OUT COMPETITION**

1. This Competition takes place by pairs of Athletes against each other. The Athletes must have qualified as a result of a separate Competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.
2. The two Athletes will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed.

If one Athlete enters the other Athlete's course and as a result interferes with that Athlete, the Athlete responsible for the interference will be eliminated.

3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the Competition.
4. In this Competition, each Athlete may only ride one Horse in the eliminating rounds, chosen from his/her Horses, which have qualified in the preliminary qualifying round or the qualifying Competition. If an Athlete finds that his/her opponent has withdrawn from any round, the Athlete remaining in the Competition gets the benefit of a walkover and will start in the next round.
5. If there are Athletes placed equal for the last place in the qualifying Competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The eliminating rounds, in which two Athletes take part, are run without time if judged under Table A. Each Fault made of whatever nature (knock down, Refusal, run out) is penalized by one point. Notwithstanding the above, in the case of a Refusal with or without a knock-down the Athlete will continue his/her round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under table A the Athlete is penalized by one point. An Athlete passing an obstacle without attempting to jump it will be eliminated. If the Competition is run under table C, three seconds will be added to his/her time in this case.

Any infringement of the provisions of JRs Art. 241 incurs Elimination from the Competition.

7. If the Competition is run under table C, each Fault is penalised by three seconds.
8. The Athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner. Athletes defeated in the corresponding rounds are placed equal.



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9. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which Athlete crosses this line first.
10. If, at the end of the eliminating round, there is a dead heat between two Athletes, the round must be started again.
11. If the Competition is run under table C, there must be an independent time-keeping installation for each Athlete.
12. The starting order in the eliminating rounds will be decided according to the table printed in JRs Annex III (16 or eight - according to the conditions of the Schedule).

### **ARTICLE 273 COMPETITION OVER TWO ROUNDS**

1. This Competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each Athlete must participate with the same Horse. Athletes, who have been eliminated or who have retired during the first round, may not take part in the second round and may not be placed.
2. All the Athletes have to take part in the first round. The following go forward to the second round according to the conditions of the Schedule:
  - 2.1 either all Athletes; or
  - 2.2 a limited number of Athletes (either a percentage or a set number of Athletes, in any case at least 25%) return for the second round in accordance with their placing in the first round (Penalties and time or Penalties only, according to the conditions of the Schedule); the exact percentage or number of Athletes to return for the second round is to be mentioned in the Schedule.
    - 2.2.1 If the first round is not against the clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if this is not mentioned in the Schedule.
    - 2.2.2 If the first round is against the clock, the OC may select either of the following options (the OC must indicate in the Schedule which option will be used):
      - (i) at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round based on their Penalties and time in the first round; or,
      - (ii) at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round, based on their penalties and time in the first round; in any case all Athletes without penalties in the first round, return for the second round.



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

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

### 4. Classification

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



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aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes qualified for in the second round will be according to Penalties and time in the first round (if the first round is against the clock) or according to Penalties in the first round (if the first round is not against the clock).

### ARTICLE 274 COMPETITION IN TWO PHASES

#### 1. Normal Competition in Two-Phases

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

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





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- 1.6 Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases. Athletes who are eliminated or who retire in the second phase will be placed equal last after all Athletes who completed the second phase.
  - 1.7 In the event of equality for first place, the tied Athletes will be placed equal first.
  - 1.8 In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art. 261.4.4), it is sufficient to complete the first phase of Competitions conducted according to any of the formulas listed in Art. 274.1.5.1 – 274.1.5.5.
2. Special Two-Phase Competition
- 2.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
  - 2.2 The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.
  - 2.3 Athletes completing the first phase may continue in the second phase.
  - 2.4 The second phase finishes after crossing its finishing line.
  - 2.5 This Competition must be judged in accordance with the following formula:

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

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

### **ARTICLE 275      COMPETITION IN GROUPS WITH WINNING ROUND**

1. In this Competition the Athletes are divided into groups. They can either be divided by draw, according to the results of a qualifying Competition or according to a recent Jumping Ranking, to be specified in the Schedule.





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2. The way, in which the Athletes are divided among the groups, and how the starting order within the groups is determined, must be specified in the Schedule.
3. First all Athletes in the first group start, then all Athletes in the second group and so on.
4. The best Athlete of each group qualifies for the winning round.
5. The OC may stipulate in the Schedule that a limited number of Athletes, who have not obtained the best result in their group, but who are the next best of all Athletes, also qualify for the winning round.
6. All Athletes in the winning round start with zero Penalties.
7. Athletes in the winning round will retain their starting order of the first round or, if so stipulated in the Schedule, they will start in reverse order of the results (Penalties and time) in the first round.
8. The first round and the winning round are judged under Table A against the clock.
9. This Competition may not be used for the Grand Prix or for the Competition with the highest prize money or as a qualifying Competition for another Competition.
10. All Athletes participating in the winning round must receive prize money.
11. If an Athlete qualified for the winning round does not start in this round, he/she will not be replaced.

### **ARTICLE 276 COMPETITION WITH WINNING ROUND**

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



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- 1.9 If an Athlete qualified for the winning round does not start in this round, he/she will not be replaced.
- 1.10 Refer to JRs Art. 247.1 and 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.
2. Competition with one round and winning round (winning round: Athletes start with zero Penalties)
  - 2.1 In this Competition at least 25% and a minimum of ten Athletes of the first round qualify for the winning round, in which they start in reverse order of the results (Penalties and time) of the first round. The following Athletes qualify for the winning round according to the conditions of the Schedule:
    - (i) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round based on their Penalties and time in the first round; or,
    - (ii) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round, based on their penalties and time in the first round, and in any case all Athletes without penalties in the first round, qualify for the winning round.
  - The exact percentage or number of Athletes to return for the winning round must be indicated in the Schedule.
  - 2.2 In the winning round all Athletes start with zero Penalties
  - 2.3 Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round Athletes are penalised with one Penalty point for every second commenced.
  - 2.4 This Competition may not be used for the Grand Prix or for the Competition with the highest prize money.
  - 2.5 If an Athlete qualified for the winning round does not start in this round, he/she will not be replaced.
  - 2.6 Refer to JRs Art. 247.1 and 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.

### **ARTICLE 277     DERBY**

1. A Derby Competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so stipulated in the Schedule.
2. It may be judged under Table A or Table C. If judged under table C there is no time allowed just a time limit. The time limit may be increased at the discretion of the Ground Jury if the



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length of the course exceeds the requirements for establishing the time limit as set forth in JRs Art. 239.3.

3. Even if this Competition carries the best prize money of the show, each Athlete is allowed to ride a maximum of three Horses according to the conditions of the Schedule.

### **ARTICLE 278 COMPETITION OVER COMBINATIONS**

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

### **ARTICLE 279 EVENTS AND COMPETITIONS WITH BORROWED HORSES**

International Events or Competitions may be organised with Horses borrowed by the host NF with the approval of the FEI Secretary General.

In such cases, the following conditions apply:

1. The OC will make available the necessary number of Horses (maximum three per Athlete).
2. At least 24 hours before the start of the first Competition a fair draw of the borrowed Horses for each team or individual Athletes has to take place. Unless otherwise stated in the Schedule and approved by the FEI Secretary General the Horses for the host NF will be drawn first.
3. The draw must take place in front of the Chefs d'Equipe or a representative of each team, the Athletes, the President or a Member of the Ground Jury and the President of the Veterinary Commission or the Veterinary Delegate. The Horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole Event unless the permission to change is given by the owner.
4. The OC should provide a reasonable number of reserve Horses to be used in case any Horse is found incapacitated by the Veterinary Delegate or in case of apparent complete incompatibility between one of the Athletes and his/her Horse, as stated by the Ground Jury.
5. The Schedule must establish clearly the conditions under which the Horses are borrowed and drawn and the Competitions are run. If alterations to the conditions under paragraphs 1 to 4 are foreseen, they have to be approved by the FEI Secretary General.
6. FEI passports shall not be required, provided that only national Horses take part, which can be positively identified with a document accepted by the FEI.



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### ANNEX II CALCULATION OF TIME ALLOWED

#### Speed : 300m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	20"	22"	24"	26"	28"	30"	32"	34"	36"	38"
	2	40"	42"	44"	46"	48"	50"	52"	54"	56"	58"
	3	60"	62"	64"	66"	68"	70"	72"	74"	76"	78"
	4	80"	82"	84"	86"	88"	90"	92"	94"	96"	98"
	5	100"	102"	104"	106"	108"	110"	112"	114"	116"	118"
	6	120"	122"	124"	126"	128"	130"	132"	134"	136"	138"
	7	140"	142"	144"	146"	148"	150"	152"	154"	156"	158"
	8	160"	162"	164"	166"	168"	170"	172"	174"	176"	178"
	9	180"	182"	184"	186"	188"	190"	192"	194"	196"	198"

#### Speed : 325m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	19"	21"	23"	24"	26"	28"	30"	32"	34"	36"
	2	37"	39"	41"	43"	45"	47"	48"	50"	52"	54"
	3	56"	58"	60"	61"	63"	65"	67"	69"	71"	72"
	4	74"	76"	78"	80"	82"	84"	85"	87"	89"	91"
	5	93"	95"	96"	98"	100"	102"	104"	106"	108"	109"
	6	111"	113"	115"	117"	119"	120"	122"	124"	126"	128"
	7	130"	132"	133"	135"	137"	139"	141"	143"	144"	146"
	8	148"	150"	152"	154"	156"	157"	159"	161"	163"	165"
	9	167"	168"	170"	172"	174"	176"	178"	180"	181"	183"

#### Speed : 350 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	18"	19"	21"	23"	24"	26"	28"	30"	31"	33"
	2	35"	36"	38"	40"	42"	43"	45"	47"	48"	50"
	3	52"	54"	55"	57"	59"	60"	62"	64"	66"	67"



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4	69"	71"	72"	74"	76"	78"	79"	81"	83"	84"
5	86"	88"	90"	91"	93"	95"	96"	98"	100"	102"
6	103"	105"	107"	108"	110"	112"	114"	115"	117"	119"
7	120"	122"	124"	126"	127"	129"	131"	132"	134"	136"
8	138"	139"	141"	143"	144"	146"	148"	150"	151"	153"
9	155"	156"	158"	160"	162"	163"	165"	167"	168"	170"

### Speed : 375 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	16"	18"	20"	21"	23"	24"	26"	28"	29"	31"
	2	32"	34"	36"	37"	39"	40"	42"	44"	45"	47"
	3	48"	50"	52"	53"	55"	56"	58"	60"	61"	63"
	4	64"	66"	68"	69"	71"	72"	74"	76"	77"	79"
	5	80"	82"	84"	85"	87"	88"	90"	92"	93"	95"
	6	96"	98"	100"	101"	103"	104"	106"	108"	109"	111"
	7	112"	114"	116"	117"	119"	120"	122"	124"	125"	127"
	8	128"	130"	132"	133"	135"	136"	138"	140"	141"	143"
	9	144"	146"	148"	149"	151"	152"	154"	156"	157"	159"

### Speed : 400 m/minute

Tens Units	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	15"	17"	18"	20"	21"	23"	24"	26"	27"	29"
	2	30"	32"	33"	35"	36"	38"	39"	41"	42"	44"
	3	45"	47"	48"	50"	51"	53"	54"	56"	57"	59"
	4	60"	62"	63"	65"	66"	68"	69"	71"	72"	74"
	5	75"	77"	78"	80"	81"	83"	84"	86"	87"	89"
	6	90"	92"	93"	95"	96"	98"	99"	101"	102"	104"
	7	105"	107"	108"	110"	111"	113"	114"	116"	117"	119"
	8	120"	122"	123"	125"	126"	128"	129"	131"	132"	134"
	9	135"	137"	138"	140"	141"	143"	144"	146"	147"	149"

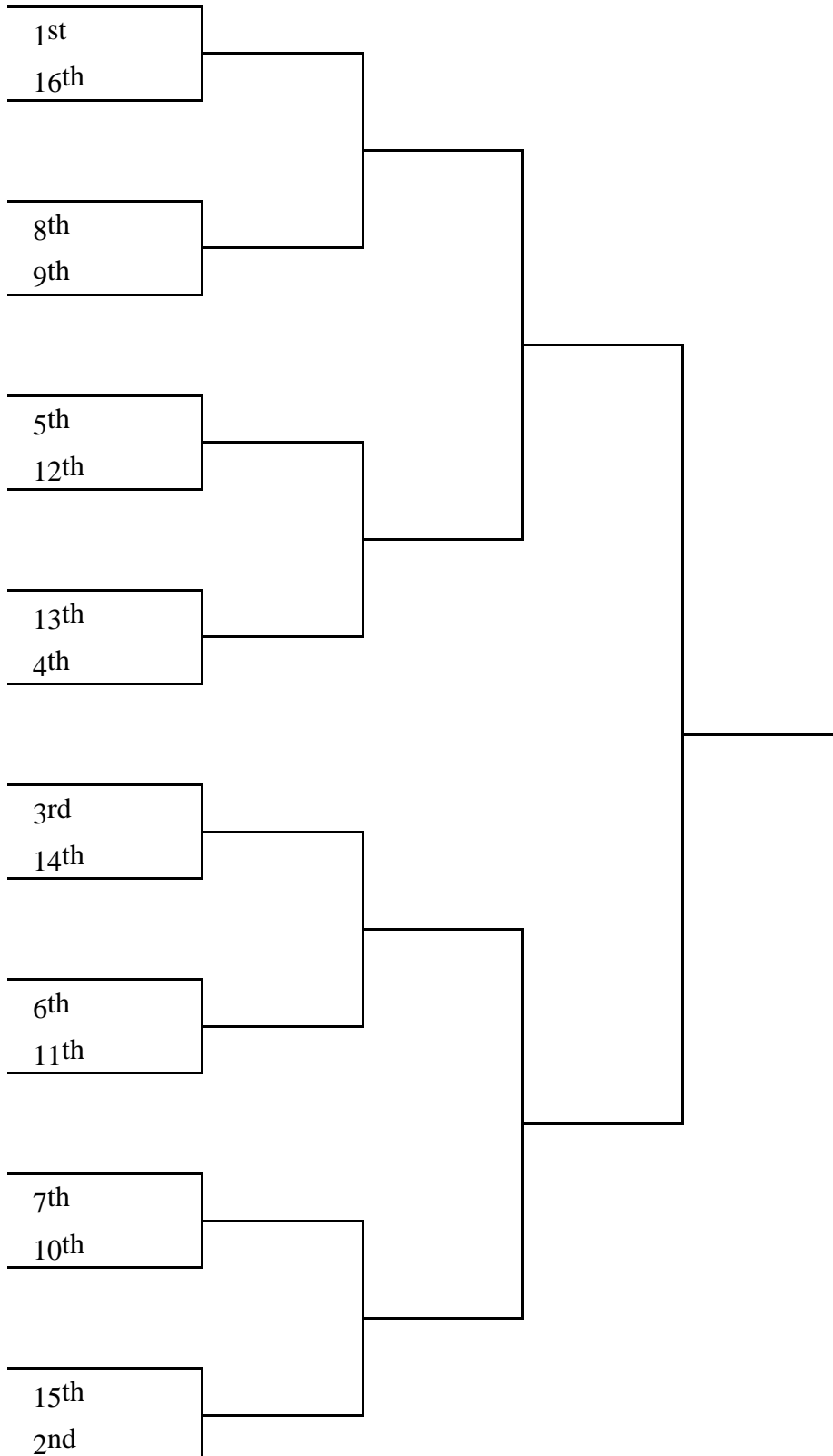


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### ANNEX III KNOCK-OUT COMPETITION (JRS ART. 272)

Order of starting in the qualifying rounds (in accordance with the qualification course)

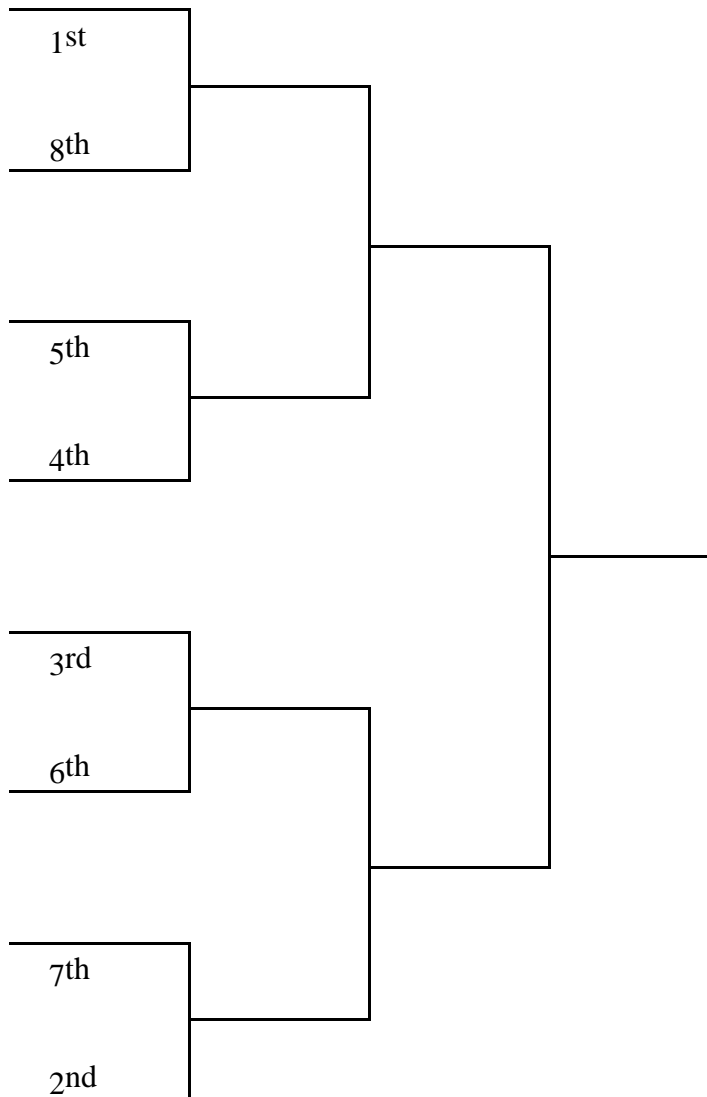






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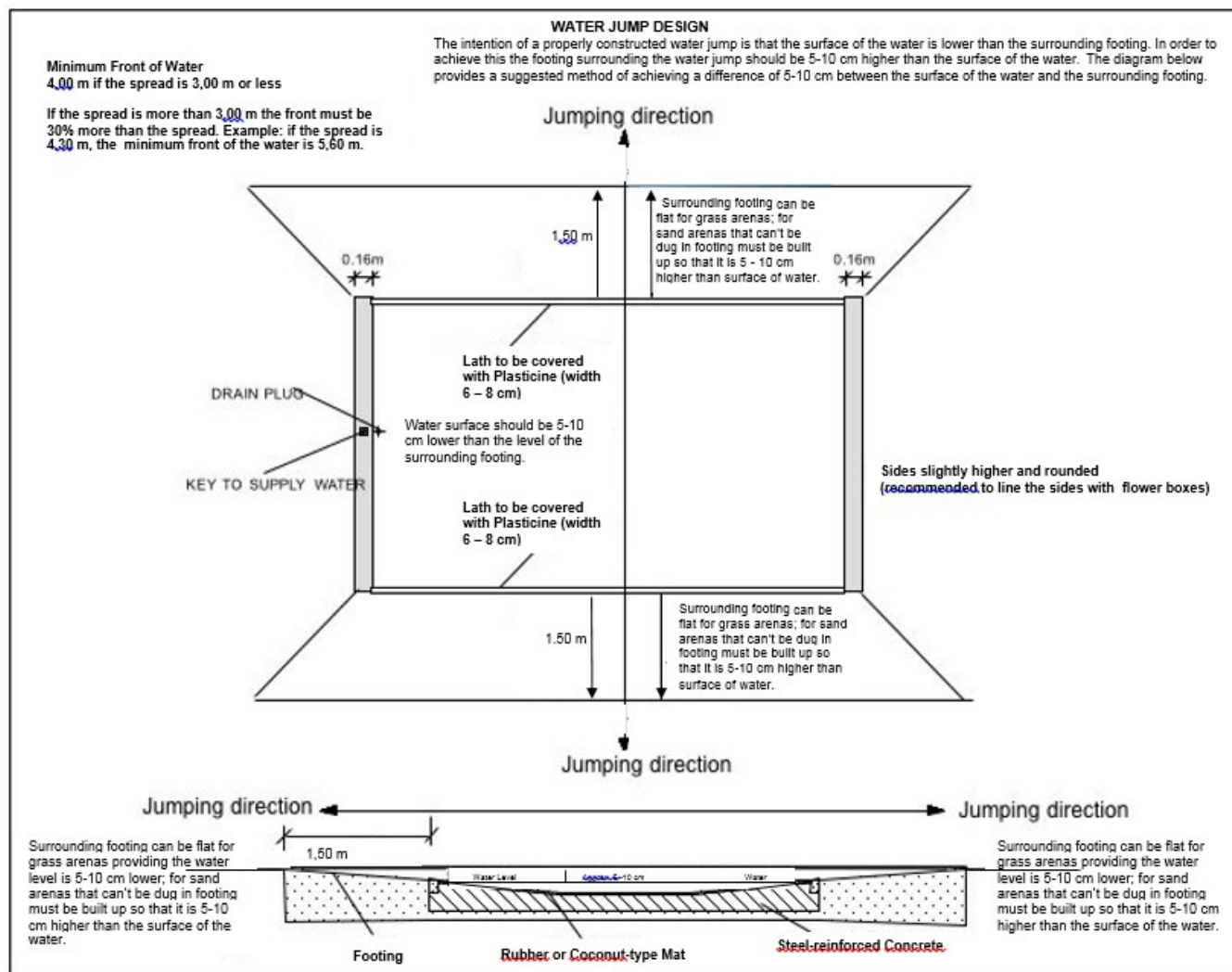
## Hong Kong Equestrian Federation

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Tel : (852) 2966 5078 Fax : (852) 2966 5082 Website : [www.hkef.org](http://www.hkef.org) Email : [info@hkef.org](mailto:info@hkef.org)

### ANNEX VII

### CONSTRUCTION OF THE WATER





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