

SECTION 17**COMPETITION RULES****17.1. ARENAS AND SCHOOLING AREAS**

1 The Arena

1 The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be closed.

2 Should it not be possible in practical terms for the arena to be enclosed and all entrances and exits to be closed while a horse is competing, the Judge for the competition shall publicly announce before the commencement of the competition how rule 17.1.1.1 is to be interpreted under the prevailing conditions.

2 Access to the Arena and Practise Obstacles

1 Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Permission to enter the arena will be given by the Ground Jury ringing the bell. When competitors are required to leave the arena the bell will be rung again. (17.2.1.1) In both instances an announcement must be made over the public address system. However, in competitions over two rounds with different courses, competitors may inspect the course before the second round except in terms of rule 22.3.6. (Outdoor Grand Prix of S A)

2 Unless permission is given by the Jury, it is forbidden, under penalty of disqualification or elimination, for competitors to enter the arena on foot once the competition has started (17.11.2.2.1).

3 Competitors are forbidden to exercise their horses in the arena for the duration of the Event, except as provided in 17.1.2.4 below, under penalty of disqualification by the Ground Jury (17.11.2.2.2). Competitors are forbidden to attempt to jump or to jump an obstacle in the arena before starting, except as provided for in 17.1.2.5 below, under penalty of disqualification or of elimination by the Ground Jury from the competition in which the competitor was going to take part (17.11.1.3.1 & 2, and 17.11.2.2 & 4).

4 The Organising Committee of an Indoor 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.

5 If the schooling (exercise) area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances practice obstacles are not allowed in any competition.

6 The obstacle must be a spread obstacle not exceeding 1,40m in height and 1,60m in spread or a vertical obstacle not exceeding 1.40m 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 possible disqualification (17.11.3.1.5).

7 Jumping the practice obstacle in the wrong direction may incur disqualification (17.11.2.2.8).

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

9 A knock down, refusal or run out count as attempts. 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 competitor is allowed to make a second and final attempt. (The time taken to reset the obstacle is neutralised).

10 The Ground Jury must give the signal to start the round after the competitor has made his attempt(s) or after 90 seconds. After the sound of the bell, the competitor who has attempted only once, is allowed the second attempt but he must cross the starting line in the correct direction within 45 seconds; failure to do so will start the time of the round (17.2.1.2).

11. Competitors 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 or elimination (17.11.2.2.2 and 4).

12 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.

13 The competitor must enter the arena when his number is called. Failure to do so incurs elimination at the discretion of the Ground Jury.

14 Competitors must enter and leave the arena mounted except with the permission of the Ground Jury or in case of an accident during the round. Failure to do so incurs elimination at the discretion of the Ground Jury.

15 A competitor/horse leaving the arena before the completion of his round, including prior to starting, without the permission of the Ground Jury, may be eliminated.

16 At Recognised Events where fixed obstacles (banks, ditches,

water jumps etc.) will be used, competitors may not jump or attempt to jump any of these obstacles after the closing date of entry. Failure to comply with this paragraph will incur disqualification.

17.2. BELL

1 The bell is used to communicate with the competitors. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:

1 to give permission to the competitors to enter the arena when the course is ready for their inspection, and to signal that the inspection time is over (17.1.2.1).

2 to give the signal to start and to activate a 45 seconds countdown shown, at CSN Status events, in the time equipment on the scoreboard or on any other display beside the arena.

The 45 seconds countdown sets the time that the competitor can spare before commencing his round. The Ground Jury has the right to interrupt the 45 second countdown if unforeseen circumstances appear. Disobediences, falls etc occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.

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, under special circumstances, the Ground Jury has the right not to activate the start or to cancel the starting procedure, give a new signal to start and re-start the countdown.

3 to stop a competitor for any reason, or, following an unforeseen incident, to signal to him to continue his round after an interruption (17.9.8.1).

4 to indicate to him that an obstacle knocked down, following a disobedience, has been replaced (17.9.7).

5 to indicate, by prolonged and repeated ringing, that the competitor has been eliminated.

2. If the competitor does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury (17.11.1.4.5) except where specifically provided under 17.9.8.2.

3. If, after an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (17.11.1.3.14)..

17.3. COURSE AND MEASURING (FEI Art 204)

1 The President of the Ground Jury or a member of the Ground Jury appointed by him must, in the company of the Course Designer, walk the

course to inspect the fences before the start of the competition. The course is the track which the mounted competitor must follow when competing, from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. The normal line must pass through the middle of the obstacle.

2. Once the competition has started only the Ground Jury in consultation with the Course Designer may decide that a gross error has been committed in the measurement of the course. This may be done after the third competitor (excluding Hors Concour competitors) has completed the course without a fall(s) or disobedience or any other interruption, and before the next competitor has started. In this case the Ground Jury has the option to alter the time allowed. The scores of the competitors who have jumped the course before the time was altered will then be adjusted accordingly

3. If the condition of the ground becomes bad the Ground Jury, may alter the speed provided for in the schedule, before the start of the first competitor of the competition.

4. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60 (18.1.0).

5. The starting line and finishing line may not be more than 15m or less than 6m 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. These flags may bear the Sponsors logo. The start line and the finish line must also be marked with letters S (=Start) and F (= Finish).

6. The round starts when the competitor crosses the starting line for the first time in the correct direction after the bell has been rung. The time awarded to the competitor starts running either upon crossing the starting line or upon expiry of the 45th second of the countdown mentioned in Rule 17.2.1.2. whichever occurs first.

17.4. COURSE PLAN (FEI Art 205)

1. A plan, accurately showing all the details (17.4.4) of the course, must be posted as close as possible to the entrance of the arena, at least half an hour before the beginning of each competition. An identical copy must be given to the Ground Jury.

2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions.

3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury and competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc).

- 4 The plan must indicate the following:
1. the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without penalty.
 - 2 the relative position, type (spread or vertical obstacle, triple bar), numbering and lettering of obstacles.
 - 3 any compulsory turning points marked by a white flag on the left side and a red flag on the right.
 - 4 the track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan.
 - 5 the table of penalties to be used.
 - 6 the time allowed and time limit, if any, or the fixed time in certain special competitions. (See Section 18).
 - 7 the obstacles, the length, the time allowed and the time limit for the jump-off's.
 - 8 the combinations considered as completely closed or as partially closed (17.7.7).
 - 9 all decisions and/or modifications made by the Ground Jury in regard to the course.

17.5. ALTERATIONS TO THE COURSE (FEI Art 206)

- 1 Should force of circumstances make it necessary to alter the plan of the course after it has been posted up, the change may only be made after agreement with the Ground Jury. In this case the Chefs d'Equipe and all individual competitors must be advised of the alterations by means of the public address system.
- 2 Once the competition has begun its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc) it must subsequently be continued using the same obstacles and course and, as far as possible, under the same conditions and at the exact point where it was interrupted (see 17.3.3).
- 3 Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Ground Jury 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 competitors penalised during this round at that obstacle must be adjusted by cancelling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.

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

17.6. FLAGS (FEI Art 207)

1 Completely red flags and completely white flags, which may bear the sponsor's logo, must be used to mark the following details of the course:

1 The starting line; it is obligatory to also place a marker S. (17.3.5)

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 must define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the exercise area (practise arena). It is also permissible to use wings/uprights with red/white tops instead of flags

3 Compulsory turning points.

4 The finishing line; it is compulsory to also place a marker F (17.3.5).

2 At the obstacles, the starting and finishing lines and at the compulsory turning points, the competitor must pass the flag(s) correctly (red on his right and white on his left). Flag poles defining the limits of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.

3 If a competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated (17.8.5).

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 competitor must continue his round and the obstacle / compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next competitor is given the signal to start.

5 However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is

changed by knocking down the flag, the Ground Jury will interrupt the round of the competitor. The clock must be stopped while the flag is replaced and a time correction of 6 seconds will be applied in accordance with the procedure provided for in Rule 17.9.7.

6 In certain special competitions (Section 18), the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red flag and a white flag at each end of these lines.

17.7. OBSTACLES

1 General (FEI Art 208)

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 the horses to fall or be injured.

2 The obstacles must not be unsporting and they must not cause an unpleasant surprise to any competitors.

3 Under no circumstances, except in Puissance, in Accumulator, in Six Bar Competitions or in a High Jump Record may any obstacle exceed 1.70m in height. Spread obstacles must not exceed 2,00m in spread with the exception of triple bars, which may have a maximum spread of 2.20m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50m in spread including the take-off element with the exception of the water jump for the Long Jump Record.

4 Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; which must have a depth of 18mm minimum and a depth of 30mm maximum. For planks, balustrades, barriers, gates, etc the diameter of the supports must be more open or even flat.

5 The limits on the height and spread of obstacles laid down by these Rules and by Appendix SJ/D and in the 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 to the ground, the maximum dimensions laid down will not be considered as having been exceeded. The permitted tolerance is 5 cm maximum in height and 10 cm in width.

6 The approximate dimensions of obstacles in competitions other than those which are specially laid down in the Rules, must be stipulated in the schedule (14.1.2.4).

2 Vertical Obstacles (FEI Art 209)

An obstacle, whatever its construction, can only be called vertical when all the elements of which it is composed are positioned in the same vertical plane on the take-off side without any rail, hedge, bank or ditch in front of it, extending not more than 20cm on the take off side.

3 Spread Obstacles (FEI Art 210)

A spread is an obstacle which is built in such a manner that it requires an effort both in spread and height. At all events FEI approved safety cups must be used as support for the back pole of spread obstacles and in the case of a triple-bar to support the centre and back poles of the obstacle.

4 Water Jump (FEI Art 211)

1. For a spread obstacle to be called a water jump, it must have no obstacle in front, in the middle, nor behind the water. The water must have a minimum width of 2,50m and must be dug in if the jumping spread is more than 3.20m.

2 A take-off element (brush, small wall), with a minimum height of 40cm and a maximum height of 50cm, must be erected on the take off-side. The width of the front of the water jump, which may include (floral) decorations, must be at least 30 percent more than the length (17.7.4.6).

3 The landing side of the water jump, must be defined by a white coloured (wooden) lath or by any other adequate, white coloured arrangement so that the Judge at this obstacle may clearly determine whether the horse has marked it. The wooden lath must be placed at the edge of the water and be properly fixed to the ground. At CSN Status events the landing side of the water jump must be defined by a lath, at least 6 cm in width and not exceeding 8 cm, covered with a bed of contrasting coloured plastercine (i.e. white plastercine if grass footing, coloured plasticine if sand) about 1 cm thick. This plastercine must be replaced each time a horse touches it. Several spare laths must be provided together with extra plastercine 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.

4. If the bottom of the water jump is made of concrete or hard material, it should be covered with a softer material such as a coconut or rubber mat.

5 It is a fault at the water jump:

1 when a horse puts one or several feet on the lath defining the limit of the water jump (17.8.1.1). It is a fault when the foot or the shoe or the fetlock joint or boot touches the lath or leaves an impression.

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 (17.7.4.2).

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 6 seconds will be added in accordance with 17.9.7.

8. The decision of the water jump judge is final. For this reason at all CSN status events the water jump judge must be a member of the Ground Jury. At other Events where such an official is not available, the Ground Jury may appoint someone with adequate knowledge to officiate as water jump judge.

9. The water jump judge must register the number of the penalised horses and the reason for the penalties.

10 Only a vertical obstacle of not more than 1,50m in height having any number of poles, but with the use of FEI approved safety cups be placed over a water jump. The vertical obstacle must not be placed further than 2m from the front of the obstacle. This obstacle is judged as a spread obstacle and not as a water jump. For this reason a lath or any other arrangement may not be used to define its limits.

11 If water is used under, or in front of or behind an obstacle (a so called "Liverpool") the width of the water may not be more than 2,00m.

12 In Pony Rider classes, a water jump, as defined in rule 17.7.4, may not exceed 3,00m in spread. In Adult and Junior classes the maximum spread is 4.50m (17.7.1.3)

5 Combination Obstacles (FEI Art 212)

1 Double, treble or higher combinations mean a group of two or

more obstacles with distances between the elements of 7,00m minimum and 12,00m maximum (except for competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7,00m) 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 obstacle of a combination are penalised separately.

3 When there is a refusal or run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination (17.7.7), or a six bar or obstacles-in-line competition. Failure to do so incurs elimination (17.11.1.3.16).

4 Penalties for faults made at each element and during different attempts, are counted separately and added together.

5 In a combination a triple bar may only be used as the first element., and a water jump may never be used

6 Banks, Mounds and Ramps

1 With the exception of 17.7.6.2, banks, mounds, ramps or 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 (17.7.5)

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, except table banks not exceeding 1,00m in height, mounds, sunken roads, tables, slopes or ramps may be used at indoor events.

7 Closed, Partially Closed and 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 or run-out the following procedure applies:

1 if the disobedience occurred in the closed part, the competitor must jump out in the direction of the course

(17.11.1.3; 23 & 24);

2 if the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination (17.11.1.3.15).

In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 6 seconds must apply. If, once inside the enclosure, the horse refuses, the competitor must jump out in the direction of the course. The 6 second penalty is added to the time when the clock is restarted and the rider resumes his round.

3 The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the course plan.

4 If a combination is not mentioned on the course plan as closed or partially closed, it must be considered as an open or partially open combination and judged as such.

8 Alternative Obstacles and Jokers

1 When, in a competition, two obstacles of the course carry the same number, the competitor has the choice of jumping either one of the obstacles:

1 if there is a refusal or run out without a knock-down or displacing of the obstacle, at his next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice.

2 if there is a refusal or run-out with a knock-down or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice.

2 Red and white flags must be placed at each of the elements of this alternative obstacle.

3 The Joker is a difficult obstacle, but must not be unsporting. It may be used in an Accumulator competition or in a Top Score competition.

17.8. PENALTIES DURING A ROUND

1 Penalties

During a round, penalties are incurred for:

1 Knocking down an obstacle (17.8.2) or a foot in the water or

on the lath of the water jump (17.7.4.5).

- 2 A disobedience (17.8.4).
- 3 A deviation from the course (17.8.5).
- 4 A fall of a horse and/or competitor (17.8.9).
- 5 Unauthorised assistance (17.8.10).
- 6 Exceeding the time allowed or the time limit (17.9.2. & 17.9.3).

2 Knockdown

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

- 1 the whole or any part of it falls, even if the part which falls is arrested in its fall by any part of the obstacle;
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 competitor. The knock down or displacement of an obstacle 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 by time in accordance with 17.9.7.

3 Penalties for knocking down an obstacle are those provided for under Tables A and C (17.10.2 and 17.10.5).

4 If any part of an obstacle which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this element is picked up and the way is cleared.

5 If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalised in accordance with the table for the competition.

3 Vertical and Spread Obstacles

1. When an obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same

vertical plane (17.7.2) only the fall of the top element 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.

4 Disobediences

1. The following are considered as disobediences and are penalised as such (17.10.2 and 17.10.5):

1. a refusal;
2. a run out;
3. a resistance;
4. a more or less regular circle or series 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, 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 is not considered to be a disobedience.

5 Deviation from the Course

1. It is a deviation from the course when the competitor:
 1. does not follow the course as set out on the published plan;
 2. does not cross the starting line or the finishing line between the flags in the correct direction (17.11.1.3; 6 & 17);
 3. omits a compulsory turning point (17.11.1.3.7);
 4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (Section 18, 17.11.1.3; 10 & 11);

5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle (17.11.1.3.8 and 9). Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a competitor for jumping an obstacle not forming part of the course.

2 An uncorrected deviation from the course incurs elimination (17.11.1.3.7 to 11).

6 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 a compulsory turning point or 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 Ground Jury must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt (see 17.9.7 and 8). If the Ground Jury decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalised as for an obstacle knocked down.

If the bell has been rung and the competitor jumps other elements of the combination in his stride, it does not entail elimination or any further penalty should he knock down this element of the combination.

7 Run-out

1 It is a run-out when the horse escapes the control of its rider and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.

2 When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The competitor is penalised as for a run-out and he must jump the obstacle again correctly.

3 It is considered to be a run out and is penalised as such for a horse or any part of a horse to go past the extended line of an obstacle to be jumped, or of an element of a combination, or of the finishing line or of a compulsory turning point in the direction in which the obstacle is flagged.

8 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 competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle (17.9.8.3.2) or to indicate unforeseen circumstances to the Ground Jury. A resistance is penalised as for a refusal except in the circumstances set out in 17.11.1.3.3.

9 Falls

1. A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.

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

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

10 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 competitor or his horse is considered to be unauthorised assistance.

2 In certain exceptional cases, the Ground Jury may authorise the competitor to enter the arena on foot or with the help of another person without this being considered as unauthorised assistance.

3 Any help given to a mounted competitor to adjust his saddlery or bridle or to hand him his whip while mounted during the round will incur elimination. To hand a mounted competitor his headgear and/or spectacles during his round is not considered to be unauthorised assistance (17.11.1.3.20).

17.9. TIME AND SPEED

1 Time of the Round

1 The time of a round, recorded in seconds and hundredths of a second, is the time taken by a competitor to complete the round, plus the time correction if any.

2 It starts at the precise moment when the mounted competitor passes the starting line in the correct direction, provided the starting signal has been given, or at the moment the 45 second countdown expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle.

3 At events holding CSN status and above, a display board beside the arena, clearly visible for the competitor, must show the 45 second countdown.

2 Time Allowed

The time allowed for a round in each competition judged under Table A is determined in relation to the length of the course and the speeds laid down under 17.9.9.

3 Time Limit

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

4 Recording the Time

1. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic timing equipment is compulsory for all events holding CSN status and above. The Timekeeper is required to record the number of the horse and the time taken to complete his round.

2. Three stop watches which can be stopped and restarted without the hand returning to zero must be provided. Two digital watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung, for disobediences, interruptions, the time taken between two consecutive obstacles and the time-limit for a resistance. The President or a member of the Ground Jury must have a digital stop watch.

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, the time of the second timekeeper will be used as a backup.

4 In case of a breakdown of the automatic timing equipment, the time of any rider affected by the breakdown shall be determined by a stopwatch in hundredths of a second.

5 A video recording may never be used to establish the time of a competitor's round.

6 If the crossing of the starting and/or finishing line by the

competitor cannot be clearly judged from the Ground Jury box one or two persons must be placed at both of these lines to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered in the Ground Jury box.

5 Interrupted Time

1. While the clock is stopped, the competitor remains free to move around until ringing the bell gives him permission to start again. The clock is restarted when the competitor reaches the place where the clock was stopped. Except, in the case of a disobedience with a knock-down where Rule 17.9.7.1 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 automatic time keeping should not only register the time ridden by the competitors but also the final time, including time corrections, if any.

6 Disobediences during Interrupted Time

1. The time of a round is interrupted only under the provisions of 17.9.7 and 8. 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 refusals following a refusal with a knockdown.

3. The provisions concerning elimination remain in force during interrupted time.

7 Time Corrections

If, as the result of a disobedience, a competitor 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 competitor can continue the round. The competitor is penalised for a refusal and a time correction of 6 seconds to be added to the time taken by the competitor to complete his round. The Clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred or incurs a second disobedience at the same fence. If a disobedience with a knock-down occurs at the second or subsequent part of the combination the clock is restarted when the horse leaves the ground at the first element of the combination.

8 Stopping during the Round

1. In the event of a competitor not being able to continue his round for any reason or unforeseen circumstances, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped.

2. If a competitor does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Ground Jury must decide whether the competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue (17.2.2). If the competitor is not eliminated, and is allowed to continue his round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.

3. If the competitor stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example: wrong dimensions, etc) or because of unforeseen circumstances preventing him from continuing his round, the clock must be stopped immediately and the obstacle in question must be checked. As a result:

1 if the dimensions are correct and the obstacle has been properly rebuilt the competitor will be penalised as for stopping during the round (17.8.8) and the time of his round will be increased by 4 seconds;

2 if the obstacle or part of the obstacle needs to be rebuilt, the competitor is not penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the competitor takes up his track at the point where he stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

9 Speed

For recommended speed per level/grade, see Appendix SJ/D and for the calculation of time allowed, Appendix SJ/E

17.10. TABLES OF PENALTIES

1 Faults (FEI Art 235)

1 Faults made between the starting line and finishing line must be taken into consideration. This includes faults made at any obstacle of the course even if the upper element of the obstacle falls from one

or both of its end supports after the finish line has been crossed but before the competitor leaves the arena.

2 Disobediences committed during the time when the round is interrupted (17.9.5) are not penalised.

3 Disobediences, falls etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.

2 Table A FEI Art 236)

Faults are penalised in penalty points or by elimination according to the tables set out in this rule.

Obstacle knocked down while jumping	4 penalties
One or more feet in the water jump or on the lath defining its limits on the landing side	4 penalties
First disobedience	4 penalties
Second disobedience	8 penalties
Third disobedience or other infringement laid down under 17.11, or both	Elimination
Fall of horse or rider or both	Elimination
Exceeding the time allowed in the first and second rounds and in jump-offs not against the clock	1 penalty point for every 4 seconds commenced
Exceeding the time allowed in a jump off against the clock	1 penalty point for each commenced second
Exceeding the time limit	Elimination

Penalties for disobediences accumulate not just at the same obstacle but throughout the entire round.

3 Scores under Table A

Adding together the penalties for faults at the obstacles and the time penalties gives the score obtained by the competitor for his round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the competition.

4 Methods of determining the Scores under Table A

1. Normal Competitions

1 A1 Competitions

The competitors 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.

2 AM3 Competitions

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 competitors are placed according to their penalties in the first round.

3 AM4 Competitions

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 competitors are placed according to their penalties in the first jump-off and if necessary in the first round.

2 Competitions against the clock

1 A2 Competitions

Competitors 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 AM5 Competitions

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 competitors are placed according to their penalties and time in the first round. For minor competitions the jump-off may be run according to Table C if this is specified in the schedule.

3 AM6 Competitions

A competition against the clock as for 2.2 but if, after the first jump off against the clock, there are competitors with equal penalties for first place there will be a second jump-off against the clock. Other competitors are placed according to their penalties and time in the first jump-off and if necessary according to their penalties and time in the first round.

3 In all competitions when the placings are determined against the clock, in the event of equality of penalties and time for first place a

jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off.

4 Nevertheless, if in a jump-off against the clock two or more competitors obtain exactly the same score, a second jump-off may not take place. The competitors are then placed equal.

5 In no circumstances may the number of jump-offs in the same competition under 17.10.4.1. and 17.10.4.2 above, exceed two.

5 Table C Penalties

1. Faults under Table C are penalised in seconds which are added to the time taken by the competitor to complete his round.

2. Penalties under Table C

Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side	4 seconds for two phase competitions and for any jump off under Table C
First disobedience	None
Second disobedience	None
Third disobedience or other infringement under 17.11 or both	Elimination
Fall of horse or rider or both	Elimination
Disobedience and knocking down an obstacle	6 seconds added
Exceeding the time limit	Elimination

There is no time allowed under Table C. Only a time limit of:

3 minutes, if the course has a length of more than 600m.
2 minutes, if the course has a length of 600m or less

3. 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 competitor for his round.

4 In the event of equality for first place, the competitors will be placed equal first, unless there is specific provision for a jump-off in the schedule of the event.

17.11. ELIMINATIONS, DISQUALIFICATIONS, FINES

1 Eliminations

1 Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor and the horse in question may not continue in the current competition.

2 The competitor has the right to jump one single fence, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This does not apply to the elimination of Juniors or Pony Riders resulting from a fall.

3 The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions; elimination must be applied by the Ground Jury in the following cases:

1 jumping or attempting to jump an obstacle in the arena before the start of the round (17.1.2.3) except for the practice obstacle(s) authorised by the Ground Jury;

2 starting before the signal is given and jumping the first obstacle of the course (17.2.1.2);

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 competitor (17.2.1.2 and 17.8.8.2.);

4 a horse resisting for 45 consecutive seconds during the round (17.8.8.1);

5 taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line;

6 jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (17.8.5.1.2);

7 omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan, precisely (17.8.5.1.3).

8 attempting to or jumping an obstacle which does not

form part of the course during the round (17.8.5.1.5);

9 omitting to jump an obstacle of the course (17.8.5.1.1) or after a run-out or refusal, failing to attempt to jump again the obstacle where the fault was committed;

10 jumping an obstacle in the wrong order (17.8.5.1.4);

11 jumping an obstacle in the wrong direction (17.8.5.1.4);

12 exceeding the time limit (17.9.3, 17.10.2 and 5);

13 following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt (17.8.2.2);

14 jumping or attempting to jump an obstacle after an interruption without waiting for the bell (17.2.3);

15 not jumping all the elements of a combination again after a refusal or run-out (17.7.5.3) except in the case of the closed part of a combination (17.7.7);

16 not taking each element of a combination separately and consecutively (17.7.5.3);

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 (17.8.5.1.2);

18 competitor and/or horse leaving the arena without permission of the Ground Jury, including prior to starting;

19 a loose horse leaving the arena before the end of the round, including prior to starting;

20 accepting while mounted any object whatever during a round except headgear and/or spectacles (17.8.10.3);

21 using a whip of more than 75 cm in length or weighted at the end, in the arena, exercise and schooling areas or elsewhere on or in the immediate proximity of the showground. No substitute for a whip may be carried. (For exception to this rule refer to 12.1.6);

22 an accident to a competitor or to a horse which prevents him from completing the competition;

23 not leaving a closed combination in the right direction or displacing a closed combination (17.7.7.2.);

24 third disobedience during the course of a round (17.10.2 and 5);

25 fall of competitor or horse during the round (17.8.9.1 & 2);

26 if the Ground Jury feels that for any reason horse or rider is unfit to continue in the competition.

4 Elimination is left to the discretion of the Ground Jury in the following cases:

1 not entering the arena when the competitor's name and/or number is called (17.1.2.9);

2 not entering the arena mounted or not leaving the arena mounted (17.1.2.10);

3 all physical unauthorised assistance except for 17.11.1.3.20 above (17.8.10.3);

4 schooling a horse in speed competitions under Table A or C without informing the Organising Committee in advance (17.10.5.4);

5 not stopping when the bell is rung during the round (17.2.2 and 17.9.8.2);

2 Disqualifications

1 Disqualification means that a competitor and his horse or horses may take no further part in a competition or in any other competition of the Event.

2 The Ground Jury shall disqualify a competitor in the following case:

Misuse or excessive use of a whip (see 12.1.2.3)

3 The Ground Jury may disqualify a competitor in the following cases:

1 entering the arena on foot once the competition has started.

2 exercising horses in the arena, or jumping or attempting to jump an obstacle (17.1.2.3) without the permission of the Ground Jury (17.1.2.4,).

3 jumping, or attempting to jump the practice obstacle in the arena more times than authorised (17.1.2.6).

4 jumping, or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition. (17.8.5.5)

5 retiring, before a jump off, without permission of the Jury or without valid reason

6 rapping horses (17.12).

7 exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (17.12 and 13).

8 jumping in the wrong direction the obstacles in the exercise and schooling areas and the practice obstacle, if any, in the arena (17.1.2.6).

9 all cases of cruelty and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a steward

10 all cases laid down in the Veterinary Regulations.

3 Fines and Yellow Warning Cards (FEI Art 242)

1. The Ground Jury is authorised to issue a yellow warning card and in addition impose fines in accordance with the General Regulations in the following cases:

1 competitor who has been eliminated or at the end of his round, does not leave the arena without delay;

2 a competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena;

3 a competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (17.1.2.8);

4 a competitor who uses in the exercise and in the schooling areas obstacles different from those provided by the Organising Committee (17.13.2);

5 a competitor who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed

(17.1.2, 17.11.2.3 and 18.6.);

6 a competitor who, when required to do so, does not salute the Ground Jury or the official personalities on entering the arena;

7 repeated failure, when required, to display the identification number;

8 a competitor who disrespects the advertising rules;

9 a competitor who disrespects the directives of the Organising Committee;

10 a competitor who touches an obstacle to the effect of changing it;

11 a competitor who does not follow orders of officials or shows incorrect behaviour towards Event officials or any other party connected with the Event (other competitors, FEI, SANEF or Provincial Body employee or representative, journalist, public etc).

12 a competitor who repeats offences after a warning;

13 a competitor who disrespects the rules regarding dress and saddlery;

14 abuse of horses in any form (rapping, hypersensitisation or desensitisation of limbs, banned schooling methods, excessive use of whip, spurs, bit etc).

2. All fines imposed by the Ground Jury at Events holding CSN status are paid to SANEF. All fines imposed by the Ground Jury at events below CSN status are paid to the Provincial Body concerned.

17.12 ABUSE IN TRAINING OF HORSES

1 All forms of cruel, inhumane or abusive treatment of horses, including, but not limited to the various forms of rapping, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event.

2 The term "rapping" is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the competitor - and/or dismounted assistants, for whose behaviour the competitor 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 fences too large and/or wide, setting false ground lines, placing trotting poles or elements of a

combination at a false distance, intentionally pulling or pushing the horse into a fence or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.

3 It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds of the Event or to leave the grounds of the Event for any purpose during the period of the Event.

4 In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the competitor and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition the Ground Jury can take any further action it deems appropriate to the particular circumstances.

17.13 EXERCISE AND SCHOOLING AREAS AND PRACTICE OBSTACLES

1 The Exercise and Schooling Areas

The Organising Committee must provide at least one exercise or schooling area sufficiently large for training conditions. There must be a minimum of one straight and one spread obstacle. The ground has to be in good shape. When there are many competitors 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 red top to the wings/uprights.

It is compulsory for all horses in the exercise or schooling areas (practise or warm up arena) to be mounted.

Only Pony Riders (as defined in General Regulation 01.9.1) are permitted to ride Pony Rider Ponies (see General Regulation 00.1.7) anywhere at the venue during Recognised Pony Rider Events.

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

2 Practice Obstacles

The use of fence material not provided by the Organising Committee is forbidden under penalty of disqualification and/or fine. Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be held by anyone.

1 Ground lines may be placed directly underneath the first part of an obstacle or up to 1,00m away on the take-off side. If there is a ground-line in front of the fence, a ground line may be used behind the fence at an equal distance up to maximum 1 m.

2 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top ends of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles,

which must be at least 20cm higher than the height of the place where the poles cross each other.

3 The top poles of a fence 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 Obstacles in the practise arena may never exceed in height and width 10cm more than the maximum height and width of the obstacles of the competition in progress that is if the maximum height of obstacles during that competition is 1,40m or less. If the obstacle height of the competition in progress is greater than 1,40m, the obstacles in the practice arena may not exceed 1,80m in width and 1,60m in height.

5 The Organising Committee may provide material to simulate a water ditch.

6 Safety Cups must be used as support for the back pole of spread obstacles in the practise arena.

3 Gymnastic Training

1 Competitors may train their horses in gymnastic exercises using trotting poles on the ground and spacing poles, but obstacles used for this purpose may not exceed 1.30m in height and 1,60m in spread. Competitors using such obstacles must not contravene the rules against rapping.

2 Gymnastic Poles: if there is enough space trotting poles may be used and placed not closer than 2,50m to a vertical obstacle not exceeding 1,30m in height. A trotting pole, not closer than 2,50m ,when the obstacle is jumped at the trot or 3.00m if at the canter on the landing side may be used.

3 Exercising and Training: whenever possible provision should be made for riders to exercise and train in the presence of a steward for several hours in the morning. Riders may change fences provided by the Organising Committee.

4 Combinations

Combinations are permitted as long as there is enough space and if they are built with correct distances. The material must be provided by the Organising Committee

When training areas are crowded competitors may only use single obstacles. In addition the Chief Steward is authorised to restrict the number of horses using these areas at any one time.

5 Stewarding – Boot and Bandage Control

At Events holding CSN status, the schooling area(s) (warming-

up ring) must always be supervised when in use.

It is obligatory to carry out boot and bandage control on all horses taking part in South African Championships and during the competition with the highest prize money at each event. It is recommended that boot and bandage control be carried out during other competitions. Refer to the Jumping Stewards manual for the procedure for boot and bandage control.

At least one steward must always be present whenever they are in use, to ensure that the rules are observed.

17.14. JUMP-OFFS

1 General

1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. Competitors must start on 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 original 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, provided this is stated in the schedule. In all cases all jump offs must be held immediately after the original round(s) of the competition.

3 If stated in the schedule, the Organising Committee may decide that competitors, 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 competitor to start the jump-off course. The rules as mentioned in 17.2.1.2 are applicable. Competitors qualified for the jump off are not allowed to leave the arena between their preliminary round and the jump-off. This competition is only allowed for competitions under Table A according to Rule 17.10.4.1.2 and 17.10.4.2.1 and is not authorised for a Grand Prix competition or for the competition with the highest prize money.

4 Unless otherwise laid down in these rules (e.g. Puissance and Six Bar 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 original round, except where otherwise specified in the schedule or rule book.

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

2 Obstacles and Combination Distances

1. The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), without exceeding the limits laid down in 17.7.1.3, if the competitors sharing first place have completed the previous round without 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 of obstacles and their colour may not be altered but it is permitted to leave out one of the obstacles of a combination. If the combination is a treble or quadruple, the centre elements only may not be omitted. With the exception of 17.14.2.7 new obstacles are not permitted. The order of the obstacles may be altered.
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 may never be altered.
7. A maximum of two additional obstacles may be added to the course of a jump-off. Both obstacles must be on the course during course inspection. These obstacles may consist of two spreads or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle itself, whether the vertical(s) may be jumped from either side or just from one side. (See also rule 17.4.0).

3 Elimination or Withdrawal from a Jump-off

1. A competitor who is eliminated in a jump-off will be placed last of the competitors who have completed the jump-off.
2. A competitor who, with the permission of the Ground Jury, withdraws from a jump-off, must always be placed after a competitor eliminated or who retires for a valid reason on the jump off course. Competitors, who retire for no valid reason or who have themselves eliminated on purpose, are placed equal with competitors who have withdrawn from the same jump-off.
3. If, before a deciding jump-off, two or more competitors decline to take part in the jump-off, the Ground Jury will decide whether this request can be accepted or must be rejected. If the Ground Jury accepts the request the Organising Committee will award the trophy by lot and the prize money will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is

not followed by competitors, no trophy will be awarded and the competitors will each only receive the prize money and the lowest placing for which they would have jumped-off.

4 Placing and Prize Giving

1 The placing of an individual competitor is decided according to the table in use and the instructions of the general programme for the competition or amendments noted on the course plan.

2 Any competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during his round.

3 Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions (Section 18).

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. Exceptions however, for safety reasons, may be made by the Ground Jury. 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 withhold his prize. Therefore the Organising Committee 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 competitors placed must attend the prize-giving ceremony.

6 With the exception of horse rugs presented by sponsors of the competition, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstances, may however decide to relax this rule.