

SECTION 18**RULES FOR SPECIAL COMPETITIONS**

The following rules are printed to enable Organising Committees to quote the rule numbers in the schedules instead of printing the rules in full. Variations of these rules or additional competitions (not set out in these rules) may be introduced on approval by the Provincial Body.

The rules for scoring and the methods for determining the classification of special or additional competitions must be printed in full in the schedule if such rules are not included in the rule book.

18.1. ACCUMULATOR COMPETITIONS

(Table A, Classified under 17.10.4.2.2 AM5 Competitions)

1 The course shall consist of six fences and may not include a combination. Each competitor shall start with a maximum of 21 points, and a knock down at fence No. 1 will result in six points being deducted from the maximum, at fence No. 2 in five points being deducted, at fence No. 3 in four points being deducted etc. In addition the first and second refusals will result in four and eight points respectively being deducted, and any Table A time penalties will also be deducted. The third refusal or a fall eliminates.

2 In the event of equality of points for first place there will be one jump-off over the full course and in the event of further equality of penalties time will be the deciding factor.

3 As rule 18.1.1 but having two jump-offs.

4 The course shall consist of six fences and may not include a combination. Points shall be allotted to the competitor as follows:

5 No 1 fence cleared - 1 point; No 2 fence cleared - 2 points; No 3 fence cleared - 3 points etc. No points are awarded for a fence knocked down. Disobediences, and time penalties are valued as for Table A and deducted from the score accumulated for the round. The third disobedience or a fall eliminates.

6 In the event of equality of points for first place there will be one jump off over the full course and in the event of a further equality of penalties, time will be the deciding factor.

7 The course shall consist of six fences and may not include a combination. In the First Round points shall be allotted to the competitor as follows : No 1 fence cleared - 1 point; No 2 fence cleared - 2 points etc. No points are awarded for a fence knocked down. Disobediences and time penalties are valued as for Table A and deducted from the score accumulated for the round.

8 Only those competitors with equal penalties for first place in this round go through to the second round.

9 In the Second Round competitors will start with the score they made in the first round, but a knock down at fence No. 1 shall result in six points being deducted from that first round score, at fence No 2 in five points being deducted etc. Disobediences, falls and time penalties are valued as for Table A and deducted from the score for the two rounds.

10 In the event of equality of penalties for first place after the two rounds there will be one jump-off over the full course with points deducted as for the second round and in the event of further equality of penalties time will be the deciding factor.

11 The course consists of eight fences which are progressively more difficult. No combination obstacles are allowed. The progressive difficulty is not solely due to the height and spread of the fences, but also to the difficulty of the track

12 Bonus points are awarded as follows: 1 point for fence number 1 not knocked down, 2 points for fence number 2 not knocked down, 3 points for number 3, etc. no point is awarded for an obstacle knocked down. Faults, other than knock downs, are penalised as for Table A.

13 For the last obstacle of the course an alternative fence may be provided, of which one part may be designated the Joker. The Joker must be more difficult than the alternative fence and carry double points. If the Joker is knocked down, these double points must be deducted from the total.

14 In the event of equality of points for first place there will be a jump-off against the clock which may be over a shortened course, over 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.

15 As in rule 18.1.5 but over one round against the clock.

18.2. GAMBLERS STAKES OR TOP SCORE COMPETITION

1 The course shall consist of between ten and twelve fences and each fence is allotted a number of points according to its difficulty. The competitor, having passed through the start in either direction, will jump for seventy seconds and shall first jump any six different fences of his choice. Should he jump or attempt to jump more or fewer than the six fences he will be eliminated.

2 The competitor then proceeds to jump any one or more of those same six fences as often as he wishes and is able to within the prescribed seventy seconds.

3 A knockdown at a fence caused by jumping or a refusal shall count as

one of the six fences. The fences may be jumped in any order but in the direction flagged. When the bell is sounded at the end of the time allowed the competitor must pass through the finish from either direction. Failure to do so will incur elimination.

4 To score points at a fence the horse must have touched the ground on the landing side before the seventy seconds have expired. Jumping a fence already knocked down will not eliminate but will not score points. Disobediences will not be penalised, but after the third disobedience the bell will be sounded and the rider must proceed through the finish. He will then score only those points accumulated up to that time.

5 The competitor with the most points is the winner of the competition. In the event of equality of points, time will decide. In the event of equality of points and time for first place only, there will be one jump-off according to the same formula but with the time reduced to forty seconds.

6 The course shall consist of between ten and twelve fences and each fence is allotted a number of points according to its difficulty. Those points are accrued by the competitor for each fence jumped clear but no points are awarded for a fence knocked down. Each competitor is allowed sixty seconds for the course and in this time he is permitted to jump all the fences he chooses in any order but in the direction flagged, provided that each fence may only be jumped twice for scoring purposes. The start and finish lines may be crossed in either direction. The bell will be sounded at the end of the sixty seconds and the competitor must then cross the finish line, which will give him his time for the round.

7 To score points at a fence the horse's forefeet must have touched the ground on the landing side before the time expires i.e. before the bell is sounded at the end of sixty seconds. The jumping of a fence for the third or more times or of a fence which has been knocked down, does not entail the elimination of the competitor but he does not score points for doing so. A fence refused does not have to be jumped but, if after the refusal, the competitor wishes to jump this fence he is free to do so. Fences will not be rebuilt during the round. There is no penalty or elimination for disobediences as these are automatically penalised by loss of time. The competitor with the most points is the winner of the competition. In the event of equality of points time will decide. In the event of equality of points and time for first place only there may be one jump-off, if the competitors so wish, according to the same formula but with the time reduced to thirty seconds.

8 The course shall consist of ten fences each having a value ranging from 100 down to 10 (i.e. 100, 90, 80, 70 etc) and an additional fence as a joker, i.e. if jumped clear it is worth 200 points but if knocked down 100 points will be deducted from the existing score. A fence shall be jumped in the direction flagged but may be taken in any order. Each fence may be jumped twice providing it has not been knocked down. Each competitor must pass through the start and jump for sixty seconds at the end of which the bell is sounded and the competitor's total score is added up.

9 The competitor is then allowed a further sixty seconds, calculated from

the sounding of the bell indicating the end of the first sixty seconds, in which to jump the joker fence once or twice only. The competitor is not obliged to jump the joker fences.

10 There are no penalties for disobediences. If a competitor knocks the fence down in refusing he must continue to the next fence, the jump will not be rebuilt and it will be treated as a knockdown. After the third disobedience or a fall the bell will be sounded and the competitor must stop jumping and will score only those points gained up to that time. A competitor who jumps the fence more than twice, or a fence which has been knocked down, scores no points for doing so, but is not eliminated.

11 Jumping a fence after the bell is sounded, indicating that the sixty seconds is up, will not be penalised. To score points at a fence the horse's forefeet must have touched the ground on the landing side before the time expires. In the event of a tie for first place only, there will be a jump-off with a time allowed of forty seconds, but in this jump-off competitors must finish through the start, in either direction, when the bell is sounded at the end of forty seconds. In the event of further equality of points time will be the deciding factor. The Joker fence is not included in the jump-off.

18.3. CAROUSEL OR CABLE STITCH COMPETITIONS

1 Each entry shall consist of two horses and two riders. The course shall consist of between nine and twelve fences. Each pair of competitors will have eighty seconds in which to jump. At the end of eighty seconds the bell will be sounded and the last fence jumped will only be scored if the horse's forefeet touch the ground before the time expires. Both competitors must pass through the start and the round has started when the first horse does that. The first competitor of the pair jumps fences 1, 2 and 3, then the second competitor takes over and jumps fences 4, 5 and 6, then the first competitor takes over for fences 7, 8 and 9 and so on until the eighty seconds have expired. If one of the pair of competitors takes off before his partner's horse has landed after its third fence the pair shall be eliminated. If a competitor refuses without knocking down the fence, that competitor must re-attempt the fence. The third disobedience of the pair eliminates, but there are no penalties for the first or second disobediences, other than time.

2 If a competitor refuses and in so doing knocks down any part of the fence, that fence will count as a fence knocked down and will score no points. The next fence must then be attempted. One point is scored by the pair for each fence jumped clear within eighty seconds. If the pair has completed the nine to twelve fences in the course and the time has not expired they commence the course again, still maintaining the sequence of three successive fences each, but are not required to go through the start again. In the event of a tie on points for first place only at the end of the first round, there will be a jump-off with a reduced time of forty-five seconds and both competitors are required to go through the finish after the time expires. The watches will be stopped only when the second horse goes through the finish. If in the jump-off there is a further tie for first place only, on points, time will then be the deciding factor.

18.4. FAULT AND OUT COMPETITION

1 There shall be a time allowed of sixty seconds within which the competitor will jump, in their correct order, as many fences as possible on the course, which shall consist entirely of single fences (i.e. no combinations are permitted). If the competitor completes the course without error and within the time allowed he may recommence the course without having to pass through the start again. The round shall finish with the first error (whether fence knocked down, disobedience, fall etc) or when time allowed expires. Two points are awarded for each fence cleared and one for the fence knocked down. When the fence is knocked down or the time allowed is reached, the bell shall be sounded, and the competitor shall then jump the next fence (for which no points will be scored) and the watches will be stopped at the moment the horse's forefeet touch the ground on landing. A fall of horse or rider is elimination.

2 If the time allowed is reached after the horse has taken off at a fence, that fence whether knocked down or not will count for points. The time will be taken when the horse's forefeet touch the ground on landing after the next fence. If the error which brings the round to an end is an error other than knocking down a fence, or if the competitor, having knocked down a fence or having reached the time allowed, fails to jump the next obstacle, no time will be recorded and the competitor will be placed last of those gaining the same number of points. The winner shall be the competitor gaining the greatest number of points. Where the points are equal, the competitor with the faster time will be awarded the higher placing. If there is equality of points and time, even for first place, there will not be a jump off.

3 Exactly the same as 18.4.1 but delete the last sentence of 18.4.1 (If there is equality...) and replace with "Should there be an equality of points as well as time, for the first place only, a fault and out jump-off is compulsory over reduced number of obstacles.

4 If the competition was run within a specified allowed time, the time allowed for the jump-off must be reduced."

18.5. HIT AND HURRY COMPETITION

1 There shall be a time allowed of sixty seconds within which the competitor will jump, in their correct order, as many fences as possible, on the course, which shall consist entirely of single fences (i.e. no combinations are permitted). If the competitor completes the course within the time allowed he may recommence the course without having to pass through the start again. There is no penalty for the first or second disobediences but a refusal, in the course of which a fence has been knocked down, will cause the watches to be stopped and four seconds to be deducted from the time allowed (i.e. the time allowed will expire at 56 seconds and not at the original 60 seconds).

2 The round will finish with the third disobedience or other elimination or when the time allowed expires. Two points are awarded for each fence

cleared and one for each fence knocked. When the time allowed is reached the bell shall be sounded and the competitor shall then jump the next fence (for which no points will be scored) and the watches shall be stopped at the moment when the horse's forefeet touch the ground on landing after that fence. A fall of horse or rider is elimination.

3 If the time allowed is reached after a horse has taken off at a fence that fence, whether knocked down or not, will count for points. The time will be taken when the horse's forefeet touch the ground on landing after the next fence. If the competitor is eliminated, or if the competitor has reached the time allowed and fails to jump the next fence, no time will be recorded and the competitor will be placed last of those gaining the same number of points. The winner shall be the competitor gaining the greatest number of points. Where the points are equal the competitor with the faster time will be awarded the higher placing. If there is equality of points and time, even for first place, there will not be a jump-off.

18.6. PUISSANCE COMPETITION

(It is recommended that this competition is restricted to Open horses).

1 The object of this competition is to test a horse's ability to jump a limited number of large fences and the initial course shall consist of four to six fences. Combinations of any type and water jumps are forbidden. A wall with an inclined face on the take off side is permitted and a ground rail or hedge may be placed immediately in front of the straight fences in the course. The fences in a jump-off shall be increased in height or spread except when the tying competitors have incurred penalties in the preceding round. In the event of equality for first place, there will be up to four successive jump-offs, not on time, over two obstacles only, one of which must be a vertical and the other a spread. If there is no decisive result after the third jump-off the Jury may end the competition. After the fourth jump-off the Jury must end the competition and competitors who are still equal are then placed equal first. This competition is judged under Table A 17.10.4.1.1 with a time limit of 120 sec in the first round. Time does not count in the case of equality of jumping penalties provided it is within the time limit. There is no time allowed or time limit in the jump-offs. The Speed for the first round shall be 300 mpm.

2 In indoor arenas the rules under 18.6.1 shall apply, except that the initial course shall consist of two to six fences. In the event of only two fences being used in the initial course, a practice fence, not forming part of the course, shall be provided.

3 There can not be a fourth jump-off if competitors have not had a faultless round in the third jump-off.

4 If after the third jump-off, the riders do not wish to continue, the Jury must stop the competition.

18.7. SIX BAR COMPETITION

1 In this competition six straight fences are placed in a straight line with a two stride distance between each obstacle. The six fences should be of a construction as near identical as possible or as the available equipment permits. All the fences may be the same height, e.g. 1.20m or at progressive heights e.g. 1.00m, 1.20m, 1.30m etc., or the first two at 1.00m, the second two at 1.10m and the last two at 1.20m. If a competitor knocks down a fence he should not stop but continue to jump the remaining fences. If the horse refuses, or runs out, the competitor must resume the course at the fence where the mistake occurred, but he is permitted to make his approach from outside the space between the two fences. Only those without penalties in the preceding round are entitled to take part in the next, except that if there are no clear rounds then those with the lowest equal penalties go into the next round. The heights of the fences must all be increased for the second and subsequent rounds, unless there were no clear rounds in the previous round, in which case they shall not be raised. If there is no decisive result after the fourth round the Jury may end the competition, but shall do so after the fifth round. The competitors eligible to jump again are placed equal first. This competition will be judged under Table A - A1, but with no time allowed (17.10.4.1.1).

2 The first jump off must be over all six obstacles, but the course may be reduced progressively for each further jump-off to a minimum of four obstacles by removing in succession the first and second fence.

3 In indoor arenas the course comprises six identical straight obstacles with two non-jumping strides between fences. The first two fences may be placed in one straight line and the last four fences in another straight line.

4 In indoor arenas the obstacles can also be placed in such a way that four fences are placed in a straight line, with two non-jumping strides between the fences, and the first and last fence are placed on two different lines.

18.8. TAKE YOUR OWN LINE COMPETITION

1 In this competition all the fences shall be jumped once only, in any order but in the direction flagged. The course shall not contain any combinations. Competitors who fail to jump all the fences or jump any fence more than once shall be eliminated. Competitors may cross both the start and finish lines in either direction. This competition shall be judged under Table C (17.10.5). The first and second disobediences are penalised only by the passage of time but the third disobedience eliminates. If a competitor refuses at a fence and in so doing knocks down any element of the fence, he must retake that same fence after it has been re-built and before attempting any other fence, and four seconds will be added to the time taken by that competitor for that refusal. A time limit of one hundred and twenty seconds, excluding the four seconds penalty for knock down, shall be imposed on each round, unless after three competitors have completed the course the Jury decides to extend this time limit because of the time taken by those competitors. In the event of a tie for first place there shall not be a jump-off.

18.9. SPEED AND PRECISION COMPETITION/PRECISION AND SPEED COMPETITION

1 Speed and Precision Competition

1 The course shall consist of twelve fences of which the first six will be designed to test the competitor under speed conditions and the second six to test the competitor's ability to jump big fences. The precision section shall contain a combination which may be any numbered fence in the precision section other than the first fence in that section.

2 The first half of the course (fences one to six) shall be judged under a modified Table C adding three seconds for obstacles knocked down. The second half of the course (fences seven to twelve) will be judged under Table A 17.10.4.1.1. In addition to the normal start and finish lines a "finish/start" line will be set up between fences six and seven to enable the competitors time to be taken on completing the first half of the course. The distances set out in Rule 17.3.5 shall not apply to this "finish/start" line.

3 A disobedience during the first half of the course will be judged as for a Table C competition, but should a second disobedience occur during the second half of the course (fences seven to twelve) it will be penalised as eight penalties. Three disobediences or a fall over the whole course eliminates. Competitors are not permitted to stop or circle or otherwise interrupt their round between fences six and seven.

4 The score for the first half of the course expressed in seconds (fences one to six) shall decide the placings of all those competitors with equal penalties over the second half of the course (fences seven to twelve). In the event of a tie for first place between competitors with equal penalties and equal time there may be one jump-off against the clock over the second half of the course.

2 Precision and Speed Competition

1 This competition is run as in 18.9.1 except that the Table A 17.10.4.1.1 part of the course is jumped first and the modified Table C section is over the second part of the course. The precision section shall contain a combination which may be any numbered fence in the precision section other than the first fence in that section.

2 Those competitors incurring penalties in the Table A - A1 part of the course will have their final score announced as "x" penalties in a time of "y" seconds. The "x" penalties being the penalties incurred under the first (Table A) part of the course and the "y" seconds being the score of the second part of the course (Table C) expressed in seconds. The winner is the competitor with the least penalties in the fastest time. In the event of a tie for first place between competitors

with equal penalties and equal time there will be one-jump off against the clock over the first half (fences one to six) of the course.

- 3 As for rule 18.9.1 but with the speed section judged under Table A. 17.10.4.2.1.
- 4 As for rule 18.9.2 but with the speed section judged under Table A 17.10.4.2.1.
- 5 It is compulsory to include a combination in the precision half of the competition.

18.10. COMPETITION OVER TWO ROUNDS

1 This competition comprises, with the same speed, two courses, identical or different, either in track or in the dimensions of the obstacles. Each competitor must participate with the same horse. Competitors 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 competitors have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:

1. either all competitors; or
2. a limited number of competitors (at least 25% and in any case, even if it is not mentioned in the schedule, all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the schedule).

3 The manner of judging this competition must be specified in the schedule in accordance with one of the following formulae:

First Round	Second Round		Jump-off
Table A	Table A	Starting Order	Starting Order
3.1 Against the clock	Not against the clock	Reverse order of penalties & time in the 1 st round	Same as 2 nd round
3.2 Not against the clock	Not against the clock	Reverse order of penalties in the 1 st round; competitors retain their draw order in case of equality of penalties	Same as 2 nd round
3.3.1 Against the clock	Against the clock	Reverse order of penalties and possibly time in the first round	No jump-off
3.3.2 Not against the clock	Against the clock	Reverse order of penalties in the 1 st round; competitors retain their drawn order in case of equality of penalties	No jump-off

4 Placing

1 In 3.1 Competitors will be placed according to the penalties and time in the jump-off. The remaining competitors will be placed according to aggregate penalties over both rounds and the time incurred in the first round.

2 In 3.2 Competitors will be placed according to the penalties and time in the jump-off. The remaining competitors will be placed according to aggregate penalties over both rounds.

3 In 3.3 Competitors will be placed according to aggregate penalties over both rounds and the time incurred in the second round.

5 Both courses shall be built, and both courses shall be inspected by competitors, before the commencement of the first round, and no further inspection will be permitted unless the course for the second round has been altered subsequent to competitors having inspected the course.

18.11. COMPETITION IN TWO PHASES

1 The competition comprises two phases run without interruption, each at identical or different speeds, the finishing line for the first phase being identical with the starting line for the second phase.

2 The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.

3 Competitors 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.

4 Competitors not penalised in the first phase continue the course, which finishes, after crossing the second finishing line.

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
5.1 Table A not against the clock	Table A not against the clock	According to the penalties in the 2 nd phase and, if necessary, to the 1 st phase.
5.2 Table A not against the clock	Table A against the clock	According to the penalties and time in the 2 nd phase and, if necessary, to the penalties in the 1 st phase.
5.3 Table A against the clock	Table A against the clock	According to the penalties and time in the 2 nd phase, and, if

		necessary, the penalties and time in the 1 st phase.
5.4 Table A not against the clock	Table C	According to the total time (Table C) of the 2 nd phase and, if necessary, the penalties in the 1 st phase.
5.5 Table A against the clock	Table C	According to the total time (Table C) of the 2 nd phase and, if necessary, the penalties and time of the 1 st phase.

6 Competitors stopped after the first phase may only be placed after competitors who have taken part in both phases.

7 In the event of equality for first place, the tied competitors will be placed equal first

18.12 QUALIFICATION COMPETITIONS

In order to enable all competitors to obtain Qualification Rounds, Provincial bodies are authorised to hold qualifying competitions at any level, under the following conditions:

- 1 An entry fee may be charged
- 2 Courses will be designed by a panel course designer, Provincial, National or International and judged by a Panel Judge
- 3 Competitions will be over one round judged under Table A
- 4 Notwithstanding General Regulation 01.12.0 and Rule 11.1 there will be no prize money.
- 5 Those horse and riders that fulfill the criteria on their first attempt will be awarded a Qualifying Round.