

**FEI**  
**Fédération Equestre**  
**Internationale**



## **Rules for Jumping** **Events**

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### **Olympic Medals 341 Preamble**

The present Rules for Jumping Events are effective on 1st January 1999. As from this date, with the exception of the Memorandum for international Jumping Events and of the Manual for FEI Stewards, all other texts covering the same matter (other editions, and all other official documents) issued previously are superseded.

Although this booklet sets out the detailed rules of the FEI for international Jumping Events, it must be read in conjunction with

the Statutes, the General Regulations and the Veterinary Regulations.

It is not possible to provide for every conceivable eventuality in these Rules. If there is no rule to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on common-sense and fair play, thus reflecting as closely as possible the intention of these Rules and of the General Regulations.

*Note*

The vertical line shown in the margin indicates that the article or the paragraph is new or that the paragraph includes a modification or a precision to the 19th edition 1995 of the Rules.

**Chapter I    Introduction**

**Article 200    GENERAL**

1. A jumping competition is one in which the combination of horse and competitor is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill, its speed and its obedience in jumping and the competitor's horsemanship.

2. If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time limit, etc. he incurs penalties. The winner of the competition is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.

3. It is not intended to standardise jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs. The present Rules have, therefore, provided for special competitions, as shown under Chapter XIV, Articles 271 to 289.

4. Other competitions or variations to the special competitions may be authorised by the Secretary General in consultation with the Chairman of the Jumping Committee, provided their conditions comply with the requirements laid down in the General Regulations and the Rules for Jumping Events. Detailed conditions of each competition must be set out clearly in the schedule and in the programme of the event. Organisers are not permitted to organise show classes unless the FEI has approved the conditions according to which these classes may

be run. Organisers wishing to organise events or international competitions for five year old horses must apply for permission to the FEI through their NF. The conditions according to which these classes may be run must be approved by the FEI.

5. International competitions must be fair for all competitors. It is, therefore, essential that strict and detailed rules are established to regulate them. For this reason, the rules which follow must be respected, except when the FEI has authorised certain relaxations which are justified by local conditions.

6. The use of similar sounding words in English and in French which do not have exactly the same meaning can easily cause confusion.

For the sake of consistency in the Rules, the following terms in English and in French will be taken to have the same meaning:

Disobediencies	Désobéissances
Faults	Fautes
Penalty (points)	Pénalité (points de pénalités)
Score	Résultat

(Note: The term "penalties" (instead of "faults") is used throughout the English text of the Rules as this term is used in the Rules of the other FEI disciplines. The term "fault" is used to cover all incidents during a round that are liable to penalties).

#### 7. Age of Horses

Horses entered for Olympic Games and World Championships must be at least 7 years of age.

Horses entered in Regional Games, Continental Championships, World Cups, CSIOs, CSIs must be at least 6 years of age.

In addition to their participation at the World Breeding Championship, five year old horses may participate at one international event only.

Horses may participate in events and competitions for Small Horses from 4 years of age (Article 289).

## **Chapter II Arenas and Schooling Areas**

### **Article 201 DIMENSIONS AND NATURE OF THE GROUNDS**

1. The dimensions (length and width) and nature of the arena and of the schooling (exercise) areas must be shown in the invitation, in the schedule and in the programme for all international events.
2. The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be closed.

### **Article 202 ACCESS TO THE ARENA AND PRACTICE OBSTACLE**

1. Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Entry into the arena will be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system.

However, in competitions over two rounds with different courses, competitors may inspect the course before the second round.

2. Unless permission is given by the Jury, it is forbidden, under penalty of disqualification, for competitors to enter the arena on foot once the competition has started (Article 241.2.1).
3. Competitors are forbidden to exercise their horses in the arena, except as provided in paragraph 4 below, under penalty of disqualification for the duration of the event by the Ground Jury (Article 241.2.2). Competitors are forbidden to jump or attempt to jump an obstacle in the arena before starting, except as provided for in paragraph 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 (Article 241.2.2 and 2.4 and Article 240.3.1 and 3.4).

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. The obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60 m in spread or a straight obstacle provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the competition.

Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible disqualification (Articles 241.2.3 and 242.1.5).

Jumping the practice obstacle in the wrong direction incurs disqualification (Article 241.2.8).

The competitor is allowed 60 seconds maximum to make these attempts, counted from the time when the Ground Jury rings the bell.

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 or flag, this obstacle and/or the flag are to be reset and the competitor is allowed to make a second and final attempt. (The time taken to reset the obstacle or the flag knocked down or displaced is neutralised).

The Ground Jury must give the signal to start the round after the competitor has made his attempt(s) or after 60 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 within the 45 seconds or be eliminated (Articles 203.1.2 and 240.3.2 and 3.3).

6. The competitor must enter the arena when his number is called. Failure to do so incurs elimination at the discretion of the Ground Jury (Article 240.4.1).

7. 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 (Article 261). Failure to do so incurs elimination at the discretion of the Ground Jury (Article 240.4.2).

8. A competitor/horse leaving the arena before the completion of his round, including prior to starting, without the permission of the Ground Jury, will be eliminated (Articles 240.3.18).

9. 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 (Article 241.2.4).

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

#### **Article 203 BELL**

1. The bell is used to communicate with the competitors. The responsibility for its use rests with the President of the Ground Jury.

The bell is used:

1.1. to give permission to the competitors to enter the arena when the course is ready for their inspection (Article 202.1) and to signal that the inspection time is over.

1.2. to give the signal to start. After the bell has been rung, the competitor must cross the starting line within 45 seconds under penalty of elimination (Article 240.3.2 and 3.3);

1.3. to stop a competitor for any reason or following an unforeseen incident (Articles 233.1, 2, 3, 4, 5 and 234.1);

1.4. to signal to him to continue his round after an interruption (Articles 233 and 234);

1.5. to indicate to him that an obstacle and/or flag knocked down or displaced following a disobedience have been replaced (Article 233);

1.6. 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 (Article 240.4.4) except where specifically provided under Article 234.2).

3. If, after an interruption, the competitor starts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (Article 240.3.13).

3.1. It is the responsibility of the rider to remain near the obstacle when it is being rebuilt.

3.2. It is the duty of the Ground Jury to ring the bell and restart the clock when the rider is in a good position to approach the obstacle.

3.3. Should the rider not keep himself in the neighbourhood of the obstacle being rebuilt, the Ground Jury will not wait until he is in a good position and the bell will be rung when the obstacle is rebuilt.

#### **Article 204 COURSE AND MEASURING**

1. The course is the track which the competitor must follow when competing from passing the starting flags up to the finishing flags. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.

2. In Championship classes, Olympic Games, Nations Cups and Grand Prix, the President of the Ground Jury or his deputy must ensure that the Course Designer has properly measured the course. In exceptional cases, the Ground Jury may change the time, if the conditions as mentioned in paragraph number three apply.

3. Once the competition has started only the Ground Jury in consultation with the course designer, and the technical delegate if present, may decide that a gross error has been committed in the measurement of the course. This may be done between the third competitor has completed the course, without a fall(s) or disobedience and before the next competitor has started. In this case, the Ground Jury has the option to vary the time allowed. The score of the competitors who have jumped the course before the time was varied will then be adjusted accordingly.

4. If the condition of the ground becomes bad, the Ground Jury may alter the speed before the start of the first competitor of the competition.

5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.

6. The starting line may not be more than 25 m or less than 6 m from the first obstacle. The finishing line may not be less than 15 m or more than 25 m from the last obstacle. In indoor arenas the finishing line may not be less than 10 m from the 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.

It is desirable to place beside the starting and finishing flags markers with the letters S = start and F = finish.

#### **Article 205 COURSE PLAN**

1. A plan showing accurately all the details 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 (Chapter XIV).

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:

4.1. the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty;

4.2. the relative position, type (oxer, vertical, triple bar) numbering and lettering of obstacles;

4.3. any compulsory turning points marked by a white flag on the left side and a red flag on the right;

4.4. in competitions where the length of the course is re-measured, the speed, the length, time allowed and time limit must be added to the course plan as soon as possible after the re-measuring. If these details are not available at least half an hour before the start of the competition, they must be announced by the Ground Jury before the first rider enters the arena;

4.5. 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;

4.6. the table of penalties to be used;

4.7. the time allowed and time limit, if any; or the fixed time in certain special competitions (Chapter XIV);

4.8. the obstacles, the length, the time allowed and the time limit for the jump-offs;

4.9. the combinations considered as completely closed or as partially closed (Article 214);

4.10. under Table C the penalties in seconds for each jumping fault;

4.11. all decisions and /or modifications made by the Ground Jury in regard to the course.

#### **Article 206 ALTERATIONS TO THE COURSE**

1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted up agreement of the Ground Jury. In this case the Chefs d'Equipe and all individual competitors must be advised of the alterations.
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. However, for the Nations Cup, the international Team Event and the competition over two rounds, Articles 269.3.2, 270.9.8 and 283.6 respectively apply.
3. Notwithstanding paragraph 2, an obstacle may be resited 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 resited, 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, however, stand.
4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3.

#### **Article 207 FLAGS**

1. Completely red flags and completely white flags must be used to mark the following details of the course. The red flags must always be passed on the right hand side of the competitor and the white flags on his left hand side.

- | 1.1. the start; it is advisable to place also a marker S (Article 204.6);
- 1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread and ascending obstacles. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) areas (Article 244) or of the practice obstacle in the arena (Article 202.5);
- 1.3. compulsory turning points;
- | 1.4. the finishing line together with a marker F (Article 204.6).
  - 2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the competitor must pass between the flags (red on his right and white on his left).
  - 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 this, he will be penalised as for a corrected deviation from the course. If he does not correct this mistake, he will be eliminated (Article 219).
  - 4. Knocking down a flag anywhere in the arena does not incur a penalty. However, if a flag marking the limits of an obstacles has been knocked down following a disobedience, it must be replaced before the obstacle is jumped. The clock must be stopped while the flag is replaced and a time correction of 6, 8 or 10 seconds will be applied in accordance with the procedure provided for in Article 233. If one of the flags marking a compulsory turning point or the finishing line is knocked down or displaced as the result of a run-out or of a resistance without passing these lines, the bell is rung and the clock must be stopped while the flag is replaced. The time correction of 6 seconds must be applied.
  - | 5. In a jump-off, the starting and finishing lines with their flags must be placed at the required distance from the first and last obstacles (Article 204.6). The same applies to the letters S (Start) and F (Finish) if they are used for the initial course.

6. In certain special competitions (Chapter XIV), 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.

## **Chapter III Obstacles**

### **Article 208 GENERAL**

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall.

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

3. Under no circumstances, except in Puissance, in Power and Skill Competitions or in a High Jump Record may any obstacle exceed 1.70 m in height. Spread obstacles must not exceed 2 m in spread with the exception of triple bars which may have a maximum spread of 2.20 m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50 m 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 diameter of the supports must be slightly greater than that of the pole and up to a third of the circumference, without gripping it. The pole must be able to roll on its support. 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 in the definite schedules must be observed with the greatest care. However, if it should happen that a

maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5 cm maximum in height and 10 cm in width.

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.

#### **Article 209 STRAIGHT OBSTACLE**

An obstacle whatever its construction can only be called straight when all the parts 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. A wall with an inclined face may not be called a straight obstacle except in Puissance and Power and Skill competitions.

#### **Article 210 SPREAD OBSTACLE**

A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height. Approved safety cups must be used for the back poles of spread obstacles.

#### **Article 211 WATER JUMP**

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.

2. Only a take-off element or a lath fixed to the ground (brush, small wall) may be erected on the take-off side. The take-off element must not be more than 50 cm in height. If two laths are used, one behind and one in front, penalties may be incurred at either lath.

The width of the front of the water jump, which may include floral decorations, must be at least 30 percent more than the length.

3. At CSIEs and CSIs Cat. B and C, the landing side of the water jump must be defined by a wooden lath or by any other adequate, white coloured arrangement such 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 properly fixed to the ground.

4. At Olympic and Regional Games, Championships, CSIOs and CSIs Cat. A, and World Cup Finals (if there is a water jump) 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 white plasticine, or coloured plasticine painted white, about 1 cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with extra plasticine so that a lath which has been marked by a horse may be replaced at any time. The wooden lath must be placed at the edge of the water and properly fixed to the ground.

5. 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.

6. A lath or other arrangement may not be used to define the limits of an obstacle when water is used at the base of an obstacle built over it. Such an obstacle is not considered to be a water jump.

7. It is a fault at the water jump:

7.1. when a horse puts one or several feet on the lath defining the limit of the water jump. It is only a fault when the foot or the shoe touches the lath; impression of the fetlock joint does not constitute a fault;

7.1.1. when a horse puts one or several feet in the water;

7.2. jumping the water between the two red flags or between the two white flags must be considered as a run-out and the water must be jumped again;

8. Striking, knocking down, or displacing the brush or take-off element on the take-off side is not a fault;

9. 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 Article 233.1.

10. The decision of the water jump Judge is final. For this reason he must be a member of the Ground Jury:

10.1. At Olympic and Regional Games, World Championships, Continental and Regional Championships and the Final of the World Cup he must be an International Judge.

10.2. At Young Riders, Juniors, Children and Pony Championships and in the Nations Cup and Grand Prix at CSIOs he must be at least an International Candidate Judge.

10.3. At CSIOs in the competitions other than the Nations Cup and the Grand Prix, at CSIEs and CSIs, he must be at least a National Judge.

11. The water jump Judge must register the identification number of penalised horses and the reasons for the penalties.

12. If a single pole is used over a water jump, it must not be placed further than 2.00 m from the foot of the obstacle. It may be placed in the centre if the width of the obstacle is less than 4.00 m. The pole must not be more than 1.10 m in height.

This obstacle is judged as a spread obstacle and not as a water jump (Article 211.6).

#### **Article 212 COMBINATION OBSTACLES**

1. Double, triple or higher combinations mean a group of two, three or several obstacles, with distances between each of 7 m minimum and 12 m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for

permanent fixed obstacles where the distance may be less than 7 m) and requiring two, three or several successive efforts.

2. 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.

3. In combinations, each obstacle of the group must be jumped separately and consecutively. Failure to do so incurs elimination (Article 240.3.15). Faults committed at any obstacle of a combination are penalised separately.

4. When there is a refusal, run-out or fall of competitor, (Article 224.3) the competitor must retake all the jumps unless it is a closed combination or partially closed combination (Article 214) or a six bar or obstacles-in-line competition. Failure to do so incurs elimination (Article 240.3.15).

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

6. The knock down or displacement of the second, third, fourth element (and/or of a flag at these elements) of a combination obstacle, following a fall of the competitor after having jumped the preceding element, are not penalised; only the fall is penalised (Article 224.3).

The same applies, if the refusal or run-out of the horse at the second, third, fourth element of a combination obstacle is the consequence of the fall of the competitor after having jumped the preceding element (Article 224.3).

7. Combinations can be subdivided as follows:

- open combinations
- closed combinations
- partially open and partially closed combinations.

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

1. With exception of Article 213.2, banks, mounds, ramps and sunken roads irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (Article 212).

2. A bank or mound without an obstacle or only with 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 one meter in height, mounds, sunken roads, talus, slopes or ramps may be used at indoor events.

**Article 214 CLOSED COMBINATIONS, PARTIALLY  
CLOSED AND PARTIALLY OPEN  
COMBINATIONS**

1. A combination is considered to be completely closed, if the sides which surround it can only be surmounted by jumping.
2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury.
3. If, once he is inside the enclosure, the competitor leaves it by one of the wrong sides, he is considered to have jumped an obstacle which is not part of the course and is eliminated. If after a fall, a loose horse leaves a closed combination, the competitor will be eliminated (Articles 240.3.24, 224.3).
4. If, once inside the enclosure, he refuses or there is a fall, the competitor must jump out in the direction of the course. If he cannot do so within 60 seconds or after a number of attempts, making in all three disobediences during the round, he is eliminated (Article 224.3).
5. If a competitor himself displaces or causes to be displaced or in any way modifies any of the parts comprising the closed combination without trying to jump out, he is eliminated (Article 240.3.24).
6. The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course. If a combination is not mentioned on the plan of the

course as closed or partially closed, it must be considered as an open combination and judged as such.

7. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal, run-out, fall, the following procedure applies (Article 224.3):

- if the disobedience or the fall occurred in the closed part, the competitor must proceed as in paragraph 4 above;
- if the disobedience or the fall occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination (Article 240.3.15).

In the event of a disobedience with a knock down and/or displacing of the obstacle and/or flag at the first part or in the closed part a time correction of 6 seconds must apply. If it occurs at the second or third of the open parts of a combination, a time correction of 8 or 10 seconds will be applied.

## **Chapter IV Penalties during a round**

### **Article 215 PENALTIES**

During a round, penalties are incurred for:

1. Knocking down an obstacle (Article 216) and a foot in the water or on the lath defining the water jump
2. A disobedience (Article 218);
3. A deviation from the course (Article 219);
4. A fall of a horse and/or competitor (Article 224);
5. Unauthorised assistance (Article 225);
6. Exceeding the time allowed or the time limit (Articles 228 and 229).

## **Article 216 KNOCK DOWN**

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

1.1. 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;

1.2. at least one of its ends no longer rests on any part of its support;

2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury should decide in favour of the competitor. The knock down or displacement of an obstacle and/or a flag as a result of a disobedience is penalised as a refusal only.

In the event of the displacement of any part of an obstacle, or its flags, as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. This does not count as a knock down and is only penalised as a disobedience and by time in accordance with Article 233.

3. If any obstacle of the course, which has been struck by the horse or by the competitor when jumping it, reaches the ground after the finishing line has been crossed, the competitor is not penalised.

4. Penalties for knocking down an obstacle are those provided for under Tables A and C (Articles 236 and 239).

5. 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 part is picked up and the way is cleared.

6. 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.

#### **Article 217 STRAIGHT AND SPREAD OBSTACLES**

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

#### **Article 218 DISOBEDIENCES**

1. The following are considered as disobediences and are penalised as such (Articles 236 and 239):

- 1.1. a refusal;
- 1.2. a run-out;
- 1.3. a resistance;
- 1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason;
- 1.5. circling around the last obstacle jumped before jumping the next obstacle;

2. The following are not considered to be disobediences:

- 2.1. circling for up to 60 seconds after a run-out or a refusal without a knock down of an obstacle or a flag to get into position to jump an obstacle;
- 2.2. coming to an obstacle, the finishing line or a compulsory turning point at an angle or while zigzagging or turning sharply to take it without going past it.

### **Article 219 DEVIATION FROM THE COURSE**

1. It is a deviation from the course when the competitor:
  - 1.1. does not follow the course as set out on the published plan;
  - 1.2. does not cross the starting line or the finishing line between the flags (Article 240.3.7);
  - 1.3. omits a compulsory turning point (Article 240.3.7);
  - 1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (Chapter XIV) (Article 240.3.10. and 3.11);
  - 1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a competitor for jumping an obstacles not forming part of the course.
2. An uncorrected deviation from the course incurs elimination (Articles 240.3.7, 3.8, 3.9, 3.10. and 3.11).

### **Article 220 CORRECTED DEVIATION FROM THE COURSE**

1. To correct a deviation from the course, the competitor must resume the course at the point where the deviation took place.
2. The following are not considered as deviations from the course and incurs no penalties:
  - 2.1. crossing the starting line in the wrong direction if, before jumping the first obstacle, this line is recrossed in the right direction. The clock is only started on recrossing the starting line in the correct direction.
  - 2.2. a horse or part of a horse going past an obstacle to be jumped or a compulsory turning point or the finishing line and afterwards taking it in the correct direction.

2.3. crossing the finishing line or taking a compulsory turning point from the wrong side and afterwards taking it in the correct direction.

#### **Article 221 REFUSAL**

1. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.

2. Stopping in front of an obstacle without knocking it down and without backing 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 competitor, who has knocked down or displaced the obstacle or flag in stopping, jumps or attempts to jump it after the bell has been rung and before it has been rebuilt, he is eliminated (Article 240.3.12).

5. If a horse slides through an obstacle, the Judge 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 (Articles 233 and 234). If the Judge 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.

6. The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, does not incur elimination.

7. If a competitor is unable to jump the 2nd or 3rd element of a combination as a result of a fall at the preceding element with or without a knock down or a displacement, he is penalised for the fall but not for a refusal (Article 224.3).

## **Article 222 RUN-OUT**

It is a run-out when the horse escapes the control of its rider and avoids an obstacle which it has to jump.

1. It is not considered to be a run-out and is not penalised as such for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or of a element of a combination, or of the finishing line or of a compulsory turning point.
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. If after a run-out, the competitor does not attempt to jump or does not jump the obstacle again, he is eliminated (Article 240.3.28).
4. If the run-out is the consequence of a fall between two elements of a combination after the jump of the preceding element, the run out is not penalised (Article 224.3).

## **Article 223 RESISTANCE**

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.

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 (Article 234.3.2). A resistance is penalised as for a refusal except in the circumstances set out in paragraph 2 below.

2. A competitor is eliminated:
  - 2.1. who has not crossed the starting line 45 seconds after the bell has rung (Article 240.3.3);

2.2. takes more than 60 seconds to jump a single obstacle or the first element of a combination, including after a fall (Articles 240.3.6, 224.3 and 224.4.1);

2.3. resists for 60 seconds continuously during a round (Article 240.3.5).

#### **Article 224 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.

3. The first fall of the horse or both the horse and the competitor eliminates the horse and competitor. The first fall of the competitor eliminates in all competitions except in Nations Cup competitions, team and individual competitions at Championships and Games, in which case two falls eliminate.

4. The following sub-paragraphs relate solely to Nations Cup competitions, team and individual competitions at Championships and Games:

4.1. A fall of a horse or competitor or both is penalised wherever it takes place after crossing the starting line and before crossing the finishing line, whatever the cause. After a fall of the competitor, the competitor must jump the next obstacle before the expiration of 60 seconds, under penalty of elimination (Article 240.3.5).

4.2. The penalty to be imposed in the event of a fall is laid down under Tables A and C (Articles 236 and 239).

- | 4.3. When a competitor falls in knocking down an obstacle or in refusing to jump an obstacle, or as a result of any other disobedience, the penalties in these circumstances are added together.
- 4.4. Should a loose horse fall, jump an obstacle, go the wrong side of a flag, or pass through the starting or finishing line, it will not be penalised, except in the circumstances provided for in Article 214.3.
- 4.5. Should a loose horse leave the arena before the end of the round, including prior to starting, it will be eliminated (Article 240.3.19).
- | 4.6. A second fall of the competitor during the round incurs elimination of the competitor (Articles 240.3.26, 224.3).
- | 4.7. If, after the first fall of the competitor, the competitor leaves the arena, he is considered to have retired.

#### **Article 225 UNAUTHORISED ASSISTANCE**

- | 1. Any physical intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or his horse is considered to be unauthorised assistance.
- | 1.1. Any form of unauthorised physical assistance received by a mounted competitor between the starting line and the finishing line will be penalised by elimination at the discretion of the Ground Jury (Article 240.4.3).
- 1.2. In certain exceptional cases, the Ground Jury may authorise the competitor to enter the arena on foot or with the help of a groom, without this being considered as unauthorised assistance.
- 1.3. Any help given to a mounted competitor to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted competitor his headgear and/or spectacles during his round is not considered to be unauthorised assistance (Article 240.3.21).

1.4. Following a fall of the competitor or when he has voluntarily dismounted, all assistance given to a competitor, for example bringing back his horse, helping him readjust saddlery, handing him his whip while dismounted or helping him get back in the saddle, is not considered as unauthorised assistance. (Article 224.3)

1.5. The act of officials or other persons in the arena of warning a competitor of a deviation from the course constitutes unauthorised assistance. In this event the competitor may be eliminated at the discretion of the Ground Jury (Article 240.4.3) and the official or other persons may be subject to a penalty at the discretion of the Ground Jury (see General Regulations - Ground Jury).

#### **Article 226 FALLS AND DISOBEDIENCES DURING INTERRUPTED TIME**

1. The time of a round is interrupted only under the provisions of Articles 233 and 234. The clock is not stopped in the event of a fall (Article 224.3) of competitor (paragraph 2), of a deviation from the course, a run-out or a refusal.

2. Falls of horse or competitor during interrupted time are always penalised (Article 224.3).

3. Disobediences are not penalised during interrupted time.

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

### **Chapter V Time and Speed**

#### **Article 227 TIME OF THE ROUND**

The time of a round is the time taken by a competitor to complete the round, plus the time correction (Article 233) if any. It starts at the precise moment when the mounted competitor passes the

starting line in the correct direction, providing the starting signal has been given, and extends to the moment when the mounted competitor crosses the finishing line. Both these lines must be crossed in the direction indicated on the plan.

#### **Article 228 TIME ALLOWED**

1. The time allowed for a round in each competition is determined in relation to the length of the course and the speeds laid down under Article 232 and Annex IV.
2. The time allowed for a round must be clearly shown on the plan.
3. Any competitor exceeding the time allowed for the round is penalised according to the provisions regulating the type of competition and according to the Table in use.
4. In certain special competitions (Chapter XIV) in which the competitor has to take the greatest number of obstacles within a fixed time laid down in advance, this time may never exceed 90 seconds.

#### **Article 229 TIME LIMIT**

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated (Article 240.3.12).

#### **Article 230 RECORDING THE TIME**

1. The time, recorded in seconds and in hundredths of a second, is taken from the instant at which the mounted competitor crosses the starting line in the correct direction, to the moment when the mounted competitor crosses the finishing line in the correct direction (Art. 240.3.16 and 3.17), except in certain special competitions (Chapter XIV) where the time recording is made differently.

2. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is compulsory for all Olympic and Regional Games, Championships, World Cup Finals, CSIOs and CSIs. The timekeeper is required to record the number of the horse and the time taken to complete his round.
3. 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.
4. 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 back-up.
5. 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.
6. In the absence of a field timing judge, two officials, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Ground Jury box.

**Article 231 INTERRUPTED TIME**

1. Judges must take great care that the clock is stopped and restarted in accordance with the conditions for the competition in such a manner that the interrupted time can be subtracted from the total time taken for the round.

2. While the clock is stopped, the competitor remains free to move around until ringing the bell gives him permission to start again. At this moment the clock is restarted.
3. The responsibility for starting and stopping the clock rests solely with the President of the Ground Jury. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.
4. The automatic time-keeping should only register the time ridden by the competitors (no time corrections included).

#### **Article 232 SPEED**

The speeds for international competitions are as follows:

350 m per minute minimum and 400 m per minute maximum. In indoor arenas the speed may be reduced to 325 m per minute. Puissance (first round only): 300 m per minute.

Puissance (jump-off): no limit.

Power and Skill competitions: no limit.

Hunting and Speed and Handiness Competitions: 350 m per minute minimum and 400 per minute maximum.

Grand Prix and Nations Cup: 400 m per minute (outdoors) 350 m per minute (indoors).

If the length of an outdoor Grand Prix course is less than 600 m, the Ground Jury may reduce the speed to 375 m/min.

International Team Event (CSIE): 350 m per minute minimum and 400 m per minute maximum.

#### **Article 233 TIME CORRECTIONS**

1. If, as the result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and if this disobedience takes place at a single obstacle, or the first element of a combination or any element of a closed combination, the bell is rung and the clock is stopped until the obstacle has been rebuilt or the flag replaced; he will be

penalised for a refusal and 6 seconds of time corrections will be added to the time taken by the competitor to complete his round. The same procedure applies if one of the flags defining the limits of the finishing line or of a compulsory turning point is knocked down or displaced as the result of a run-out or a refusal at these features.

2. If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of an obstacle and this disobedience takes place at the second element of an open combination, the bell is rung and the clock will be stopped until the obstacle has been rebuilt or the flag replaced; he will be penalised for a refusal and 8 seconds of time corrections will be added to the time taken by the competitor to complete his round. If this disobedience takes place at the third or fourth element of an open combination or if a flag defining the limits of the obstacle is knocked down or displaced, 10 seconds of time corrections will be added to the time taken by the competitor to complete his round.

3. If a competitor displaces or knocks down one of the obstacles of an open combination or a flag defining the limits of the obstacle and refuses or runs out at one of the following elements of this combination without knocking it down the bell is rung and the clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the adding of 8 or 10 seconds of time corrections must be applied depending on whether the disobedience took place at the second, third or fourth element of the open combination.

4. If the second, third or fourth element of a partially closed combination is open, the addition of 8 or 10 seconds of time corrections plus the penalties for a disobedience are applied for a disobedience following a knock down or a displacement. If one of these elements or both are in the closed part of the combination the appropriate penalty of 6 seconds of time corrections only applies.

5. If at a single obstacle or in a combination, there is a knock down and a fall of competitor with a disobedience, the bell is

rung immediately but the clock must be stopped only when the competitor has remounted and only if the obstacle has not been rebuilt in time for the competitor to continue his round. If there is no disobedience, the competitor will be penalised for the fall and for knocking down the obstacle in the ordinary way. (Article 224.3)

6. If when jumping a single obstacle or the last element of a combination, there is a knock down and a fall (Article 224.3) of the competitor, the clock must not be stopped and the Judge must not ring the bell.

7. If, at the second, third, fourth element of a combination, the refusal or run-out is the consequence of a fall with or without a knock down and/or a displacement of obstacle (and/or flag), no penalty is incurred for the disobedience and the 8 or 10 seconds of time corrections are not added to his time; the competitor is only penalised for his fall (Article 221.7 and 224.3).

#### **Article 234 STOPPING DURING THE ROUND**

1. In the event of a competitor not being able to continue his round for any reason or unforeseen circumstance, 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 the 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. 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, flags wrongly placed, etc) the clock must be stopped and the obstacle in question must be checked. As a result:

3.1. if the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the competitor will be penalised as for stopping during the round (Article 223.1) and the time of his round will be increased by 6 seconds;

3.2. if the obstacle or part of the obstacle needs to be rebuilt or if the flags have to be put back in place, 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.

## **Chapter VI Tables of Penalties**

### **Article 235 FAULTS**

1. Faults are penalised in penalty points or in seconds according to the tables set out in this Chapter.

2. Faults made between the starting line and the finishing line, except as provided for in Article 216.3, must be taken into consideration. Disobediences committed during the time when the round is interrupted (Article 226.3) are not penalised.

### **Article 236 TABLE A**

1. First disobedience	3 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the Water Jump or on the lath defining its limits	4 penalties

Second disobedience	6 penalties
First fall of horse or competitor or both in all competitions	Elimination
<u>Exception:</u>	
First fall of rider at Championships, Games and in Nations Cup Competitions	8 penalties
Second fall of rider at Championships, Games and in Nations Cup Competitions	Elimination
Disobedience plus knocking down an obstacle	3 or 6 penalties, plus 6, 8 or 10 seconds for time correction
Third disobedience or other infringement laid down under Article 240	Elimination
Exceeding the time allowed	1/4 penalty for each second or commenced fraction of a second
Exceeding the time-limit	Elimination
Exceeding the time allowed in all final jump-offs against the clock	1 penalty for each second or commenced fraction of a second

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

3. Penalties for the first fall of a competitor are added to penalties for a knock down or a disobedience causing the fall. The competitor is eliminated after a second fall of the competitor. (Articles 236.1, 224.3).

**Article 237 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 longer places according to the conditions laid down for the competition.

**Article 238 METHODS OF DETERMINING THE SCORES UNDER TABLE A**

1. *Competition not against the clock but with a time allowed*

A1. The competitors with equality of penalties share the prizes. Depending on the conditions of the competition, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.

2. *Competition against the clock*

A2. 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.

3. *Mixed Competition*

AM 3. 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.

AM 4. 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.

AM 5. 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.

AM 6. A competition against the clock as for AM 5, but if, in 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.

4. In all competitions when the placing 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 (Article 245.5).

5. Nevertheless, if in a jump-off against the clock which is judged to a hundredth of a second two or more competitors obtain exactly the same time, a second jump-off may not take place. The competitors are then placed equal (Article 245.6).

6. In no circumstances may the number of jump-offs in the same competition under paragraph 1, 2 and 3 above exceed two.

**Article 239 TABLE C**

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,	5 seconds outdoor and
a foot or more in the water jump	4 seconds indoor and
or on the lath defining its limits;	3 seconds for indoor and
	outdoor two phase
	competitions

First disobedience	None
Second disobedience	None
Third disobedience or other infringement laid down under Article 240 or both	Elimination
First fall of horse or rider or both in all competitions	Elimination
<u>Exception:</u>	
First fall of rider at Championships and Games	None
Second fall of rider at Championships and Games	Elimination
Disobedience and knocking down an obstacle	6, 8 or 10 seconds for time correction
Exceeding the time allowed (First round and jump-off)	1 second for each second or commenced fraction of a second
Exceeding the time limit	Elimination

First and second disobediences are penalised by the time taken.

### 3. Scores under Table C

Adding, in the following order, the time of the round, plus the time penalties in seconds for exceeding the time allowed, plus four seconds indoor and five seconds outdoor for each obstacle knocked down, gives the score obtained, in seconds, by the competitor for his round.

4. 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.

5. At the jump-off, the course may be shortened and held over obstacles which may be increased in height and/or in spread.

6. Riders wishing to school in speed competitions must inform the OC before the competition commences. Those wishing to school will start first in the competition.

Riders not complying with the above may be eliminated at the discretion of the Ground Jury.

## **Chapter VII Eliminations, Disqualifications, Fines**

### **Article 240 ELIMINATIONS**

1. Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor may not continue in the current competition, but the competitor does have the right to jump one single fence which he has already jumped or attempted to jump, after retiring or after being eliminated.

The above does not apply to elimination resulting from a fall.

2. The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions.

3. Elimination must be applied by the Ground Jury in the following cases:

3.1. jumping or attempting to jump an obstacle in the arena before the start of the round (Article 202.3) except for the practice obstacle(s) authorised by the Ground Jury;

3.2. starting before the signal is given and jumping the first obstacle of the course (Articles 202.5. and 203.1.2);

3.3. taking more than 45 seconds after the starting signal to cross the starting line (Articles 202.5, 203.1.2. and 223.2.1);

3.4. a horse resisting for 60 consecutive seconds during the round (Article 223.2.3);

3.5. taking more than 60 seconds to jump an obstacle, or the first element of a combination, including after a fall (Article 223.2.2. and 224.3);

- 3.6. omitting to cross the starting and/or finishing lines between the flags or omitting the compulsory turning points (Articles 219.1 .2. and 1.3);
- | 3.7. attempting to or jumping an obstacle which does not form part of the course during the round (Article 219.1.5);
- | 3.8. omitting to jump an obstacle of the course (Article 219.1.5);
- | 3.9. jumping an obstacle in the wrong order (Article 219.1.4);
- | 3.10. jumping an obstacle in the wrong direction (Article 219.1.4);
- | 3.11. exceeding the time limit (Articles 229, 236 and 239);
- | 3.12. jumping an obstacle which has been knocked down before it has been rebuilt (Article 221.4);
- | 3.13. jumping or attempting to jump an obstacle after an interruption without waiting for the bell (Article 203.3);
- | 3.14. not jumping all the fences of a combination again after a refusal, run-out or fall (Articles 212.4, 224.3) except in the case of the closed part of a combination (Article 214);
- | 3.15. not taking each element of a combination separately and consecutively (Article 212.3);
- | 3.16. jumping the first obstacle of a competition without having crossed the starting line (Article 230.1);
- | 3.17. not crossing the finishing line mounted before leaving the arena (Article 230.1);
- | 3.18. competitor and/or horse leaving the arena without permission of the Ground Jury, including prior to starting (Article 202.8) ;
- | 3.19. a loose horse leaving the arena before the end of the round, including prior to starting (Article 224.4.5);
- | 3.20. accepting while mounted any object whatever during a round except headgear and/or spectacles (Article 225.1.3);
- | 3.21. using a whip of more than 75 cms in length or weighted at the end, in the arena, the 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 article refer to Art. 260.6);

3.22. an accident to a competitor or to a horse which prevents him from completing the competition (Article 261);

| 3.23. not leaving a closed combination in the right direction or displacing a closed combination (Articles 214.3. and 214.5. and 7);

| 3.24. a loose horse leaving a closed combination (Article 214.3);

| 3.25. third disobedience during the course of a round (Articles 236 and 239);

| 3.26. first or second fall during the round (Articles 224.3, 224.4.6, 236 and 239);

| 3.27. after a run-out or a refusal, failing to attempt to jump again the obstacle where the fault was committed (Article 222.3).

| 3.28. if the Ground Jury feels that for any reason horse or rider is unfit to continue in competition.

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

4.1. not entering the arena when the competitor's number is called (Article 202.6);

4.2. not entering the arena mounted or not leaving the arena mounted (Article 202.7);

| 4.3. all physical unauthorised assistance except for paragraph 3.20. above (Article 225);

4.4. not stopping when the bell is rung during the round (Articles 203.2. and 234.2).

#### **Article 241 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 (General Regulations - Ground Jury - Appeal Committee).

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

2.1. entering the arena on foot once the competition has started; (Article 202.2);

2.2. exercising horses in the arena or jumping or attempting to jump an obstacle (Article 202.3) without the permission of the Ground Jury (Article 202.4, 9. And 10);

2.3. jumping or attempting to jump the practice obstacle in the arena more times than authorised (Articles 202.5, 242.1.5. and 267.7);

| 2.4. jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (Article 202.9);

2.5. retiring, before a jump-off, without permission of the Jury or without valid reason (Article 247.1);

2.6. rapping horses (Article 243.3);

2.7. exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (Articles 242.1.4. and 244);

2.8. jumping in the wrong direction the obstacles in the exercise and schooling areas (Article 244) and the practice obstacle, if any, in the arena (Article 202.5).;

| 2.9. all cases of abuse and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a steward (General Regulations - Abuse of horses) ;

2.10. all cases laid down in the Veterinary Regulations.

#### **Article 242 FINES**

1. The Ground Jury is authorised to impose fines in accordance with the General Regulations in the following cases:

- 1.1. a competitor who has been eliminated or at the end of his round does not leave the arena without delay;
- 1.2. 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;
- 1.3. 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 (Article 202);
- 1.4. a competitor who uses in the exercise and in the schooling areas obstacles different from those provided by the Organising Committee (Articles 241.2.7. and 244);
- 1.5. a competitor who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (Articles 202.5, 241.2.3. and 267.7);
- 1.6. a competitor who does not salute the Ground Jury or the official personalities on entering the arena (Article 258.2.1);
- 1.7. failure to display the identification number in case of repeated offence (Article 254.4).
- 1.8. a competitor who disrespects the advertising prescriptions.
- 1.9. a competitor who disrespects the prescriptions of the Organising Committee.
- 1.10. a competitor who touches an obstacle to the effect of changing it.
- 1.11. a competitor who does not follow orders of officials or  
| incorrect behaviour towards officials (Article 174.5.5).
- 1.12. a competitor who repeats offences after a warning.
- 1.13. a competitor who disrespects the prescriptions regarding dress and saddlery.
- | 1.14. All cases of abuse of horses (Article 174.5.4).
- | 2. All fines imposed by the Ground Jury are paid to the FEI.

**Article 243 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 (Article 241.2.6, 241.2.9. and 241.2.10).
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 too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into 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 (Art. 101.5 General Regulations).
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.

**Article 244 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 big for good 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.

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 (Article 241.2.7 and 242.1.4). 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.

2.1. Ground lines may be placed directly underneath the first part of an obstacle or up to 1 m 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 max. 1 m.

2.2. If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the height of the place, where the poles cross each other.

2.3. 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.

2.4. Obstacles in the practice arena may not exceed in height and width 10 cm more than the maximum height and width of the obstacles of the competition in progress, if the maximum height of obstacles during that competition is 1.40 m or less.

If the obstacle height of the competition in progress is greater than 1.40 m, the obstacles in the practice arena may not exceed 1.80 m in width and 1.60 m in height.

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

### 3. *Gymnastic Training*

3.1. 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 1.30 metres in height and 1.60 metres in spread. Competitors using such obstacles must not offend the rules against rapping (Article 243).

3.2. *Gymnastic Poles*: if there is enough space only single trotting poles may be used and placed not closer than 2.50 m to a straight up fence not exceeding 1.30 m in height. A trotting pole not closer than 2.50 m on the landing side may be used.

3.3. *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 providing Articles 244.2, 244.3 and 244.4 are not contravened.

4. *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.

### 5. *Stewards*

The schooling area(s) (warming-up ring) must always be supervised when in use.

One steward at least must always be present whenever they are in use, to ensure that the rules are observed. A chief steward must be appointed for every international event. For international events in Groups I and II, he must be selected from the FEI list of chief stewards. For the following international events held outside Groups I, II and North America, the chief steward must have at least the status as indicated below:

CSIO, CSIE, CSI,  
Championship for Juniors,

National Judge or National  
Course Designer

| Young Riders and Children

Games, Senior Continental  
Regional and World  
Championships  
World Cup Finals

International Judge or  
Candidate International  
Judge or International  
Course Designer or  
Candidate International  
Course Designer

6. *Stable Security*

Stable security must be provided in accordance with relevant FEI Regulations dealing with security for the stable area.

## Chapter VIII Jump-Offs

### Article 245 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. One or several jump-offs may be scheduled to determine the winner of a competition (except for Olympic Games, Regional Games and Championships). (For exception to this article refer Article 283.3.3).
2. 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. It must be held immediately after the original round of the competition.
3. Unless otherwise laid down in these Rules (Puissance and Power and Skill competitions) no competition may involve more than two jump-offs. If, after the final jump-off, there is no result, the tied competitors will be placed equal first.
4. Except in Puissance and Power and Skill competitions, the first, the second or the first and the second jump-offs may take place against the clock.

5. In all competitions in which the score is 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, 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 (Articles 238.4. and 239.5. and 6).

6. Nonetheless, if in a jump-off against the clock judged to a hundredth of a second, two or more competitors obtain exactly the same penalties and the same time, a second jump-off may not take place. The competitors are then placed equal (Article 238.5).

7. The jump-off(s) for the Nations Cup, the Puissance and the Power and Skill competitions are governed by the provisions laid down for these competitions (Articles 267, 269 and 272).

8. 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 the rule book.

9. The obstacles in a jump-off may only be increased in height and spread if those competitors involved have had no jumping penalties in the previous round.

10. A maximum of two additional single obstacles may be added to the course of a jump-off.

Both obstacles must be on the course during course inspection. These obstacles may consist of two oxers or two verticals or one oxer and one vertical.

It must be clearly indicated on the course plan whether the vertical(s) may be jumped from either side or just from one side.

#### **Article 246 OBSTACLES, DISTANCE**

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 Article 208.3, if the competitors sharing first

place have completed the previous round without jumping penalties (except as provided in Articles 269.8.3. and 270.8.3.

2. If the original course includes combination(s) the jump off(s) must also include at least one combination.
3. In all competitions the number of obstacles in a jump-off may be reduced to six (combinations count as one obstacle) except Puissance competitions (two obstacles), Power and Skill competitions (three obstacles).
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 triple or quadruple, the centre element(s) only may not be omitted. With exception to Article 245.10 new obstacles may not be provided. The order of the obstacles may be altered.
5. In a jump-off, the distance between the elements of a combination may never be altered.

**Article 247 REFUSING TO TAKE PART IN A JUMP-OFF OR JUMP-OFFS**

1. If a competitor refuses to take part in a jump-off he must ask permission from the Ground Jury. If he does not start and has not obtained permission from the Ground Jury to withdraw he will be placed last of those still qualified (on the result of the previous round) or may be disqualified from the competition (Article 241.2.5).
2. 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 for the vacant places 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 receive only the prize money and the

placing of the lowest place for which they would have jumped-off.

3. A competitor who is eliminated in a jump-off will be placed last of the competitors who have completed the jump-off.

4. 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 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. At the discretion of the Ground Jury, competitors who refuse to start for no valid reason or have themselves eliminated on purpose can be disqualified.

5. 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.

## **Chapter IX Placing**

### **Article 248 INDIVIDUAL 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 (Chapter XIV).

4. In principle, prize winners must take part in the prize giving ceremony and should do so with the placed horses.

Exceptions, however, for satisfactory 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.

5. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstance, may however decide to relax the above rule.

#### **Article 249 TEAMS**

1. The particular conditions which determine the scores in team competitions must be published in the schedule and the programme of the event. The scores are normally arrived at by adding together the penalties and/or the times of the members of each team.

2. The placing of teams in a Nations Cup and in the International Team Event (CSIE) is determined in accordance with the special rules for these competitions set out in (Articles 269.8. and 270.8).

### **Chapter X Competitors and Horses**

#### **Article 250 INVITATIONS TO CSIOs**

1. The official invitation sent to the NF must be extended to an official team comprising a Chef d'Equipe, a minimum of 4 and a

maximum of 6 competitors, a minimum of 8 and a maximum of 15 horses and one groom per competitor.

If OCs invite teams consisting of 4 riders and 8 horses the number of invited teams can not be less than the number invited the previous year.

Three official teams at least (including that of the host nation) must participate for the event to be considered as a CSIO.

## 2. CSIO Events in Europe

If ten or more teams are invited (home team included), the OC may invite foreign individual riders in accordance with Art. 250.3.

If eight or nine teams are invited (home team included), only three foreign individual riders (maximum) may be invited.

If seven or less teams are invited (home team included), no foreign individual riders may be invited.

## 3. CSIO Events in North America

If five or more teams are invited (home team included), foreign individual riders may be invited in accordance with Art. 250.3. If four teams are invited (home team included), only a maximum of two foreign individual riders may be invited. If less than four teams are invited (home team included), no foreign individual riders may be invited.

4. In a side letter accompanying draft schedules, each OC will be required to mention the names of nations to be invited, plus the names of at least three reserve nations, in case any of those invited cannot accept the invitation for whatever reason. Upon receipt of a refusal, the OC must contact immediately one of the nations on the reserve list. It is recommended that each OC uses double entry dates for nominated entries, in case invited NFs drop out. It is recommended that major CSIO events having difficulties in selecting teams to be invited, should give first preference to the top 8 teams on the Nations Trophy standings list.

5. One or two individual competitors in addition to those belonging to the teams or to NFs which can not send a complete

team may be invited under the same conditions as the official teams. No personal invitations are allowed for individuals at CSIO events.

6. The number of individual competitors of the host nation allowed to compete in CSIOs is determined by the table in Annex III of these Rules.

7. The OC of all events must send the event schedule to the President of the Ground Jury, and the Foreign Judge, and Technical Delegate if any, at least four weeks prior to the commencement of the event.

#### **Article 251 INVITATIONS TO CSIs AND CSIEs**

1. For CSIs, it is the responsibility of the Organising Committee with the approval of its NF to lay down in the schedule and the invitation, the number of individual competitors and horses to be invited. Nevertheless, the maximum number of horses which each competitor is allowed to ride at these Events must be limited to three, except for the Puissance competition for which a fourth horse per rider may be invited. Participation for the fourth horse is limited to this competition only.

1.1. For CSIEs, the official invitation addressed to the NF must be extended to an official team including a Chef d'Equipe, a minimum of 3 and a maximum of 4 competitors, a minimum of 6 and a maximum of 8 horses and one groom per competitor.

#### **Article 252 INVITATIONS TO CSI CATEGORY C EVENTS**

CSI Category C events replace CSAs and CSFs, it is the responsibility of the Organising Committee with the approval of its NF to lay down in the schedule the number of individual competitors and horses to be invited. Nevertheless, the maximum number of horses which each competitor is allowed to ride at these Events must be limited to three. (Puissance competition, refer to Article 251.1).

### **Article 253 ENTRIES**

1. Entries for events up to and including CSIOs must be made as follows:

- Entries in principle must be received by the Organising Committee at least eight weeks before the event begins. Entry in principle is a statement of intention.

- Nominated Entries are optional, if required, they must be received by the Organising Committee one month before the event begins. These entries consist of twice the number of riders' names as indicated on the definite entries.

- Definite Entries must be received by the Organising Committee at least nine or ten days before the event begins. These entries consist of names of riders and horses that will take part at the event.

2. For all other events, entries must be made in accordance with Art. 121 FEI General Regulations.

3. In the absence of a satisfactory explanation, NFs having made entries in principle and not represented by riders will be fined US\$ 2,000.

4. Following receipt of definite entries, substitution of horse(s) and rider(s) may be made with the agreement of the Organising Committee (OC). The OC must print in the schedule the latest date for substitution of horse(s) and rider(s), which may not be later than the day of the veterinary inspection.

### **Article 254 DRAW FOR THE STARTING ORDER**

1. The draw for the order of starting for both team and individual competitors at Championships, CSIOs and CSIEs will comply with the following procedure.

1.1. A draw will first take place to determine the order of starting of the individual competitors entered in addition to teams, regardless of their nationality.

1.2. A second draw will then take place to decide the order in which the Nations which have entered teams will start. Each

Chef d'Equipe will then fix the order in which he wishes his team competitors to start in the order of the nations. These competitors will be inserted in sequence in the remaining spaces between the individual competitors.

1.3. If an individual competitor has more than one horse taking part in a competition, the Ground Jury will adjust the starting order in such a manner that if possible an interval of at least five competitors is provided between these individual horses.

1.4. If a Chef d'Equipe decides to change the competitors and horses after the starting order has been published, it can happen that one competitor must ride two horses too close together. In this case the Chef d'Equipe must inform the Ground Jury or the Secretariat at least one hour before the start of the competition. The Ground Jury may then alter the starting order as far as this competitor only is concerned.

| 2. In CSIs, there must be a draw by Nations taking part so as not to allow two competitors of the same foreign nation to start consecutively. If it happens that one or more competitors have to ride two horses too close together, the Ground Jury on its own authority or on request may alter the order of starting as far as these competitors only are concerned.

3. For team competitions, a separate draw must take place each time.

4. Each horse keeps the same identification number provided by the Organising Committee on arrival, throughout the event.

It is compulsory that this number is always worn by the horse whenever it leaves the stables, so that it may be identified by all officials including the Stewards. Failure to display this identification number clearly incurs first a warning and, in the case of repeated offence, a fine imposed on the competitor by the Ground Jury or the Appeal Committee (Article 242.1.7).

5. *Rotating the starting order in individual competitions*

Rotation is mandatory, the system of rotation is optional. In order to achieve the rotation of the starting order in the individual competitions included in the programme, it is recommended that

the procedure as laid down under Annex IX of the present Rules be followed.

**6. Order of starting in Grand Prix Competitions**

The order of start in all Grand Prix competitions is determined by a separate draw.

If there is a special ranking for the best rider or the best combination rider/horse at the event, the ranking in reverse order before the Grand Prix can be used as the order of starting.

If used, this must be printed in the schedule.

**Article 255 DECLARATION OF STARTERS**

1. At CSIOs and CSIEs, on the day before the start of the event, at a time fixed by the Organising Committee, Chefs d'Equipe will designate in writing to the Secretariat the members of their team (competitors and horses) and the names of individuals together with the names of their horses (Article 250). In the event of accident or illness preventing a competitor and/or his horse being declared as a starter in the team, Chefs d'Equipe may substitute for him/them from among the individuals (if there are any), one hour at the latest before the start of the first competition of the event. A competitor or a team horse which has been substituted, may not start as an individual. At all events, Chefs d'Equipe (CSIOs and CSIEs) or individual competitors (CSIOs, CSIEs, CSIs) will declare to the Secretariat at a time fixed by the Organising Committee the starters for the next day's competition.

2. For the declaration of starters in the Nations Cup, refer to Article 269.6.

**Article 256 PARTICIPATION**

1. The schedule must specify the number of horses allowed for each individual at CSIOs, CSIEs and CSIs but this number must be limited to a maximum of three.

2. At CSIOs and CSIEs, the Chefs d'Equipe have the right to make changes to the horses belonging only to the official team throughout the duration of the event (on condition that each competitor rides a maximum of three horses as specified in paragraph 1).

3. Changing horses by individuals at CSIOs, CSIEs and CSIs is allowed only if they belong to the same nation, and conform to the number of horses each individual competitor is allowed to ride during the event in accordance with the provisions of the schedule. A change made in this manner is irreversible.

4. At CSIOs and CSIEs, each competitor may ride only one horse in the Grand Prix or, if there is no Grand Prix, in the competition with the highest prize money. If there is a Grand Prix competition and another competition with the same prize money as the Grand Prix or with higher prize money, the competitor may ride only one horse in each of these competitions.

5. This also applies at CSIs. However, if in the Grand Prix or in similar competitions listed in paragraph 4. above, there are 16 competitors or less entered, the Organising Committee may allow each competitor to ride two horses in the competition concerned.

6. The competitor may enter a maximum of three horses in these competitions, but he must decide the one or two horses, as appropriate, which he is going to ride in them and must do so before the start of the actual competition.

7. There are special conditions if the competition is a Derby (Article 285).

#### **Article 257 JUNIORS AND YOUNG RIDERS**

1. Competitors may take part in certain competitions for Seniors during and after the year of their 16th birthday with the express permission of their NF.

2. A Junior may never ride in a Junior competition and in a Senior competition at the same event.

3. Before the year of their 18th birthday (Young Riders, Junior Regulations) competitors may not take part in a Nations Cup, a Grand Prix, a Puissance competition, a Power and Skill competition, a Derby, and the competition with the highest prize money if this is not one of the competitions listed.

#### **Article 258 DRESS AND SALUTE**

##### **1. Dress**

1.1. Competitors are required to wear correct dress as laid down in the General Regulations (Dress and Salute) and are required to dress in accordance with paragraph 1.5. and 1.6. of this Article when they are competing or during the presentation of prizes.

1.2. On all other occasions, for example, when inspecting the course, dress must be neat and tidy. In any case, riding boots, white breeches, a shirt and a white tie must be worn.

1.3. In bad weather, the wearing of a greatcoat or waterproof may be allowed by the Ground Jury.

1.4. Wearing a hard hat is compulsory for anyone jumping a horse, including members of the armed services, police, gendarmerie, members of military establishments and national studs, and is strongly recommended also for anyone working a horse in the exercise and schooling areas or anywhere on the showground.

When mounted, protective headgear, secured by a three point retention harness, is compulsory for juniors, children and is recommended for young riders.

1.5. Civilians are required to wear the uniform or dress approved by their NF, a red coat or a black coat, white breeches, hunting cap, black boots or black top boots. Ladies are allowed to wear light fawn breeches and hunting cap. A hunting stock or a white shirt and tie, or choker must be worn.

Shirts worn without jackets must be white. Sleeves may be long or short. Shirts worn with jackets must have a white collar and cuffs, if worn, must be white.

1.6. Members of the armed services, police and gendarmerie, members and employees of military establishments and of national studs may wear civil or service dress.

1.7. At the discretion of the Ground Jury, competitors who are improperly dressed may be refused permission to take part in the competition.

## 2. *Salute*

2.1. Each competitor must salute in accordance with the General Regulations (Dress and Salute). The Ground Jury may refuse to start a competitor who has not saluted. The competitor may also be fined by the Ground Jury (Article 242.1.6).

2.2. Competitors should salute during a march past parade, presentation of prizes and during the playing of anthems.

2.3. For special reasons, the Ground Jury can decide that the salute is not necessary.

Male riders are not required to remove their cap when saluting if a chinstrap is worn. Raising the whip or lowering the head will be considered as saluting.

## **Article 259 WEIGHT**

No restriction.

## **Article 260 SADDLERY**

1. There are no restrictions on saddles.

2. Blinkers are forbidden.

3. Only unrestricted running martingales are allowed. Standing martingales are permitted for horses in children's horse competitions.

4. Reins must be attached to the bit(s) or directly to the bridle. Gags and hackamores are allowed.

Sheepskin may be used on each cheek piece of the bridle providing the sheepskin does not exceed 3 cm in diameter measured from the horse's face.

5. In the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. There must be no other restrictions or attachments of any kind. The rider must not directly or indirectly tie any part of his body to the saddlery.

6. Competitors are allowed to use a dressage whip when working on the flat but are strictly forbidden to use or carry a whip which is weighed down at the end at any time, or to carry or use one which is more than 75 cm in length in the arena, exercise or schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried. Failure to comply with this paragraph will incur elimination (Article 240.3.21).

7. Paragraphs 1, 2, 3 and 4, refer specifically to the competition arena

#### **Article 261 ACCIDENTS**

In the event of an accident preventing either the competitor or a horse from finishing the competition, they are both eliminated (Article 240.3.22). If despite the accident, the competitor completes the round but does not leave the arena mounted, he does not incur elimination.

#### **Chapter XI Ground Jury, Appeal Committee, Technical Delegate, Course Designer, Veterinary Commission, Veterinary Delegate**

**Article 262 GROUND JURY AND APPEAL COMMITTEE**

1. The Ground Jury and the Appeal Committee are required to ensure the proper conduct of the competitions for which they are responsible. To achieve this, they are entitled to take action against any persons infringing these Rules according to the General Regulations.

2. *Ground Jury*

2.1. The Ground Jury at Olympic and Regional Games, Championships, World Cup Final and CSIOs must always consist of a President and at least three more judges as members. At CSI Cat. A, B & C, the Ground Jury must always consist of a President and at least two more judges as members.

2.2. At Olympic Games, the President, and at least two members must be selected from the lists of Official International Judges, the other member must be at least an International Judge.

At Regional Games, Championships for Seniors and World Cup Final, the President of the Ground Jury must be an Official International Judge and the members International Judges at least.

At other Championships, CSIOs, CSIs Cat. A, the President of the Ground Jury and two members including the foreign judge must be at least International Judges.

At CSIs Cat. B, the President of the Ground Jury must be at least an International Judge, one member must be at least an International Candidate Judge and the third member may be a National Judge.

At CSIs Cat. C and other events, the President of the Ground Jury must be at least an International Candidate Judge, the two other members may be National Judges.

2.3. At a World Cup Final, CSIOs, CSIEs, CSIs, the President of the Jury should preferably belong to the host nation.

2.4. At Olympic Games, Regional Games, Championships, World Cup Finals, CSIOs, CSIEs and CSIs Cat A, a Foreign Judge is compulsory. A Foreign International Judge is desirable for CSIs Cat. B & C.

2.5. The Foreign Judge must be selected from the FEI Lists according to the following table:

	Official Int. Judge	Int. Judge	Int. Candidate Judge
Olymp. and Reg. Games, World Champ., Cont. Champ. Seniors, WC-Finals	X	O	O
All other Cont. Champ. and Reg. Champ., CSIOs, CSIs Cat. A	X	X	O

For CSIs Cat. B and C the Foreign Judge, if appointed, and if not the President of the Ground Jury must be sent a copy of the event schedule by the Organising Committee immediately after it has been printed. It is the responsibility of the Foreign Judge or the President of the Ground Jury to check that schedules for which FEI approval is not required, are in accordance with the FEI Rules and to take the necessary steps with the OC to correct any points contravening the FEI Rules. Any measures taken by the Foreign Judge or the President of the Ground Jury must be reported immediately to the FEI Secretariat.

2.6. The Foreign Judge, if appointed, and if not the Ground Jury President must send a judge's report to the FEI Secretariat within 14 days following the event. NFs of CSIs Cat. B and C are responsible for providing the Foreign Judge or President of Ground Jury with a report form.

2.7. Each competition at an International Event must be judged by a group of 3 Judges, one of whom acts as President of the competition and is responsible for ringing the bell. At Olympic Games, the President of the competition must be an Official International Judge.

At Regional Games, Championships, World Cup Final, CSIOs and CSIs Cat. A, the President of the competition must be at least an International Judge.

At CSIs Cat. B, the President of the competition must be at least an International Candidate Judge.

Except for events mentioned under 2.1, an additional Judge as member of the Ground Jury must be made responsible for the water jump if such an obstacle is provided. (Article 211.10).

### 3. Appeal Committee

The composition of the Appeal Committee and the appointment of the President and members of this Committee must be in accordance with the General Regulations.

## **Article 263 VETERINARY COMMISSION AND VETERINARY DELEGATE**

1. The composition of the Veterinary Commission, which is compulsory for Olympic and Regional Games, Championships, the Final of the World Cup and CSIOs and the appointment of the President and members must be in accordance with the Veterinary Regulations.

2. At CSIEs and CSIs, a Veterinarian to be regarded as the Veterinary delegate appointed by the Organising Committee, is required in accordance with the Veterinary Regulations.

## **Article 264 COURSE DESIGNER AND TECHNICAL DELEGATE**

### 1. *Course Designer*

In Regional Games, Continental and Regional Championships and World Cup Finals, the Course Designer must be selected from the FEI lists of International Course Designers and appointed with the agreement of the FEI.

The Course Designer for the Olympic Games and World Championship must be an Official international Course Designer and appointed with the agreement of the FEI.

In CSIOs, CSIEs and CSIs Category A, the Course Designer is appointed by the Organising Committee and must be selected from the FEI list of International Course Designers.

| The Course Designer for CSIs Cat. B and Cat. C may be selected from the FEI list of International or International Candidate Course Designers.

A Course Designer may not act, as Course Designer at the same event where one or more of his immediate relatives are competing.

## 2. *Technical Delegate*

2.1. For Regional Games, Regional and Continental Championships and World Cup Final, a Foreign Technical Delegate, selected from the list of International Course Designers and appointed by the Jumping Committee of the FEI, is compulsory.

| The Technical Delegate for the Olympic Games and the World Championship must be an Official International Course Designer and must be appointed by the Jumping Committee of the FEI.

2.2. A Technical Delegate (Foreign or National), preferably selected from the FEI lists of Judges and Course Designers may be appointed by the Organising Committee of CSIOs, CSIEs and CSIs.

## **Chapter XII    Standard Competitions**

### **Article 265    GENERAL**

1. There are many different jumping competitions for both individuals and teams. The following rules cover the types of



2. The initial round will comprise from 4 to 6 single obstacles of which at least one must be a straight obstacle. The first obstacle must be at least 1.40 m in height, two obstacles from 1.60 m to 1.70 m and one wall or straight fence which may vary from 1.70 m to 1.80 m in height. All combination obstacles, water jumps, ditches and natural obstacles are forbidden.

3. In the event of equality for first place, there must be successive jump-offs over two obstacles which must be a wall and a spread obstacle (Article 246.3).

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

In the jump-offs, both obstacles must be increased regularly in height and the spread fence also in spread. The straight obstacle may be increased in height (20 cm maximum in the first two jump-offs, thereafter maximum 10 cm) only if competitors equal for first place have not been penalised in the preceding round (Article 246.1)

The obstacles of the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

4. If, at the end of the third jump-off, there is no result, the Ground Jury may stop the competition. After the fourth jump-off, they must stop the competition. The competitors left in the competition are placed equal.

5. Time is never a deciding factor in the event of equality of penalties, provided the first round has been completed within the time allowed. There is no time allowed and no time limit for the jump-off(s) (Article 232).

6. These competitions are judged under Table A not against the clock.

7. A practice obstacle must be placed in the arena, if there is no possibility for participants to school in the practice arena (Article 202.5).

8. If the dimensions of the arena and the number of competitors allow it, the Ground Jury may decide that the

competitors still in the competition may remain in the arena after the first or second jump-off.

9. A straight fence instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.

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

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

#### **Article 268 HUNTING COMPETITION OR SPEED AND HANDINESS COMPETITION**

1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.

2. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the competitor the opportunity to shorten his track, but by taking a more difficult obstacle).

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

3. Faults are penalised in seconds which are added to the time taken by the competitor to complete his round. The competitor with the shortest total time will be declared the winner.

4. No fixed track to be followed is laid down on the plan; an arrow underneath each obstacle shows only the direction in which it must be taken.

5. Compulsory turning points are included only if absolutely necessary.

6. In the event of equality for first place, there may be a jump-off over a shortened course over obstacles which may be increased in height and/or in spread in accordance with the provisions of the schedule.

7. These competitions are judged under Table C.

## Chapter XIII Team Competitions in CSIOs and CSIEs

### Article 269 NATIONS CUP

#### 1. Organisation

The Nations Cup is the official international team competition. Its object is to compare the merit of competitors and horses from different nations under the following conditions:

1.1. A Nations Cup may only be organised on the occasion of a CSIO. In principle, the European CSIO season is reserved for outdoor events only. The Chairman of the Jumping Committee together with the FEI Secretary General, in exceptional circumstances may relax this rule.

1.2. It is the only competition in which nations are represented by official teams and to preserve its special character, there must be no individual placing.

Prizes in cash and/or kind must be awarded to the teams in this competition.

If cash prizes are awarded, the total prize money must be at least equal to 50% of the amount provided for the Grand Prix competition or for the competition with the highest prize money unless the Secretary General gives his approval for a modification to this formula. These prizes must be awarded to 50% of the participating teams and to at least the four best placed teams.

The prizes in kind provided, in addition to the cash prizes or instead of them, must be distributed to each of the Chefs d'Equipe and to each of the competitors of all the competing teams;

1.3. If, for any reason, this competition is organised under another name, the words "Nations Cup" must be added as a subtitle;

1.4. At least three nations must take part in this competition for it to be recognised as a Nations Cup;

1.5. The course must conform exactly to the rules in paragraph 2 below;

1.6. The competition takes place over two rounds, over the same course during the course of the same day.

The Ground Jury may, in co-operation with the Course Designer, decide to increase or lower the height of the obstacles for the second round. See also paragraph 3 below.

1.7. The Nations Cup is judged under Table A not against the clock with a time allowed.

## 2. *Obstacles*

The number and dimensions of the obstacles must be within the following limits:

2.1. The obstacles must be 12 in number. The obstacles may vary in height between 1.30 m and 1.60 m.

2.2. There must be a water jump (optional in indoor arenas) of at least 4 m (except in indoor arenas where the spread may be less) including the take-off element. The water jump at outdoor events may be omitted in very exceptional circumstances with the express permission of the Secretary General of the FEI.

2.3. The spread obstacles have spreads of about 1.50 m to 2 m (2.20 m for the triple bar) with a height in proportion to their spread.

2.4. At least two straight obstacles of minimum height 1.50 m must be provided (sloping walls do not count as compulsory straight obstacles).

2.5. At least six other obstacles of minimum height 1.40 m are compulsory.

2.6. No combination obstacle may require more than three jumps or efforts (except for permanent obstacles, banks, mounds or slopes).

## 3. *Course*

3.1. The course must be about 500 m to 700 m long (except in indoor arenas) and must include at least one double or one

triple, but not more than three doubles or one double and one triple.

3.2. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy.

Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other.

| The second round may be reduced by two or three obstacles.

#### 4. *Competitors*

4.1. A full Nations Cup team comprises four competitors each riding a single horse throughout the competition. The score of the best three competitors in each of the two rounds is taken into consideration to determine the placing. All members of each team must take part in the first round (except otherwise provided in paragraph 4.3. below).

4.2. If a team is already winning after its third competitor has gone in the second round, or if a team cannot improve its placing after its third horse has gone in the second round, then the fourth horse may be withdrawn.

4.3. When, in the first round, the result cannot be improved after the third competitor has gone, it is up to the Chef d'Equipe to decide whether or not the fourth competitor will start in this first round.

#### 5. *Participation*

Participation in Nations Cup competitions is subject to the following conditions:

5.1. The competitors and horses which will start are chosen the day before the competition from the list drawn up by the Chef d'Equipe and declared to the Secretariat before the beginning of the first international competition.

5.2. When a team can only provide three competitors and three horses, its Chef d'Equipe must start his three horses and competitors.

5.3. Except in circumstances beyond control recognised as such by the Ground Jury, participation in this competition is compulsory for all nations officially represented by at least three competitors, failing which a team which abstains or withdraws will be deprived of all prize money won during the whole show. In addition, they will lose all right to travelling and living expenses.

5.4. When three or more competitors of the same nationality from a country which is not officially represented have been entered as individuals, they must make up a team for the Nations Cup unless their NF has informed the Organising Committee seven days before the show that these competitors may not take part in the Nations Cup.

In this case, the Organising Committee has the right to refuse the entries of these competitors as individuals.

5.5. Only the horses and competitors of the official teams are qualified for the Nations Cup (except as stated in the preceding paragraph).

5.6. In the event of an accident or illness to a competitor and/or horse, between the submission of the declaration and one hour before the start of the competition, the competitor and/or horse may on production of a certificate from an officially recognised doctor and/or with the permission of the Veterinary Commission and after approval by the Ground Jury be replaced by another competitor and/or horse entered for the official team (Article 255.1).

5.7. The combination competitor/horse may be substituted, or a single competitor or a single horse may be substituted. Neither the reserve competitor nor the reserve horse needs to have been entered by the Chef d'Equipe the day before the Nations Cup.

In the event of substitution, the starting order remains unchanged.

## 6. *Order of starting*

6.1. The starting order for the nations is determined by a draw in the presence of the Ground Jury and the Chefs d'Equipe. The draw will take place the day before the competition at a time fixed by the Ground Jury in agreement with the Organising Committee after the last competition of the day. Immediately after, each Chef d'Equipe will declare the order in which he wants his competitors to start. All the Number Ones start first in succession, then all the Number Twos and so on. The Chefs d'Equipe of teams comprising only three competitors may choose in which of the three positions out of four they will start their competitors.

6.2. The starting order of the teams in the second round will be in the reverse order of the total penalties incurred by the teams in the first round. The competitors in each team to start in the same order as in the first round. Teams that tie after the first round will take the same order of starting as in the first round. The order of starting in the jump-off will be the same as the order of starting for the second round.

## 7. *Elimination, retirement and reduction of participation of teams in the second round.*

7.1. If a competitor is eliminated or does not complete his round for any reason, he will be awarded the same number of penalties as that incurred by the competitor who has been the most severely penalised during the same round, plus 20 penalties. If the competitor eliminated has himself received the highest number of penalties before retiring or being eliminated, 20 penalties will be added to his score. Consequently, if the elimination takes place during the first round, the whole team, if qualified, including the competitor eliminated may start in the second round except as stated otherwise in Article 269.4.2. above.

7.2. Six teams (with 4 riders per team) take part in the second round.

| Those teams equal on penalties for sixth place will be separated by the times of the three best riders of each team in the first round.

| The OC must decide during the draw for the Nations Cup whether the home team will return for the second round if it is not qualified among the six teams eligible to take part. If there is a difference of more than eight penalties between the home team and the last qualified team for the second round, the home team will not be permitted to return for the second round.

7.3. If two or more competitors of a team are eliminated in the first round, the whole team is eliminated and not allowed to start in the second round.

7.4. If two or more riders are eliminated in the 2nd round, the team is eliminated.

| 7.5. A team which is qualified to take part in the second round may only withdraw from the second round with permission of the Ground Jury.

#### 8. *Placing*

The teams are placed as follows:

8.1. The penalties incurred by the best three competitors of each team in the first round are added to those of the best three competitors in the second round.

8.2. All horses of the team may take part in the compulsory jump-off, if there is one to separate the teams sharing first place.

8.3. The jump-off takes place against the clock over six obstacles. If more than one team has finished the preceding rounds without penalties, the obstacles must be increased in height and/or spread for the jump-off. If a jump-off is necessary to separate teams which are equal on penalties after the previous rounds, the Ground Jury may decide if the obstacles are to be increased in height and/or spread. The score is obtained by totalling the penalties of the three best placed competitors in each team and if teams are equal, adding

together the time of the three best placed competitors in each team will decide.

#### **Article 270 INTERNATIONAL TEAM EVENT (CSIE)**

##### *1. Object*

The object of the "International Team Event (CSIE)" is to encourage and to provide greater opportunity for nations which do not regularly compete in the "Nations Cup" competitions at CSIOs.

##### *2. General*

Provision is also made in these rules for nations to organise International Team Events for teams of competitors with borrowed horses by the host nation on arrival at the Event (Article 288).

##### *3. Competitors*

The "International Team Event" is open to all competitors from the year in which they reach their 16th birthday. Competitors after the year of their 23rd birthday are not eligible if they have been members of a winning Nations Cup team in the current or in the preceding year.

##### *4. Organisation*

It is conducted under the following conditions:

4.1. An "International Team Event" may only be organised at a CSI in which case the Event will become a CSIE. (E standing for Equipe) but it will continue to be subject to ordinary CSI rules.

4.2. An "International Team Event" may not be organised at a CSIO.

4.3. No NF may authorise more than 2 CSIEs in any one calendar year.

4.4. At least 3 nations (including the host nation) with each an official team must take part for the competition to count as an "international Team Event."

4.5. The competition consists of two rounds to be run without any important interruption (e.g. a competition) over the same course ridden by each member of each team during the same day. However, the Ground Jury may decide to increase or longer the height of the obstacles for the second round. See also paragraph 9.8. below.

4.6. This competition is judged under Table A not against the clock with a time allowed.

4.7. Before the annual General Assembly, NFs should notify the Secretary General of the dates and places of the CSIEs they propose to authorise. They should also state the maximum number of teams which they can accept. This information will be circulated to delegates with the list of fixtures.

4.8. NFs wishing to send teams to CSIEs must inform the host nation at least six weeks before the opening date of the CSIE.

4.9. The host NF must accept the entries of all NFs strictly in the order in which the entries are received up to the maximum declared at the General Assembly.

4.10. Should a NF withdraw, having made an entry which has been accepted, the Secretary General should be informed and the NF concerned will not be permitted to compete in any CSIE during the rest of that year.

4.11. Prizes in cash and/or in kind must be awarded only to the teams. If cash prizes are awarded, the total prize money must be at least equal to 50% of the amount provided for the Grand Prix competition or for the competition with the highest prize money, unless the Secretary General gives his approval for a modification to this formula. These prizes must be awarded to 50% of the participating teams and to at least the four best placed teams.

The prizes in kind provided, in addition to the cash prizes or instead of them, must be distributed to each of the Chefs d'Equipe and to each of the competitors of all the competing teams.

4.12. Organising Committees may decide whether teams must bring their own horses or whether the horses will be borrowed by the host nation (Article 288).

#### 5. *Teams*

A full team for a CSIE consists of 4 competitors, one of whom may be the trainer, even if he is not of the same nationality. Each competitor may ride only one horse throughout the competition. The score of the best 3 competitors in each round will count. All members of each team must ride in the first round except otherwise provided below. If a team has already won the competition after its third competitor has completed his second round, only then may the fourth competitor be withdrawn. When, in the first round, the result cannot be improved after the third competitor has gone, it is up to the Chef d'Equipe to decide whether or not the fourth competitor will start in this first round.

#### 6. *Participation*

Participation in the international Team Event is subject to the following conditions:

6.1. Should a NF entered for this Event, only have 3 qualified competitors and horses available, the Chef d'Equipe must ensure that these three competitors and three horses take part in the competition.

6.2. Except in circumstances beyond control and accepted as such by the Ground Jury, it is compulsory for all nations entered for the "International Team Event" which are officially represented at a CSIE by at least three qualified competitors and horses, to take part in this competition.

6.3. Where three or more competitors of the same nationality from a nation which is not officially represented, have entered as individuals, they must, provided they are eligible, form a team for the "International Team Event". If the NF of the competitors concerned informs the Organising Committee seven days before the Event that the competitors may not represent their country, the Organising Committee has the right to decline the entries of these competitors as individual competitors.

6.4. Before any horse can compete in the "International Team Event", it must have taken part in and completed at least one competition during the event, if the "International Team Event" takes place during the first four days. If the "International Team Event" takes place later in the event, each horse must have completed 2 competitions.

6.5. In the event of an accident or illness to a competitor and/or horse between the submission of the declaration and one hour before the start of the competition, the competitor and/or horse may on production of a certificate from an officially recognised doctor and/or with the permission of the Veterinary Commission and after approval by the Ground Jury be replaced by another competitor and/or horse entered for the official team (Article 255.1).

6.6. The combination competitor/horse may be substituted or a single competitor or a single horse may be substituted. Neither the reserve competitor nor the reserve horse needs to have been entered by the Chef d'Equipe the day before the competition.

#### *7. Elimination and retirement*

Should a competitor be eliminated or not complete his round for any reason, he will be allotted the same number of penalties as the competitor with the highest total of penalties over the same round, plus 20 penalties in addition. If the eliminated competitor himself has the highest total of penalties before he retires or is eliminated, 20 penalties will be added to his score. Consequently, if the elimination occurs during the first round, the whole team, including the eliminated competitor, may start in the second round except as stated otherwise in Article 270.5. above.

If two or more competitors of a team are eliminated in the first round, the whole team is eliminated and not allowed to start in the second round.

If two or more participants are eliminated in the second round, the whole team is eliminated.

A team may only withdraw from the second round with the permission of the Ground Jury.

#### 8. *Placing*

The placing is obtained as follows:

8.1. The penalties incurred over the obstacles by the best three competitors of each team in the first round, are added to the penalties incurred by the best three competitors in the second round.

8.2. In case of equality for first place, all the members of the teams concerned may take part in the jump-off.

8.3. The jump-off is timed and over six obstacles. If more than one team has completed the previous rounds without penalties, the obstacles must be raised and/or increased in spread for the jump-off. If the jump-off is between teams with equal penalties in the previous rounds, the Ground Jury may decide whether to raise the obstacles and/or increase them in spread. The score is obtained by the total of penalties of the 3 best placed competitors but if there is an equality of penalties, the combined times of the three best placed competitors in each team will decide the winners.

#### 9. *Course and Obstacles*

The "International Team Event" may be held in either an indoor or an outdoor arena and the obstacles must be within the following limits:

9.1. In an outdoor arena, the course must consist of at least 10 and not more than 12 obstacles of which one must be a water jump.

9.2. In an indoor arena, the course must consist of at least 10 and not more than 12 obstacles. A water jump is not obligatory.

9.3. In both indoor and outdoor arenas, the height of the obstacles must be not less than 1.30 m and not more than 1.50 m. Spread obstacles must be not less than 1.50 m and not more than 2 m.

9.4. There must be at least 2 straight obstacles of at least 1.40 m in height. Sloping walls do not count as compulsory straight obstacles.

9.5. Courses of about 500 m to 600 m must include at least one double or one triple but there must not be more than three doubles or one double and one triple.

9.6. The water jump must be at least 3.50 m and not more than 4.00 m wide including the take-off element on the take-off side. The water jump may only be omitted from an outdoor arena in exceptional cases and with the express permission of the Secretary General of the FEI.

9.7. Combinations may not entail more than three jumps or efforts (except for earthen obstacles, banks, slopes or ramps, etc).

9.8. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. The Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy.

Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other.

## **Chapter XIV Special Competitions**

### **Article 271 FAULT-AND-OUT COMPETITION**

1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are excluded. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc).

When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but he is not given a point for the obstacle jumped after the bell has rung.

2. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.

3. When the fault which ends the round is other than a knock down, such as a disobedience, a fall or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.

4. The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitors' times are taken into consideration and the competitor with the shortest time will be declared the winner.

5. A Fault-and-Out competition may be organised in two ways:

5.1. *Over a set number of obstacles:*

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

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

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

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

If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing.

If there is an equality of penalties and time, riders are placed equal.

## **Article 272 POWER AND SKILL COMPETITIONS**

### **1. *Six Bar Competition***

1.1. A Six Bar Competition is a Power and Skill competition organised under special rules over a combination obstacle. (Article 212.4. does not apply in this competition).

1.2. In this competition, six straight obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of last of the same type.

1.3. All the obstacles may be kept at the same height, for example 1.20 m, or at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or the first two at 1.20 m, the next two at 1.30 m and so on.

1.4. If a competitor knocks down one of the poles he must not stop. He must continue his round.

1.5. In the event of a refusal or a run-out, the competitor must restart the course at the obstacle where the fault was made, but he is allowed to make his approach from outside the space between the two poles. He may thus take the obstacle at an angle.

1.6. Only competitors who are equal for first place after the first round or the preceding jump-off take part in the jump-off(s).

1.7. The first jump-off must take place over the six obstacles which must be raised unless the competitors who are equal for first place have been penalised in the first round. From the second jump-off onwards, the number of obstacles may be reduced to three but the distance between them must be kept at about 11 m as required initially (the lower obstacles should be withdrawn).

1.8. If at the end of the third jump-off, there is no result, the Ground Jury may stop the competition. After the fourth jump-off the Ground Jury must stop the competition. The competitors left in the competition are placed equal first.

1.9. This competition is judged under Table A without a time allowed or time-limit.

1.10. Competitions which do not satisfy the above conditions may not be called Six Bar competitions.

1.11. In this competition, Article 267.7 applies.

## 2. *Obstacles-in-Line competition*

2.1. This competition is conducted throughout in the same manner as the Six Bar competition with the only difference that the obstacles, six in number, may be built differently from one another, (straight and spread obstacles). They must be placed at a distance of two strides (about 11 m): either like the Six Bar Competition in a single straight line or in groups of three in two straight lines.

### **Article 273 OPTIONAL RELAY COMPETITIONS**

1. These competitions are for teams of two or three competitors.

2. According to the provisions in the schedule, the competitors may take over as they like in the competition but a change over is compulsory when each competitor has completed his course or at the point where the fault was committed.

3. The competitor going through the starting line must jump the first fence and the rider jumping the last fence must also cross the finishing line in order to stop the clock. If the finishing line is crossed by a competitor after another competitor has jumped the penultimate fence, the team is eliminated.

4. The winner is the team which obtains the best time.

5. Optional relays are run under Table C, the faults are penalised by 4 seconds indoors and 5 seconds outdoors.

#### **Article 274 BATOM RELAYS**

Baton relays take place as follows:

1. The team members enter the arena together. The first competitor jumps his round carrying the baton and having taken the last obstacle he hands over the baton to the next competitor and so on.
2. The time of the round is taken from the moment when the first competitor crosses the starting line until the last member of the team has passed the finishing line.
3. If, during the round or in handing over the baton to his teammate, one of the competitors drops it, he must recover it himself and remount without assistance in order to pass it on to the next, under penalty of elimination of the whole team. Dismounting is not penalised, but the clock is not stopped.
4. These competitions are judged under Table A or C according to the conditions of the schedule.
5. The elimination of a team member incurs the elimination of the whole team.

#### **Article 275 RELAYS FROM AN ENCLOSURE**

Relays from an enclosure take place as follows:

1. The team of competitors enters the arena and gathers in an enclosure called the base.
2. Once the first competitor has left the base none of the others may leave it until the previous competitor has come back in. The next competitor may only leave the enclosure when the preceding competitor is completely back inside having completed his round. A steward must be stationed at the enclosure and a competitor leaving the enclosure during a round will incur the elimination of the whole team.
3. The time for the round is taken from the moment when the first competitor crosses the starting line until the last competitor of the team has crossed the finishing line.

4. These competitions are judged under Table A or C, according to the conditions of the schedule.

5. The elimination of a team member incurs the elimination of the whole team.

#### **Article 276 FAULT-AND-OUT RELAYS**

The Fault-and-Out Relays take place according to the provisions laid down for the Fault-and-Out Competition under Article 271 with teams of two or three competitors, either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

##### *1. Over a maximum number of obstacles*

1.1. The change over, indicated by a sound of the bell, is compulsory when each competitor has completed his round or at each fault committed by each competitor, except at the last one. His team member must then take over either at the first obstacle or at the next obstacle where a knock-down occurred or at the obstacle where a disobedience was committed.

1.2. If the last team member has completed his round with no penalty or if he knocks down the last obstacle of the course, the competition ends at the finishing line and the clock must be stopped at this moment.

1.3. When the last competitor knocks down an obstacle of the course, other than the last one, the bell is rung and he must then jump the next obstacle to allow his time to be recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points.

1.4. In this competition, bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the following disobedience committed by each of

the second or the third team member depending on the number of competitors in the team.

1.5. If, during the round, disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round.

1.6. The classification is reached according to the highest number of points obtained by the team and the best time.

2. *With a fixed total time*

2.1. In this case, the above provisions under paragraph 1.1, 1.3, 1.4. and 1.6. must be applied.

2.2. If the last team member has completed his round with no penalty and if the fixed time was not reached or when he knocks down the last obstacle of his round, the competition ends at the finishing line and the clock must be stopped at this moment.

2.3. If, during the round, disobediences with knock down are committed, the time corrections are deducted from the fixed time.

**Article 277 FAULT-AND-OUT SUCCESSIVE RELAYS**

1. These competitions take place following the same general principle as for the Fault-and-Out competition (Article 271 ) but by teams of two or three competitors, with a time allowed based on the speed for the competition and the length of the course multiplied by the number of team members.

2. The course shown on the plan must be completed consecutively according to the number of team members. When the first competitor finishes his round without penalties, the second competitor takes over from him on the landing side of the last obstacle, etc. If the first competitor makes a fault, the second takes over from him and at the first fault the third competitor takes over from the second and so on until the course has been completed as many times as the number of members in each team.

The competitor who jumps the last obstacle, whether he knocks it or not, must cross the finishing line, but if there is a disobedience between the last obstacle and the finishing line, there must be a change over.

3. In these competitions, bonus points are awarded: 2 points for an obstacle correctly jumped and one point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the second disobedience, two points for the third disobedience. A 1/4 point is deducted for each commenced second exceeding the time allowed.

The fourth disobedience by the team or the first fall by a competitor eliminates the whole team.

4. The team is eliminated if, in changing over, the competitor takes off before the forefeet of the horse of his team member have reached the ground.

5. The classification is reached according to the highest number of points obtained by the team and the best time.

#### **Article 278 HIT-AND-HURRY COMPETITION**

1. In this competition, instead of being eliminated at the first fault, the competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. No combination obstacles are allowed.

2. This competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalised by the time lost by the competitor, but three disobediences and the first fall stop the competitor. In this case, the competitor will be placed last of the competitors who have obtained the same number of points.

3. The winner of the competition will be the competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.

4. When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the

ground, but he is given no points for the obstacle jumped after the bell has rung.

5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The competitor's time is taken at the next obstacle as in paragraph 4.

If a competitor has a disobedience and displaces or knocks down an obstacle, the time must be decreased by six seconds and the bell must be rung accordingly.

6. When the competitor does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The competitor is then placed last of those who have obtained the same number of points.

#### **Article 279 ACCUMULATOR COMPETITION**

1. This competition takes place over 6, 8 or 10 obstacles which are progressively more difficult. No combination obstacles are allowed. The progressive difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.

2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.

3. In the event of equality of points for first place, there will be a jump-off against the clock 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.

4. This competition may also take place directly against the clock.

5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the

Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, the points must be deducted from the total (Article 287.2).

#### **Article 280 TOP SCORE COMPETITION**

1. In this competition, a certain number of obstacles, without a combination obstacle are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty.

The obstacles must be built so that they can be jumped in both directions.

The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.

2. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.

3. Each competitor has 60 to 90 seconds (minimum of 45 seconds indoors). During this time, he may jump all the obstacles he wishes in any order and in any direction. He must cross the starting line in either direction.

4. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points.

If by ringing the bell, a joker is required to be jumped within twenty seconds after the fixed time has expired, only one attempt is allowed.

5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.

6. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle

and for displacing a flag or a longer part positioned in the same vertical plane.

In the case of a disobedience without a knock-down, the rider may jump that fence or continue to the next obstacle.

7. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.

8. All disobediences are penalised by the time lost by the competitor. The competitor must stop after the first fall. Nevertheless he is placed according to the points obtained up to the moment of his first fall disregarding the time.

9. The competitor who has obtained the greatest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.

10. An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points are deducted (Article 287.2).

11. In the event of a refusal or run-out with a knock-down at this obstacle, the Ground Jury will act as in the case of similar disobediences which occur at other obstacles on the course: no points will be deducted from the competitor's score.

#### **Article 281 TAKE-YOUR-OWN-LINE COMPETITION**

1. In this competition the obstacles may be jumped only once in the order chosen by the competitor. Any competitor who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.

2. Competitors may:

- 2.1. cross the starting line in one direction or the other;
- 2.2. jump all obstacles in one direction or the other unless otherwise directed on the course plan;
- 2.3. cross the finishing line in one direction or the other, having jumped all the obstacles.

3. This competition takes place without a laid down speed, under Table C, for each obstacle knocked down in outdoor competitions 5 seconds will be added and, for indoor competitions 4 seconds will be added.

If after two minutes the rider has not completed his course, he will be eliminated.

4. All disobediences are penalised by the time lost by the competitor. The first fall eliminates the competitor.
5. In the event of equality of time for first place there will be a jump-off against the clock in accordance with the conditions of the schedule over a shortened course, over obstacles which may be increased and/or enlarged.

#### **Article 282 KNOCK-OUT COMPETITION**

1. This competition takes place by pairs of competitors against each other. The riders must have qualified as a result of a separate competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or Table C according to the conditions of the schedule.

2. The two competitors will compete against each other simultaneously over two identical courses.

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

3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.

4. In this competition, each competitor may only ride one horse in the eliminating rounds, chosen from his horses which have qualified in the preliminary qualifying round or the qualifying competition.

5. If there are competitors placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump-off against the clock.

6. The eliminating rounds, in which two competitors take part, are run without time. Each fault made of whatever nature (knock-down, refusal, run-out) is penalised by one point. In the case of a refusal the competitor is penalised by one penalty point and continues his round without jumping that obstacle or waiting until it has been rebuilt. Combinations are not allowed.

The competitor who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner.

Participants defeated in the corresponding rounds are placed equal.

7. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which competitor crosses this line first.

8. If, at the end of the eliminating round, there is a dead heat between two competitors, the round must be started again.

9. The eliminating rounds can also be run under table C against the clock, if there is an independent time-keeping installation for each competitor. In this case, if he has a refusal, he passes on to the next obstacle and is penalised three seconds indoors or four seconds outdoors.

10. The starting order in the eliminating rounds will be decided according to the table printed in Annex IX (16 or 8 according to the conditions of the schedule).

### **Article 283 COMPETITION OVER TWO ROUNDS**

1. This competition comprises two courses, identical or different, either in track or in the dimensions of the obstacles, in which each competitor must participate with the same horse. Competitors who do not take part in the second round cannot be placed. Competitors who have been eliminated or who have retired during the first round, may not take part in the second round.

2. All the competitors take part in the first round. The following go forward to the second round according to the conditions of the schedule:

2.1. either all competitors except for those who have been eliminated or who have retired during the first round;

2.2. or a limited number of competitors (at least 25%, in any case all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule).

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

3.1. Under Table A against the clock for the first round, and not against the clock with a time allowed for the second round, with one jump-off against the clock. The number of competitors stipulated in the schedule (at least 25%, in any case all clear rounds) will take part in the second round over a reduced course in reverse order of penalties and time incurred in the first round. In case of equality of aggregate penalties for the two rounds there will be a single jump-off against the clock for first place only, over a shortened course, with obstacles which may be increased in height and/or spread. Horses jumping-off for the first place will retain the second round order of jumping. The remaining competitors will be classified according to aggregate penalties and the time incurred in the first round.

3.2. Under Table A not against the clock, with a time allowed for the first two rounds, and with one jump-off against the

clock. The number of competitors as stipulated in the schedule according to penalties incurred in the first round, as well as all those tying with equal penalties for the last place (at least 25%, in any case all clear rounds) will start in the second round. Riders who have qualified for the second round will start in reverse order of penalties incurred in the first round, retaining their drawn order among themselves. In the event of equal aggregate penalties after two rounds, there will be a single jump-off against the clock for first place only, over a shortened course with obstacles which may be increased in height and/or spread. The remaining competitors will be classified according to aggregate penalties.

3.3. Under Table A, against the clock or not against the clock with a time allowed for the first round, and against the clock for the second round. The number of competitors stipulated in the schedule (at least 25%, in any case all clear rounds) take part in the second round in reverse order of penalties and possibly time incurred in the first round, over a reduced and possibly raised course. The second round will consist of 8 to 10 obstacles from the first round, with not more than 12 efforts. Competitors will be classified according to aggregate penalties and the time incurred in the second round. Penalties awarded for exceeding the time allowed in the second round will be  $\frac{1}{4}$  of a penalty point for each second or fraction of a second over the time allowed.

4. When the course of the second round is different from that of the first round, competitors may inspect the course before the second round (Article 202.1). The Ground Jury in collaboration with the Course Designer may make it possible for riders to walk the course for the second round while inspecting the course for the first round.

5. The speed laid down for both rounds must be the same.

6. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. The Ground Jury may also direct that the

dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other (Article 206.2).

#### **Article 284 COMPETITION IN TWO PHASES**

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

2. This competition may take place in accordance with the conditions of the schedule as follows:

2.1. Both phases under Table A not against the clock with a time allowed for each phase;

2.2. The first phase under Table A against the clock and the second phase under Table A against the clock.

2.3. The first phase under Table A not against the clock with a time allowed and the second phase under Table A against the clock.

2.4. The first phase under Table A not against the clock with a time allowed and the second phase under Table C with a time allowed.

3. 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.

4. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed of the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.

5. Competitors not penalised in the first phase continue the course which finishes after crossing the second finishing line. If the second phase is run under Table A, the penalty for

exceeding the time allowed is 1/4 penalty for each second or fraction of a second.

6. Competitors are placed as follows:

under paragraph 2.1.: according to penalties in the second phase;

under paragraph 2.2.: according to penalties and time in the second phase or penalties and time in the first phase;

under paragraph 2.3.: according to penalties and time in the second phase;

under paragraph 2.4.: by adding the time for the second phase and the seconds awarded for any jumping faults.

7. In the event of equality for first place, a jump-off against the clock over six obstacles of the first and/or of the second phase may be held according to the conditions of the schedule. The obstacles of the jump-off may be increased in height and/or spread (Articles 238.4, 239.5 and 6 and 245.5).

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

#### **Article 285 DERBY**

1. A Derby competition is a special competition, run under the following conditions, which must not be confused with the Grand Prix competition.

2. It takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so scheduled for.

3. It may be judged under Table A or Table C (Articles 236 and 239) according to the conditions of the schedule.

4. Even if this competition carries the best prize money of the show, each competitor is allowed to ride a maximum of three horses according to the conditions of the schedule.

#### **Article 286 DOUBLES AND TREBLES COMPETITION**

1. The course must comprise six combinations but the first obstacle may be a single obstacle (instead of a combination obstacle).
2. The competition takes place under Table A against the clock, under Table C or under Table A not against the clock with a time allowed with a jump-off against the clock for those sharing first place according to the conditions of the schedule.
3. If there is a jump-off, according to the conditions of the schedule, the jump-off course must comprise six obstacles (which may be increased in height and/or in spread). It must include: either a double, a triple and four single obstacles, or three doubles and three singles. To achieve this, some elements of the combination obstacles for the first round must be removed.

#### **Article 287 ALTERNATIVE OBSTACLES AND JOKER**

1. When in a competition two obstacles of the course are placed side by side, the competitor has the choice of jumping either one of the obstacles:
  - 1.1. if there is a refusal or run-out without a knock down or displacing of the obstacle and/or flag, 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;
  - 1.2. if there is a refusal or run-out with a knock-down or displacing of the obstacle and/or flag, he may only restart his round when the obstacle and/or flag 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;
  - 1.3. red and white flags must be placed at each of the elements of this alternative obstacle.

2. The Joker is a difficult obstacle, but must not be unsporting. There must be 200 points allotted to the Joker in the Top Score competition (Article 280.10). Twice the points for the last obstacle must be allotted to it in the Accumulator competition (Article 279.5).

#### **Article 288 EVENTS AND COMPETITIONS WITH BORROWED HORSES**

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

In such cases, the following conditions apply.

1. The Organising Committee will make available the necessary number of horses (maximum 3 per competitor).

2. At least 24 hours before the start of the first competition a fair draw of the borrowed horses for each team or individual riders has to take place. Unless otherwise stated in the scheduled and approved by the FEI Secretary General the horses for the host nation will be drawn first.

3. The draw must take place in front of the Chefs d'Equipe or a representative of the team, the competitors, the President or a Member of the Ground Jury and the President of the Veterinary Commission or the Veterinary Delegate. The horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission of change is given by the owner.

4. The Organising Committee should provide a reasonable number of reserve horses to be used in case any horse is found incapacitated by the Veterinary Delegate or in case of apparent complete incompatibility between one of the competitors and his horse, as stated by the Ground Jury.

5. The schedule must establish clearly the conditions under which the horses are borrowed and drawn and the competitions are run. If alterations to the conditions under

paragraph 1 to 4 are foreseen, they have to be approved by the Secretary General.

6. FEI passports shall not be required, provided that only national horses take part which can be positively identified with a document accepted by the FEI.

#### **Article 289 EVENTS AND COMPETITIONS FOR SMALL HORSES**

1. Organising Committees may schedule Events or Competitions for Small Horses in accordance with the specifications as laid down hereunder.

##### *2. Participation*

Only Small Horses aged 4 years or more whose height at the withers, having been measured on a smooth level surface, does not exceed 156 cm, may participate in these Events or Competitions.

##### *3. Conditions for the competitions*

3.1. The competitions for Small Horses must conform to the following restrictions:

Length of the courses: maximum 500 m

Obstacles: maximum number: 12  
maximum height: 1 m 30  
(including the jump-off(s))  
maximum spread: 1 m 40  
(triple bar: maximum 1 m 60)

Speed: 350 metres a minute

3.2. All competitions included in the Rules for Jumping Events may be organised with the exception of Puissance, Six Bars, Derby, Grand Prix competitions and Championships on the European Continent.

3.3. Small horses which have participated in an Official Championship, a Nations' Cup and/or in Puissance, Six Bars,

Derby and Grand Prix competitions are no longer authorised to take part in competitions open to these horses.

#### 4. Passport and Certificate of Measurement

4.1. The passport must include an FEI Official Measurement Certificate (see Annex XII), signed by an FEI Contact or Event Veterinarian, and duly authenticated by the National Federation and delivered under the entire responsibility of the National Federation.

4.2. The Certificate for Small Horses under 8 years of age must be issued not earlier than 30 days prior to the first event, in which the Small Horse competes in each calendar year. For Small Horses of eight years and older the Certificate must be issued for life.

4.3. If a Small Horse is not in possession of a correct Measurement Certificate at an event, the Ground Jury may order the horse to be remeasured by the Veterinary Commission. Failure to agree to the horse being remeasured would ensure disqualification from the entire event.

4.4. If the Ground Jury is not satisfied that the height of a Small Horse is as stated on its certificate, it may request, through the FEI, that the relevant NF be requested to have the Small Horse remeasured.

## **Chapter XV Veterinary Inspections and Examinations, Medication Control and Passports of Horses**

### **Article 290 VETERINARY INSPECTIONS AND EXAMINATIONS**

The Veterinary Inspections and Examinations must be conducted in accordance with the Veterinary Regulations and as laid down in Annex X of the present Rules.

**Article 291 MEDICATION CONTROL OF HORSES**

The Medication Control of horses must be conducted in accordance with the General Regulations and the Veterinary Regulations.

**Article 292 PASSPORTS OF HORSES**

1. Every horse entered for any competition at CSNs or CSIs Cat. C in a foreign country, and all horses entered for CSIs Cat. A and B, CSIEs, CSIOs, Championships, Regional and Olympic Games, whether at home or in foreign countries, must have an Official FEI Passport, or a National Passport approved by the FEI, as a means of identification and to establish ownership.
2. Horses taking part in CSNs and CSIs Cat. C in their own country are not required to have such a passport as is mentioned in paragraph 1. All such horses must be properly registered and, unless there is no national requirement for equine influenza vaccination in the host country and in the country of origin all horses must have a valid vaccination certificate .