

Canadian Pony Club



NATIONAL SHOW JUMPING RULES

Show Jumping Rules

Rules that apply to running Show Jumping Events within the Canadian Pony Club for both Regional and National events. Revised April 2023. See General Rules for additional supplemental rules that apply to the disciplines. Changes are highlighted in yellow.



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1 GENERAL RULES FOR ALL JUMPING COMPETITIONS

INTRODUCTION

Definition

A Show Jumping competition is one in which the competition of horse and competitor either team &/or individual 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 and its obedience in jumping and the competitor's horsemanship.

Objectives

- To encourage the teaching and development of the particular knowledge and skills necessary to train and prepare both horse and rider for competition over Show Jumping courses. To encourage Pony Clubs to provide the opportunity for all Pony Club members to participate in Show Jumping competitions and thereby promoting knowledge of and interest in the sport.
- To promote leadership, good organization, fair competition, horse mastership and good sportsmanship through teamwork.
- To educate riders, instructors, coaches and others in the principles and techniques of designing, building, walking, assessing and riding Show Jumping courses appropriate for Pony Club members of every rating and Pony Club mounts, regardless of size, type or breed.
- Apart from the competitiveness of the competition, it should be looked on as instructional and fun. The Regional Chair and Show Jumping Chair should ensure that their teams are briefed prior to the competition on the CPC Rules of Show Jumping, Medals and Hunters.
- All competitors, organizers and volunteers should be familiar with and respect both the Canadian Pony Club Code of Ethics as found in the Operations Manual, and the Parental Code of conduct.
- **All competitors, organizers and volunteers should be familiar with and respect the Canadian Pony Club Risk Management Guide.**



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GENERAL REGULATIONS

The Rules contained herein are the official rules of the Canadian Pony Club and are to govern CPC Show Jumping, Medal and Hunter Competitions unless stipulated otherwise in the competition Prize List.

- It is both recognized and understood that Branches and Regions will organize competitions suitable to their areas. Organizers of these area competitions are required to employ the Rules contained herein to ensure that the young riders in their care are able to learn all the proper procedures and rules which govern Jumping Competitions, in a safe and consistent manner.
- The Rules in Section 1. General Regulations govern CPC competitions and in addition the rules specific to the type of competition or class. i.e. Section 2 Show Jumping Rules, Section 3 Medal Rules, Section 4 Hunter Rules and all Appendices.
- Read all Rules carefully and note all cross-references prior to organizing or entering a competition.
- All CPC members/teams/coaches should have a copy of the current CPC Show Jumping Rules with all amendments.
- All Competition organizers MUST have a copy of the current CPC Show Jumping rules, including all amendments, available for reference at all CPC competitions.
- Organizers must ensure that all officials and volunteers officiating or volunteering at CPC competitions are familiar with the CPC Show Jumping Rules including all Sections, Appendices and amendments.
- Persons, Regions, Organizers etc. wishing to recommend any revisions to these rules may do so by submitting the recommendation to their Regional Show Jumping Chair to be submitted to the CPC National Show Jumping Chair for consideration by the CPC National Show Jumping Committee.
- Notification of Rules Changes will be made the through Regional Show Jumping Chairs and posted on the CPC web site.



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1.1 ELIGIBILITY

1.1.1 Eligibility of Riders/Horse

1. All riders entered in the CPC Competition must be bona fide members in good standing of CPC and/or PSO members or invited members of International Pony Club.
2. No horse under 5 years of age is eligible to compete in CPC Show Jumping competitions.
3. No stallions are allowed at Pony Club competitions.
4. The borrowing of outstanding "name horses" is not allowed, unless the horse has been out of competition for at least 2 years and is regularly used by the member for Pony Club activities. Strict adherence to these last rules is left to the honour and good judgment of the Regional Chair/Show Jumping Chair.
5. Non-Pony Club members who are members of their Equine PSO are permitted to compete in Pony Club Open Shows. Proof of PSO membership must be produced and the non-CPC member Acceptance of Risk Form must be signed. (Available on CPC web page, 'downloads 'or as a pdf.) Permits may be required by some PSO's.
6. It is strictly forbidden for any person who is not a CPC member or a member of an Equine PSO that has signed a non-member acceptance of risk form, to ride a horse anywhere on the competition grounds for the duration of the event. Non adherence to this rule will result in disqualification of the horse/competitor from the competition.(Exception: in a situation where the competition is being held at a facility with boarders/owners, the boarders/owners may ride horses in the warm up area or else where on the competition grounds but not in the competition ring; however, they may not ride a horse that is entered in the competition) This rule must be included in all prize lists.
7. At Zone, National and Medal Final competitions, no one other than the competitor may ride the competitor's horse during the days of the competition. Failure to abide by this rule will result in disqualification from the competition at the discretion of the Organizing committee. Regions may also adopt this ruling for Regional Finals if they so chose. Notice of rule must be included in the prize list and should include #8 as written below.
8. In the case where a competitor has more than one horse entered in the competition, it is permissible for a team member, team captain or appointed assistant, who is either a CPC member or a PSO member and has signed the non- member risk form, and is not the rider's coach/instructor, to exercise/warm up/cool out the horse on the flat.
9. In the case where pool horses are being used the owner/regular rider may ride the horse during any owner's competition, pre tryout demonstration or at the discretion of the Organizing committee.



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1.1.2 Eligibility of Competition

1. All CPC competitions MUST be sanctioned in the minutes of the hosting club, committee, and the Region and include only activities normal to Pony Club. Failure to do so may impact the Insurance coverage for the competition.
2. The Pre-Show Notification form, to be found in Appendix I, must be filled out and presented to the Regional committee for approval prior to all shows/competitions being held.
3. A post show report form must be filled out within 30 days after the competition and presented to the Regional Committee as per instructions on the form, to be found in Appendix I.
4. All competitions Must have an appointed Safety Officer as per 1.7 (Section 1 Part 3 #7).
5. The Prize list/ Invitation to the competition must include all required information and any changes/ exceptions to the Rules as they appear in The CPC Rules for Show Jumping, including all sections and appendices.
6. A PSO permit is not required if Equine Canada officials are officiating at the competition if the show is only for PC members.
7. A PSO permit IS required if Equine Canada officials are officiating at the competition if the show is open to non-PC members.

1.2 ENTRY / PRIZE LIST INFORMATION

1.2.1 Entry Declarations

1. All entries to CPC Show Jumping Competitions shall be submitted to the Secretary on the entry form provided and shall have all required signatures, including:
 - The Club DC's signature confirming that the competitor is a member in good standing with CPC.
 - In the case of a Non-PC member, verification of PSO membership and a signed Non-CPC members acceptance of risk form.
2. National or Zone Show Jumping competitions entries shall be submitted to the Secretary by the Regional Chair/Regional Show Jumping Chair with all required signatures.
3. The closing date for receipt of entries shall be set by the Organizing committee. Suggested closing date is 7 days before the competition to give time for scheduling the order of go.
4. An "ENTRY" means the entire horse and rider combination.
5. The Secretary shall have the right to refuse any entry which is:
 - a) Submitted after the closing date
 - b) Incomplete (without required documents) and/or signatures;



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- c) Not accompanied by the correct entry fees
6. In the case where post entries are accepted the organizing committee must be able to confirm that the competitor is a member in good standing with CPC and/ or a PSO member.

1.2.2 Withdrawal and Substitutions

1. After the closing date for entries, no horse or rider may withdraw from the competition except in case of illness, lameness or other unavoidable circumstances. The Secretary may request a medical certificate signed by a physician in the case of rider injury or ill health, a veterinarian certificate in the case of horse unsoundness, or a letter from the competitor's Regional Chair/Show Jumping Chair in the case of unavoidable circumstance. If the withdrawal of a competitor occurs after the Closing Date and prior to the day of competition, no entry fees paid shall be returned unless this has been stipulated in the invitation.
2. In team competition, the withdrawal of a team member from competition for the reasons stated above is the only instance in which an entry substitution may be made. Any substitutions to be made in a team, which has qualified for a Championship, must be approved by the Regional Chair/Show Jumping Chair before the entry is made. If a rider has been substituted, an alternative horse may be nominated. In the case of a Region that has entered more than one team, substitutions may be made from one team to another, provided that the rider meets the eligibility requirements for the team.
3. Substitutions of both riders and horses must meet eligibility requirements of the competition.
4. The Regional Chair/Show Jumping Chair may be required to substantiate the eligibility of horses and riders entered.
5. No substitutions may be made once the competition has commenced.
6. Competitors who are obliged to withdraw during the competition must ask permission of the Steward. Upon approval of withdrawal, the team captain must notify the Secretary and the Chief Scorekeeper. The competitor's scores will stand and following rounds will be scored as eliminations.



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1.2.3 Competition Information/Invention/Prize list

1. Organizers are required to provide the following information for competitors in the Prize list/ Invitation to the competition:
 - a) The name, address, or location of the competition and the date(s).
 - b) The name, address and telephone number (email) of the Organizer and the Competition Secretary.
 - c) The types and levels of competitions offered, with specific information as to the manner each competition is to be judged.
 - d) If the competition is open to Non-Pony Club members who are members of a PSO.
 - e) Provide a copy of the non-CPC members acceptance of risk form if applicable.
 - f) The Rules in use for the competition, (e.g. Table A, Power and Speed), including any additional rules for the competition that are not included in the CPC Rules and all CPC rules that must be included in a Prize list as per CPC Show Jumping Rules.
 - g) The size of the competition arena(s), whether indoor or outdoors and the footing.
 - h) The awards offered.
 - i) A tentative schedule of events.
 - j) Names of Judges and other officials (if known).
 - k) The closing date for receipt of entries.
 - l) If Post entries will be accepted and Post entry fees.
 - m) Cost of entry, stabling and all additional charges including number deposit and stall deposit if applicable.
 - n) The limits, if any, on the number of entries or qualifications necessary for entry.
 - o) Requirements for submitting entry. I.e. If entry can be submitted by an individual competitor or if entry has to be submitted by the DC, Regional Chair, Regional Show Jumping Chair or National Office.
 - p) The time and date of any drawing for the starting order.
 - q) Information regarding accommodations; Contact for local hotels, campgrounds. Camping on sight booking information and charges.
 - r) Food availability. I.e. Concession located on grounds, local food outlets, bring your own food.
 - s) Information regarding stabling i.e. Type of stabling, gates provide or not provided, bedding, electricity, hanging buckets, tack room and feed room availability.
 - t) If stabling is not available indicate if there are any local barns where stabling may be arranged for competitors traveling extended distances. Include all contacts and booking information.
 - u) Times of any schooling rounds and method of booking time for schooling rounds.
 - v) Rules regarding pets at the competition.
 - w) Directions to the competition.
 - x) Other information or special instructions.

1.2.4 CPC Representative

1. If the regional show jumping chair or regional chair cannot be present at the



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2. National or Zone Competition, he or she must inform the Competition Organizer or Secretary, in writing, of the person to be his/her representative.

1.3 COMPETITION STAFF/ OFFICIALS

1.3.1 Competition Staff

1. The Term Competition Staff shall apply to any person appointed by the Organizer to perform a specific task on the day of the Competition. Competition Staff do not officiate in any capacity; they are, however, subject to all rules and regulations governing the Competition.
 - a) Competition Staff shall include the following:
 - b) Announcer
 - c) Score keepers (other than the Chief Scorekeeper)
 - d) Farrier
 - e) EMTs and/or First Aid personnel
 - f) Traffic Control and Parking Attendants
 - g) Volunteer coordinator
 - h) Clean Up Crew
 - i) Gate Keeper (control the in-gates to competition rings)
 - j) Jump Crew
 - k) Runners/score runners
 - l) Scribes/assistants for judges
 - m) Flaggers

1.3.2 First Aid Personnel

1. All CPC Show Jumping Competitions must have on site a properly equipped EMT, Paramedic or other medical personnel with CPR certification. This person must have no other duties at the competition.
2. The appointing of a First Aid Person and the coordinating with the First Aid Person will be the responsibility of the Safety Officer.
3. He /she must have a reliable means of communication with the local EMS service and it is essential that there be direct communication between medical personnel and all riding areas, esp. those out of view.
4. The Safety Officer must have planned the quickest route to a hospital and have this information available.
5. If a competitor falls anywhere on the grounds, they may not remount and must report immediately to the Paramedic or Medical personnel. The Paramedic or Medical personnel have the authority to allow the member to continue riding.



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1.3.3 Competition Officials

1. Competition Officials are responsible for ensuring the Rules are followed as written in the CPC rules for Show Jumping Section 1, the additional sections appropriate for the type of completion, all appendices, and all amendments to the rules and the CPC code of Conduct.
2. Competition Officials include:

The Show Chair Person	All members of the Ground Jury
Judges	Course Designers
Safety Officer	Stewards
Chief Score Keeper	Veterinarian
Paddock master	Tack Check Officials
Time Keepers	Stable Management/Tack and Turn out Judges

1.3.4 Ground Jury

1. Organizers of CPC competitions must appoint a Ground Jury prior to the start of the competition.
2. All members of the Ground Jury must have a thorough understanding of the competition rules, the CPC Code of Conduct and the CPC Risk Management Guide.
3. The Ground Jury will be made up of a minimum of 4 people to a maximum of 6, with a named alternate, and will include; the Chair of the competition, the Senior Judge, and 2 or more of the following: The Steward (if applicable), The National Show Jumping Chair, (National competitions), The Regional Show Jumping Chair, The Regional Chair, The Host Clubs' DC, the Junior Judge, any of the named officials of the competition.
4. The Ground jury must have a copy of the CPC Rules for Show Jumping Competitions including all Sections, Appendices and amendments.
5. If the Ground Jury is dealing with an incident or an appeal in which a member of one of the Ground Jury's' family is involved or if there is deemed to be a conflict of interest involving a member of the Ground Jury, that person must excuse themselves from the Jury and be replaced by a named alternate.
6. The Organizing committee may seek the advice/opinion of the Ground Jury on any issues that arise.

1.3.5 Chief Scorekeeper

1. The Chief Scorekeeper is responsible for accurate scorekeeping. The Judges and Timekeepers provide factual data for the Chief Scorekeeper to use in the calculation of scores and place standings.

1.3.6 Veterinarian

1. The Veterinarian may be a part of the Inspection Panel for all soundness jogs. Soundness jogs are offered at the discretion of the O.C.



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2. National and Zone competitions must have a qualified Veterinarian present or on call for all jumping phases of the competition.
3. The Veterinarian shall assist the Organizer in all matters pertaining to the health and welfare of the horses at the competition.
4. The Veterinarian, when required to be present at a competition, shall have the right to inspect and examine any horse at the competition when, an inspection or an examination is requested by the Judges or the Steward.
5. The Veterinarian's decision shall be final as to the serviceable soundness of a horse. In the absence of a Veterinarian, the Judges or the Steward shall have the right to excuse a horse from further participation on the grounds of unsoundness.
6. In any suspected case of use of drugs, the Veterinarian shall be permitted to take blood, urine and/or saliva sample(s) to test for drug residues.

1.3.7 Safety Officer

1. The organizers MUST appoint a Safety Officer. The Safety Officer is defined in the CPC Risk Management Guide as follows: Person appointed by the organizer of a competition to prepare, distribute and implement a safety plan AND to coordinate emergency responses during a competition.
2. This person is not a medical officer and should not participate directly in providing emergency care, but rather should arrange for and facilitate the response by appropriate personnel and then record and document any incident(s).
3. The Safety Officer should not be assigned to any other function pertaining to the hosting of the competition.
4. An accident report form MUST be filled out for each fall that occurs both in the competition ring and the warm up and also any other accidents or injury that occur on the competition grounds during the running of the competition.



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1.3.8 Paddock Master

1. An experienced Paddock Master must supervise the warm up area at all times.
2. The Paddock Master must have a thorough understanding of the CPC Rules.
3. There should be one Paddock Master for each schooling area.
4. The Paddock Master should be in the warm up ring no less than 30 minutes prior to the start of competition and during any open schooling times.
5. The Paddock Master is responsible for ensuring safe riding practice in the warm up ring.
6. The Paddock Master should be available to assist members, if required, to make any adjustments to tack or equipment. E.g. tightening girths, adjusting stirrups, headgear etc.
7. The Paddock Master will ensure that all competitors have fair access to the warm up fences, and that all fences are built in a safe and legal manner.
8. The Paddock Master will report any problems of rule infractions, unsoundness, abuse, aggressive coaching or disrespectful behaviour to the Organizing committee.

1.3.9 Steward

1. The Organizing committee may appoint an official Steward, or hire an EC Steward if they chose. EC Stewards are **not required** for CPC Show Jumping Competitions other than competitions running under a PSO permit where a Steward is required by the terms of the Permit.
2. The Steward MUST have a thorough knowledge of ALL CPC rules for Jumping competitions as well as the Code of Conduct and Code of Ethics of CPC.
3. A PSO permit is not required if Equine Canada officials are officiating at the competition if the show is only for PC members.
4. A PSO permit IS required if Equine Canada officials are officiating at the competition if the show is open to non-PC members.
5. The Steward will ensure that the competition rules are adhered to.
6. The Steward may not act as a Paddock Master, Safety Tack Check or have any other officiating position at the competition.
7. The Steward should not have any family members, students, clients or their own horses participating in the competition.
8. The Steward will be a member of the Ground Jury.

1.3.10 Judge

1. The Judge for a Pony Club competition should be familiar with the CPC Show Jumping Rules, and also the Medal and Hunter Rules if applicable.



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2. The Judge will be part of the ground jury.
3. No Jumper Judge may act as Course Designer in the same competition at which he or she is the judge.
4. In all cases, the timekeeper will be in addition to the judge.
5. A Judge shall not officiate in any division in which a member of their family or a horse owned by the immediate family is competing, or in which a client/ student and/ or their horses are competing.
6. Judges may not discuss the purchase or sale or lease of any horse during the continuation of a competition at which they are officiating.
7. No horse may be shown before a judge that has been owned, trained or sold by the judge or a member of the judges' immediate family within a period of 3 months prior to the start of the competition.
8. A PSO permit is not required if Equine Canada officials are officiating at the competition if the show is only for PC members.
9. A PSO permit IS required if Equine Canada officials are officiating at the competition if the show is open to non-PC members.
10. A Judge may excuse unsafe or unsound entries from continuing their round.

1.3.11 Tack Check Officials

1. The organizing committee must appoint Tack Check officials.
2. There should be sufficient Tack Check officials to ensure that all members can access a Tack Check in a timely manner.
3. The Tack Check Official should be present at least 30 minutes prior to the start of the competition and during any open schooling times.
4. All competitors MUST report to the Tack check official for a complete tack check before entering the competition ring.
5. The Tack Check Officials should be in addition to a Tack and Turn out Judge; however, a Tack and Turn out judge may act as an additional Tack Check official.
6. It is the riders' responsibility to ensure they get a tack check. DC's, coaches and parents should make all members aware of this requirement prior to the start of the competition.
7. All competitors must undergo a Tack check, prior to entering the competition ring. Failure to do so will result in elimination.

1.3.12 Course Designer

1. The Organizing committee shall appoint a qualified Course Designer. The Course Designer should be experienced in the design and layout of show Jumping, and /or



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- Hunter courses for the competition ring. Have a clear understanding of the intent and purpose of CPC Show Jumping Competitions and be thoroughly knowledgeable with the CPC Rules for Show Jumping.
2. The Course Designer may do an official course walk with all competitors.
 3. The Course Designer is responsible for:
 - a) Measuring wheel and measuring the course
 - b) Posting charts showing the course, time allowed and the jump off course
 - c) Checking all jumps are properly rebuilt after a knock down or fall
 - d) Being in attendance for all jumper competitions
 - e) Providing the judge and jury with chart showing course, time allowed and jump off course

In the interest of safety, a course designer must not accept responsibility for more than two rings at a competition unless a qualified 'r' course designer, or a person with experience building jumping courses for the competition ring is present and assigned to oversee the building and control of the other rings at all time.

4. No Jumper Judge may act as a Course Designer in the same competition at which he or she is judging.
5. Where ever possible the Course Designer shall have as assistants; Pony Club members, Pony club associate members or interested parents or volunteers, thereby providing an educational opportunity.
6. A PSO permit is not required if Equine Canada officials are officiating at the competition if the show is only for PC members.
7. A PSO permit IS required if Equine Canada officials are officiating at the competition if the show is open to non-PC members.

1.3.13 Timekeepers

1. Automatic timing should be used wherever possible.
2. A judge shall not act as timekeeper.
3. If automatic timing is not available, two timekeepers must be provided. One Timekeeper will be the official Timekeeper; the other will act as a backup.
4. At least one hand timer must be used when automatic timers are used, as back up in case of equipment failure.
5. In addition to the hand timers used by the Timekeeper, the judge must also have a hand timing devise, to be used to record; time taken to jump the first fence once the bell has rung, resistance on course, time out etc.



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1.3.14 Stable Management Judges

1. The organizing committee will appoint a panel of judges to judge the Stable Management component, if offered. One of the judges will be named Senior Stable Management judge. This person should be thoroughly knowledgeable in all aspects of CPC Stable Management as well as the CPC Rules for Show Jumping, and the CPC Code of Conduct.
2. The Stable Management Judges are responsible for Tack and Turn out judging, Formal Inspection, inspection of the barn area including tack rooms and feed rooms, safe practice and procedures in the barn area and any other components of the Stable Management outlined in the invitation/prize list for the competition. In addition, the Senior Stable Management Judge is responsible for calculating all marks and scores as required by the Chief Score Keeper.
3. Competitors must be provided with detailed outline of the requirements for the Stable Management judging in the invitation/prize list for the competition.
4. The Senior Stable Management judge may address all the competitors at an official meeting, where they can advise the competitors as to the requirements and format for the competition.
5. The Stable Management Judge must attempt to conduct themselves in a friendly, non-threatening manner and keep in mind the fact that members can become stressed during a competition.

1.4 DRESS AND EQUIPMENT

NOTE: Please consult the CPC General Rules Supplemental for full tack, dress and rules that apply to all disciplines.

1.4.1 Dress

1. For Regional competitions, the Regions may set their own dress code requirements provided the dress rules outlined in the General Rules Supplemental are adhered to.

1.4.2 Rider

1. Helmet: If a retention system should become unfastened, it must be refastened before the rider is allowed to continue or if a helmet comes off during a ride, the rider must dismount to replace helmet, under penalty of elimination. (Handing a helmet to a dismounted rider does not constitute unauthorized assistance.)
2. In adverse weather conditions, the Organizer, in consultation with the Steward and the Judges, may alter the dress regulations to suit conditions.

1.4.3 Saddlery and Equipment

1. All competitors Must undergo a Tack check, prior to entering the competition ring. Failure to do so will result in elimination.



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1.5 WARM UP RING

1.5.1 The Warm up Ring

1. A warm up area must be provided. The warm up area should be near, but not all oxer necessarily next to, the competition arena. It does not have to be enclosed. The area should be large enough to accommodate competitors who are jumping and warming up on the flat at the same time.
2. The warm up area must be equipped with at least one vertical and one spread obstacle. If more than one competition ring is running separate equipment must be provided to facilitate competitors in both rings. The obstacles must be flagged and can only be jumped in the correct direction. The heights and spreads of the obstacles may be altered.
3. All equipment must in good condition. The use of broken equipment is prohibited. Standards or uprights with nails pounded in to support rails, planks or gates are not allowed in either the competition ring or the warm up area.
4. **It is strongly recommended that** Safety cups **must** be used on **the back rail of oxers on all jumps in the warm up ring.**
5. An experienced adult or Paddock Master must supervise the warm up area at all times.
6. If conditions do not make the provision of a warm up area possible competitors must be allowed to warm up prior to each height division in the competition ring over pre designated fences. This must include a minimum of one vertical and one oxer. Jumps must be taken in the direction flagged. It is permissible to lower the height of these jumps during the warm up. The warm up in the arena **MUST** be managed and supervised by an experienced adult appointed by the Organizing committee.
7. Lungeing in side reins is permitted in an area designated for lungeing.
8. Lungeing of the horse is not permitted in the warm-up/exercise area, or any area where there are mounted riders present.
9. Competitors numbers must be worn in the exercise area.
10. Coaching is permitted in the exercise area.
11. The use of obstacle material not provided by the Organizing Committee is forbidden under penalty of disqualification. Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be held by anyone.

1.5.2 Schooling Fences

The following are the Rules regarding Fences in the Warmup and/or Schooling area. Any Fences not included in this section will be allowed or disallowed at the discretion of the Show Steward, Paddock Master or the Organizing Committee.



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A. Ground Rails

1. Ground rails may be used with any jump.
2. When used ground rails must be on the same vertical plane or in front of the vertical plane of the take-off side of the jump. Ground rail(s) may be used on the landing side of a jump only when there is a ground rail on the take-off side.
3. The ground rail on the take-off and the landing side of the jump must be equi-distance from the vertical plane of the jump.
4. At no time can the ground rail on the landing side be closer to or farther from the vertical plane than the take-off side ground rail
5. The distance from the vertical plane of the jump is at the discretion of the rider or coach of the horse jumping.

B. Gymnastic Poles

1. A gymnastic pole on the ground (one lying on the ground either in front of or on the landing side of a jump) is permitted.
2. The minimum distance from the jump must be 2.13m.

C. Guide Rails

1. Guide rails on the ground may be used on the left and or right of center and may be used both on the take- off and or landing side.
2. Guide rails resting on a horizontal rail may be use on the take-off side of any jump. Either one or two poles may be used but cannot exceed more than 25cm past the vertical plane of the rail on which they rest.

D. Vertical Obstacles

1. Single vertical obstacles must be as close to horizontal as possible.
2. The only jump that may be jumped that is not horizontal must have one end of the rail on the ground. If using two rails, one end of both rails must be on the ground. The other end must be in a cup
3. At no time can a jump be used when anything is above the horizontal rail with the exception of guide rails above.

E. Spread Obstacles

1. An oxer can be square or higher on the landing side. Safety cups or cups with breakable pins are strongly recommended for must be used on the back rails.
2. A triple bar must be built with graduating heights only. The take-off rail (s) must be lower than the centre rail(s) and the back or landing side rail must be the highest.
3. No more than a triple bar is permitted.
4. When jumping an oxer or triple bar all rails must be as close to horizontal as possible. Any rail that is not horizontal can only be used if one end is on the ground.

F. Combinations

1. Combinations of jumps where available may be used at the discretion of the rider or trainer of the horse jumping but all rules as to guide rails, horizontal rails, verticals, oxers and triple bars will apply.



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G. Use of Coloured Sheets

1. Use of coloured sheets over the take-off side or under a properly constructed obstacle is permitted.

H. Exceptions

1. If there is a jump on the course which the schooling rules disallow (Swedish oxer or crossed oxer, Liverpool behind vertical, water jump etc.) practice over a simulated jump may be allowed for that class only at the sole discretion of the judge/jury for the class.

1.6 MISCELLANEOUS

1.6.1 Drugs and Medications

1. No horse shall be used in any competition if it has been administered a stimulant, depressant, tranquilliser or other drug which may stimulate or depress its circulatory, respiratory or central nervous system.
2. Any horse requiring treatment with a tranquilliser, stimulant or depressant for a condition, which occurred while on the competition grounds, shall be withdrawn from the competition.

1.6.2 Abuse of Horses

1. All forms of cruel, inhumane or abusive treatment of horses, including, but not limited to the various forms of rapping and excessive use, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event.
2. The term "rapping" is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the competitor - and/or dismounted assistants, for whose behavior 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 obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.
3. It is forbidden to jump unauthorized obstacles or to rap a horse in any way and in any place on the grounds of the event.
4. In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the competitor and the horse concerned will be disqualified from all competitions.
5. Excessive use of a horse/pony may also constitute abuse at the discretion of the Stewart, Judge, Paddock Master and/ or organizing committee.



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1.6.3 Breakage of Equipment or Loss of Shoe

1. If a competitor breaks an item of tack or if the horse throws shoe prior to entering the ring, the matter must be reported immediately to the Steward. If the circumstance would prevent the competitor from reporting to the competition arena on schedule, the competitor may request an adjustment in the starting order to permit the repair or replacement of the broken equipment or the lost shoe. At the discretion of the Steward, the competitor may be rescheduled later in the jumping order; however, in subsequent rounds or jump offs, the competitor shall ride in the order originally scheduled.
2. Under no circumstance may a competitor make a request for an adjustment in jumping order more than once at any competition.
3. If, during a round, the horse's equipment breaks or the horse throws a shoe, no concessions will be made. The competitor may either continue without penalty, if he can safely do so, or may withdraw and thus be eliminated for that round.

1.6.4 Interruption, Postponement and/or Abandonment of Rounds

1. In the event the competition in progress is stopped due to the weather or other emergency and the stoppage is prolonged, the decision to continue shall rest with the Organizer and the Steward. The following considerations shall be taken into account:
2. If the delay is of such duration that the round cannot be completed that day, then all further competition in that round shall cease and all scores discarded.
3. If the condition of the grounds has deteriorated to the extent the footing is dangerous, then all further competition in that round shall cease and all scores discarded.
4. If the round is continued at a succeeding session of the event, it shall be held over in its entirety and no scores from the first session shall be counted.
5. In all circumstances not specifically covered by these Rules, the Organizer, Steward and Judges shall make decisions in sporting a spirit to produce a fair and reasonable result approaching as nearly as possible the intent of these Rules.

1.6.5 Continuation After Retirement or Elimination

1. In the event that a competitor or the ground jury decides that the competitor is unable to compete in the classes or divisions entered in the competition, they shall be allowed to downgrade for the duration of the competition and compete hors concours at an appropriate level.
2. Retirement constitutes elimination.
3. Hors concours competitors must ride last and will receive no score for the remainder of the competition.

1.6.6 Hors Concours

1. Hors Concours entries can be accepted at the discretion of the Organizing committee.



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2. A horse or pony that has competed Hors Concours is not allowed to compete subsequently in the same ring on the same day.
3. Hors Concours entries will follow the last regular entry in the class.
4. Hors Concours entries are not permitted to participate in the Jump off.
5. Regions at branch and schooling shows may waive point 2 & 3 if they so chose.

1.6.7 Conduct of Competitors, Chaperones and Coaches

1. All competitors, chaperones and coaches shall officially represent their Pony Clubs at any CPC Show Jumping Competition. All shall conduct themselves in accordance with these rules and with the policies of the CPC under penalty of disqualification.

1.6.8 Team Captains

1. Each team entered in the competition shall have one member designated as Team Captain who shall act as spokesperson for the team. This may be an additional non-riding member or a designated riding member.
2. The Team Captain may participate in any drawing (if held) for starting order, may make protests on behalf of the team, and will carry out any S.M. duties specifically assigned to the captain.

1.6.9 Chaperones

1. Each individual competitor and each team must be accompanied by a chaperone. It is strongly recommended that the chaperone and the coach not be the same person.
2. A chaperone may also be responsible for additional individual competitors from the same region/club.

1.6.10 Coaches (See Appendix IV for Coaching Guidelines)

1. Coaches must have a copy of the current CPC Rules for Show Jumping Competitions including all sections and appendices and complete knowledge of same.
2. The role of a coach is to assist the rider:
 - a) In the warm-up area
 - b) In the assessment of the course, "walking of the course"
 - c) In learning the rules of the competition before the competition begins.
3. The presence of a coach at a Show Jumping Competition is to promote safety, good sportsmanship and good horsemastership in the warm-up area and the competition ring.
4. At all times, chaperones and coaches must be aware of the UNAUTHORIZED ASSISTANCE RULE.
5. It is suggested that coaches sign a coach's release before entering the warm up area. (see Appendix IV)



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6. Any coach acting in a disruptive or inappropriate manner towards officials, volunteers or in the warm up area or any where on the competition grounds, or any coach seen to be interfering with a rider's immediate care of their horse will be issued a warning by the Stewart or the ground jury. Any subsequent infractions will result in the coach being suspended for the duration of the competition.

1.6.11 Stable Management

1. All Regional competitions should include Stable Management judging, where possible. If judging in the stable is not possible, Regions should at least attempt to do Tack and Turn Out.
2. Regions may choose to run the Stable Management in teams or by clubs.
3. If judged in clubs, scores cannot be carried forward for Championship awards, with the exception of Tack and Turn out scores.
4. The emphasis of the Stable Management judging is to be on safety, proper procedures and good health for both horse and rider.
5. If the Stable Management is judged in teams, and the score is to be carried forward to the Championship scoring, scores are factored by .25 (divided by four) to equate the value of the Stable Management judging to the Show Jumping scoring.
6. It is recommended that all Regional Championships and National Zone Competitions include Stable Management.
7. When four scores are necessary for Tack & Turnout and Daily Sheets for a team of three riders, the three riders' scores shall be averaged and used as the fourth score for each phase ("ghost score").

1.7 POSTING SCORES AND APPEALS

1.7.1 Posting Scores/Competition Results

1. The faults and time (if recorded), as recorded by the judge, must be announced on the public address system at the end of each round.
2. Posting of results at Branch and regional competitions, other than Regional Finals, is not necessary. However, a copy of all results must be kept in the show office.
3. Results from classes, competitions and divisions that are part of a high point series. i.e. one where points accumulated at one or several shows are carried forward cumulatively, must be posted after every class where points are awarded.
4. All recorded points from prior competitions must be displayed at each competition or posted on the Branch or Regional Web Page.



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5. At any competition where the results are used to qualify members for National competitions all results relating to the qualifying process must be posted, with the time of posting clearly marked on the sheet.
6. Any errors must be reported to the Organizing committee no more than 30 minutes after the time of posting. The organizing committee will clarify the error with the judge and any changes to the postings will be made and announced on the public address system.

1.7.2 Posting of results for Regional Finals, National & International competitions

1. The results of each round, including all faults incurred by each individual rider/horse combination, time of the round and final placing, must be posted no more than 20 minutes after the end of the division. The time of posting must be written on the sheet. An announcement that the results are posted, and location where the results are posted, must be made on the public address system. An additional identical copy of the results must be kept in the competition office, with the time of posting recorded on this additional sheet.
2. All result sheets Must be ratified and signed by the judge prior to posting.
3. If posting of results is delayed due to a protest or for any other reason, the sheet with the results, as they stand, must be posted for inspection by competitors without the final placing being recorded until the protest is resolved.
4. A master score sheet showing the team results, including points for each member of the team and the final team placing, must be posted no later than 20 minutes after the final ride of the competition.
5. Any errors discovered on the posted sheets MUST be reported to the organizing committee no later than 30 minutes after the time of posting.
6. If an error on the posted sheet is discovered and reported to the organizing committee, the organizing committee must immediately clarify the error with the judge and any adjustments to placing be made. An announcement of the error and correction must be made on the Public Address system. The sheet will be marked 'corrected'. The same correction MUST be made to the office copy.
7. In the case where presentation of awards for the division takes place immediately after the last rider has completed their round the results must still be posted. Any errors must be reported to the organizing committee no more than 30 minutes after the time of posting. The organizing committee will clarify the error with the judge and an adjustment to the placing/awards will be made.
8. It is vital that all results are recorded clearly, and care is taken in calculations, to avoid errors. The Judge should be provided with Judging cards that have a space to record the faults at each obstacle, time of the round, time penalties, Total faults, Total penalties,



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- (Time + Faults) There should be an additional space for the judge to write in the riders number and placing up to the number of awards being presented. And sign the results.
9. The results should be carefully transferred from the judging cards to the office score sheet and the posting score sheet. The Judging cards should remain in the competition office until well after the end of the competition in case of a protest.
 10. At no time should the judge's cards be used as the posted score cards.
 11. In addition, it is vital that the judge be able to clearly see all obstacles on the course to be able to record knockdowns. If for any reason the judge is unable to clearly see an obstacle an assistant should be appointed, who will place them selves in a position where they have a clear view of the obstacle and indicate to the judge in the case of a knockdown, run out or refusal.

1.7.3 Appeals/Protests/Objections

In the spirit of good sportsmanship, appeals, protests and objections are discouraged. However, if it is deemed necessary to make an appeal, protest or objection to a ruling the following criteria must be observed:

1. No competitor or person other than a member of the Ground Jury or Organizing committee may approach a judge during the competition or immediately after the competition, with a protest or objection or any question with regards to a ruling.
2. All Appeals, Protest or Objections MUST be made to the Organizing committee, or an official of the show other than the judge.
3. If an error has been made during the judging of a competition by the judge. E.g. miscalculated faults during a round, failure to record a knockdown or refusal. The error must be reported immediately to a member of the organizing committee, and the correction, if needed, must be made and announced over the Public address system. All points awarded for the class will be adjusted accordingly.
4. If the reason for the Appeal, Protest or Objection occurs outside of the competition ring, organizing committee must be informed immediate regarding the reason for appeal.
5. The Organizing committee must look into the reason for the appeal, protest or objection and decide what course of action to take.
6. In a case where the organizing committee does not take action and the protester feels the situation has not been resolved to their satisfaction, they may then make an official protest.
7. An official protest MUST be made in writing, presented to a member of the organizing committee and accompanied by \$100. The protest must be made no more than 1 hour after the occurrence, which gave rise to the protest. In the case of a protest to scoring, the protest must be made no more than 30 minutes after the time the official scores were posted for the round in which the protest is being made. Or, in the case of a team



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- score, no more than 30 minutes after the posting of the last results on the master score board.
8. Once the Official protest has been made in writing, accompanied by \$100, the Organizing committee must take the protest to the Ground Jury. If the protest is upheld the \$100 will be returned to the protester and the results for the competition will be adjusted accordingly. If the protest is overruled, the organizing committee will keep the \$100. No further protest may be made with regards to the occurrence.
 9. All Rules additional competitions, or any adaptation, changes to the rules written in the CPC Rules for Show Jumping, MUST be approved by the organizing committee, noted in the minutes of the meeting and written in their entirety, in the prize list.
 10. In the case of a protest against rules that do not comply with the CPC Rules for Show Jumping, if the change to the rule does not appear in the prize list, or in the invitation to the competition, the CPC Rule, as written in the CPC Rules for Show Jumping, 2006, including all sections, appendices and amendments will stand.
 11. If a show is to be run under Equine Canada Rules and not CPC Rules, this MUST be clearly stated in the Prize list. In this case, the EC rules will override CPC Rules unless the CP exceptions to the EC rules are listed in the Prize list.

1.8 NUMBERING / ORDER OF GO

1.8.1 Order of Go, Numbering of Competitors

1. Numbers will be assigned by the organizing committee. The type(s) of numbers to be worn will be decided by the O.C.
2. For Individual competitions, a draw will first take place to determine the order of starting of the individual competitors entered. The starting order may not be drawn in alphabetical order of the names of the competitors or of the horses.
3. Each horse keeps the same identification number provided by the Organizing Committee on arrival, throughout the event. It is compulsory that the horse always wears this number whenever it leaves the stables, so that all officials, including the Stewards, may identify it. Failure to display this identification number clearly incurs first a warning and, in the case of repeated offence, may result in disqualification from the competition.
4. Rotating the starting order in individual competitions is mandatory; the system of rotation is optional.
5. For Team competitions, a draw will take place to determine the order of starting for the teams. Teams will determine the position in which their members will ride.
6. Wherever possible the Team Captain or a representative for the team should participate in the Draw for starting order.



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7. The Order in which the teams will compete will be all #1's ride first in the drawn starting order, followed by all #2 riders, followed by all #3 riders, followed by all #4 riders.
8. The Order of go for the second round will be the same as for the first round in a Competition Over 2 Rounds.
9. For competitions offered to teams that include more than a Competition Over 2 Rounds, or do not offer a Competition over 2 Rounds, the starting order for each class may be rotated after the first order has been drawn.



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2 SHOW JUMPING RULES

2.1 GENERAL

2.1.1 Definition

1. Jumpers may be of any breed or height excepting those jumpers entering classes limited to either horses or ponies.
2. A jumping competition is one in which the competition 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 and its obedience in jumping and the competitor's horsemanship.

2.1.2 Levels of Competition

1. Competitions may be run Under Table A or Table C.
2. Organizers may choose to offer any of the competitions listed in the CPC Show Jumping Rules Section 2, additional forms of competition can be found in the EC Rule book Section G Hunter, Jumper.
3. Organizers may modify any of the competitions listed, but modified rules must be clearly printed in the prize list.
4. Recommended Maximum Dimensions

Division	Max Spread	Water	Speed
0.70m (2'3)	0.60m	No	300 mpm
0.75m (2'6)	0.70m	No	325 mpm
0.85m (2'9)	0.75m	No	325 mpm
0.90m (3'0)	0.85m	No	325 mpm
1.00m (3'3)	0.90m	No	350 mpm
1.10m (3'6)	1.00m	No	350 mpm
1.15m (3'9)	1.10m	Yes (optional)	375 mpm

Speeds recommended only, to be at the discretion of the Course designer.

- 4.1 Lower and or higher levels may be offered at Regional competitions.
- 4.2 The Organizing Committee may choose which of the divisions listed above to offer according to the facilities available and the abilities of the competitors expected to attend.
- 4.3 It is strongly recommended that any divisions offered under 70m are constructed with simple verticals only and do not include oxers.
5. For Jump-Offs, the height and spread of fences may be increased, at the discretion of the Judge and Course Designer, provided none is increased by more than 0.1m(3 inches). It is recommended that the jump off remain the same height as the first round.
 - a) Entry and Starter are intended as an introductory level for horses and/or riders.



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- b) Beginner and Novice are intended for those horse/rider combinations with some experience.
- c) Intermediate, Advanced and Open are intended for those horse/rider combinations with more experience that are safely competing at the specifications for these levels.
6. In Championship competitions at maximum heights of 0.90m and above, there will be a minimum of 10 with a maximum of 14 jumping efforts numbered and flagged obstacles, of which at least two shall be a double combination or one double combination and one Triple combination, and at least four spreads are recommended.
7. It is strongly recommended that FEI approved break-away jump cups be used **for the back rails of spread obstacles. If these are not available, jump cups with breakable pins MUST be used.** (revised April 2008)
8. It is recommended that consideration be given to altering distances for large pony strides in combinations on courses 2'6" and above. Where enough ponies are entered, pony classes should be considered.
9. Any Competition seeking to qualify riders for a CPC Championship must offer divisions in which the courses will include fences set to the maximum heights given in the specifications for that division.
10. Competitions may be for teams or individuals or both:
 - a) Teams shall be normally four riders and a stable manager. Teams of three riders and a stable manager may also compete.
 - b) The Organizer may specify whether the teams will be composed of horses/riders of one level or mixed levels. When teams are made up of different levels then each competitor will jump at his own level.
11. Competitions may be organized over a period of one, two or more days.
12. Competitions may be held outdoors or indoors.
13. The hosting Region may choose to offer either a championship based on P.C. level or one based on jumping heights.
 - a) It is **strongly** recommended that Regional, and National competitions be organized for teams.
 - b) Individual awards/ classes may also be offered.
 - c) It is strongly recommended that Regions include a Medal division in the Regional Finals competition.
 - d) It is strongly recommended that the Regions offer a Stable Management component. If the running of a full Stable Management competition is not feasible, at the very least a formal inspection (Tack and Turn out) award should be included.
14. Regions are responsible for choosing the teams and/or individuals who will represent that Region at National competitions.



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15. Regions are free to set their own qualifying system, unless the terms of entry into the competition require otherwise.
16. Regions must certify that the members they send are safe and capable at the level they have entered.

2.2 THE COMPETITION AREA

2.2.1 Arena

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

2.2.2 Access to the arena and practice obstacles

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. The Organizing 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.
3. 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.

2.2.3 Bell

1. The bell is used to communicate with the competitors. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:
 - 1.1 to give permission to the competitors to enter the arena when the course is ready for their inspection and to signal that the inspection time is over;
 - 1.2 to give the signal to start and to activate a 45 seconds countdown. The 45 seconds countdown sets the time that the competitor can spare before commencing his round. The Ground Jury has the right to interrupt the 45-second countdown if unforeseen circumstances appear. Disobediences, falls etc. occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalized. Crossing the starting line after the bell has rung in the correct direction for a second time before jumping the first fence, is counted as disobedience.



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- 1.3 to stop a competitor for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption.
- 1.4 to indicate to him that an obstacle knocked down following a disobedience has been replaced.
- 1.5 to indicate by prolonged and repeated ringing that the competitor has been eliminated.
2. If the competitor does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury.
3. If, after an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated. Moreover:
 - 3.1 It is the responsibility of the competitor to remain near the obstacle when it is being rebuilt;
 - 3.2 It is the duty of the judge in charge of the bell to ring the bell and restart the clock when the competitor is in a good position to approach the obstacle;
 - 3.3 Should the competitor not keep himself in the neighbourhood of the obstacle being rebuilt, the Ground Jury will not wait until he is in a good position; the bell will be rung when the obstacle is rebuilt and the clock will be restarted at the same time.

2.2.4 Course and Measuring

1. The Ground Jury must walk the course to inspect the obstacles before the start of the competition. The course is the track, which the mounted competitor must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.
2. Once the competition has started only the Ground Jury in consultation with the Course Designer, 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 after the third competitor, having completed the course without a fall(s) or disobedience or any other interruption and before the next competitor has started. In this case, the Ground Jury has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.
3. If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the schedule, before the start of the first competitor of the competition.
4. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.



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5. The starting and finishing lines may not be more than 15m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).
6. The round starts when the competitor crosses for the first time in the correct direction the starting line after the bell has been rung.
7. The time awarded to the competitor starts running either upon crossing the starting line or upon expiration of the 45th second of the countdown mentioned in 2.2.3 (p.21) whichever occurs first.

2.2.5 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.
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 re-crossed without penalty;
 - 4.2 the relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles;
 - 4.3 any compulsory turning points marked by a white flag on the left side and a red flag on the right;
 - 4.4 the track to be followed by 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;
 - 4.5 the table of penalties to be used;
 - 4.6 the time allowed and time limit, if any; or the fixed time in certain special competitions;
 - 4.7 the obstacles, the length, the time allowed and the time limit for the jump-offs;
 - 4.8 the combinations considered as completely closed or as partially closed



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

2.2.6 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, the change may only be made after agreement of the Ground Jury. In this case all 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.
3. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course.
4. If an obstacle has been taken out of the course during a round, the scores of all previous competitors penalized during this round at that obstacle must be adjusted by canceling jumping penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.
5. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph

2.2.7 Flags

1. Completely red flags and completely white flags must be used to mark the following details of the course:
 - 1.1 the starting line; it is obligatory to place also a marker S
 - 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.
 - 1.3 One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) areas or of the practice obstacle in the arena in the schooling (exercise) area it is also allowed to use wings/uprights with a red or white top, instead of flags;
 - 1.4 compulsory turning points;
 - 1.5 the finishing line; it is obligatory to place also a marker F



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- 1.6 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)
- 1.7 If a competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated.
- 1.8 Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a disobedience / resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the competitor must continue his round and the obstacle /compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next competitor will be given the signal to start.
- 1.9 However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury will interrupt the round of the competitor. The clock must be stopped while the flag is replaced and a time correction of 4 (four) seconds will be applied
- 1.10 In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.

2.2.8 Course Designer & Course Design.

1. See 1.12 (p.11) Course Designer.
2. All equipment must in good condition. The use of broken equipment is prohibited.
3. Standards or uprights with nails pounded in to support rails, planks or gates are not allowed in either the competition ring or the warm up area.
4. Good course design is the primary requirement for good jumper classes. A properly designed course should demonstrate the capability and training of a horse and rider. There should be a reasonable percentage of clear rounds or the course is not well suited to the caliber of horses competing and can result in time consuming jump-offs. Variety is an important factor in a course and jump design. Competitions should include as many different obstacles as possible, changing and rearranging them for different classes.

2.2.9 Timekeepers

Refer to 1.13 (p.11) Timekeepers.



2.3 OBSTACLES

2.3.1 Obstacles General

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.
2. The obstacles must not be unsporting and they must not cause an unpleasant surprise to 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 pole must be able to roll on its support; in this case the support must have a depth of 18 mm minimum and a depth of 30 mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.
5. The limits on the height and spread of obstacles laid down by these Rules and 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.

2.3.2 Vertical Obstacle

1. An obstacle whatever its construction can only be called vertical 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. **FEI cups are strongly recommended, if not available jump cups with breakable pins must be used.**

2.3.3 Spread Obstacle

1. A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. It is recommended that FEI-approved safety cups be used as support for the back poles of spread obstacles and in case of a triple-bar to support the center and back poles of the obstacle. If these are not available, jump cups with breakable pins **MUST** be used. (revised April 2008)



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2.3.4 Water Jump

1. For an obstacle to be called a water jump it must have no obstacle in front, in the middle nor behind the water. The water must have a minimum width of 2.50 meters.
2. A take-off element (brush, small wall), with a minimum height of 40 cm. and a maximum height of 50 cm., must be erected on the take-off side. The width of the front of the water jump, which may include (floral) decorations, must be at least 30 percent more than the length.
3. 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.
4. It is a fault at the water jump:
 - 4.1 when a horse puts one or several feet on the lath defining the limit of the water jump. It is a fault when the foot or the shoe or the fetlock joint or boot touches the lath and leaves an impression;
 - 4.2 when a horse touches the water with one or several feet;
5. Striking, knocking down, or displacing the brush or take-off element is not a fault.
6. If one of the four flags are 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 4 seconds will be added
7. The decision of the water jump Judge is final. For this reason, he must be a member of the Ground Jury.
8. The water jump Judge must register the identification number of horses penalized at the water jump and the reason for the penalties.
9. Only a vertical obstacle of not more than 1.50 m in height having any number of poles can be placed over a water jump. The vertical obstacle must not be placed further than 2m from the front of this obstacle. This obstacle is judged as a spread obstacle and not as a water jump. For this reason, a lath or other arrangement may not be used to define its limits. The use of FEI breakaway cups is recommended.
10. If water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (incl. The water) may not exceed 2.00 meters.

2.3.5 Combination Obstacles

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements 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) which require two or more



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successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalized separately.
3. When there is a refusal, run-out or fall of competitor, the competitor must retake all the elements unless it is a closed combination or partially closed combination or a six bar or obstacles-in-line competition.
4. Penalties for faults made at each element and during different attempts, are counted separately and added together.
5. In a combination obstacle a triple bar may only be used as the first element.

2.3.6 Banks, Mounds, and Ramps

1. Banks, mounds, ramp sand 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.
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, mounds, sunken roads, talus, slopes or ramps, except table banks not exceeding one meter in height, may be used at indoor events.

2.3.7 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. 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
 - if the disobedience occurred in the closed part, the competitor must jump out in the direction of the course;
 - if the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination

In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 4 seconds must apply, If, once inside the enclosure, he refuses the competitor must jump out in the direction of the course.

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



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

2.3.8 Alternative Obstacles and Joker

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

2.4 PENALTIES

2.4.1 Penalties

During a round, penalties are incurred for:

1. Knocking down an obstacle and a foot in the water or any imprint on the lath defining the limits of the water jump on the landing side;
2. A disobedience;
3. A deviation from the course;
4. A fall of a horse and/or competitor;
5. Unauthorized assistance;
6. Exceeding the time allowed or the time limit

2.4.2 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 upper part of the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle
 - 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



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obstacle and/or a flag as a result of a disobedience is penalized as a refusal only. In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalized as a disobedience and corrected by time in accordance with article J35

3. Penalties for knocking down an obstacle are those provided for under Tables A and C
4. If any part of an obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
5. If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalized in accordance with the table in use for the competition.

2.4.3 Vertical and Spread Obstacles

1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalized.
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.

2.4.4 Disobediences

1. The following are considered as disobediences and are penalized as such
 - 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.
2. Notwithstanding the above, the following is not considered to be a disobedience:
 - 2.1 circling for up to 45 seconds after a run-out or a refusal (no matter the obstacle has to be rebuilt or not) to get into position to jump an obstacle;
 - 2.2 circling around the last obstacle jumped or the next obstacle to be jumped.

2.4.5 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;



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- 1.2 does not cross the starting line or the finishing line between the flags in the correct direction.
 - 1.3 omits a compulsory turning point
 - 1.4 does not jump the obstacles in the order or in the direction indicated, except in certain special competitions
 - 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 obstacle not forming part of the course.
2. The following is not considered as a deviation from the course and incurs no penalties:
- 2.1 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.

3. An uncorrected deviation from the course incurs elimination.

2.4.6 Refusal

1. It is a refusal when a horse halts in front of an obstacle, which it must jump whether or not the horse knocks it down or displaces it.
2. Stopping in front of a compulsory turning point or an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalized.
3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.
4. If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a refusal and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt.
 - 4.1 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 penalized as for an obstacle knocked down.
 - 4.2 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.

2.4.7 Run-Out

1. It is a run-out when the horse escapes the control of its competitor and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.
2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly, the competitor is penalized as for a run-out and he must jump the obstacle again correctly.



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2.4.8 Resistance

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
2. It is equally a resistance when the competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury. A resistance is penalized as for a refusal).

2.4.9 Falls

1. A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.
2. If it is not clear that the competitor has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the competitor.
3. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
4. A competitor who has fallen is not permitted to remount in the competition arena but must leave the arena unmounted and report to the Paramedic or medical person.
5. Riders who fall in the warm up/ exercise area or any other part of the grounds must be checked by a paramedic before remounting.
6. All falls must be recorded on an incident report form by the Safety Officer or his/her appointed assistant.

2.4.10 Unauthorized Assistance

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



2.5 TIME AND SPEED

2.5.1 Time of the Round

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by a competitor to complete the round, plus the time correction if any.
2. It starts at the precise moment when the mounted competitor passes the starting line in the correct direction providing the starting signal has been given, or at the moment 45 second count-down expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle.

2.5.2 Time Allowed

1. The time allowed for a round in each competition is determined in relation to the length of the course and the speed for the round.

2.5.3 Time Limit

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

2.5.4 Recording the Time

1. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. The timekeeper is required to record the number of the horse and the time taken to complete his round.
2. Three stopwatches, 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 stopwatch.
3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a back up.
4. In case of a breakdown of the automatic timing equipment, the time of any competitor affected by the breakdown shall be determined by a stopwatch in hundredths of a second.
5. If the crossing of the starting and/or finishing line by the competitor cannot be clearly judged from the Ground Jury box, one or two persons, 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.



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2.5.5 Interrupted Time

1. While the clock is stopped, the competitor remains free to move around until the ringing of the bell gives him permission to start again. At this moment the clock is restarted immediately.
2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.
3. The automatic time keeping should not only register the time ridden by the competitors but also the time, including time corrections, if any.

2.5.6 Falls and Disobediences During Interrupted Time

1. The clock is not stopped in the event of a fall of a competitor, of a deviation from the course, a run-out or a refusal.
2. Falls of horse or competitor during interrupted time are always penalized
3. Disobediences are not penalized during interrupted time.
4. The provisions concerning elimination remain in force during interrupted time.

2.5.7 Time Corrections

1. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt; he will be penalized for a refusal and 4 seconds of time corrections will be added to the time taken by the competitor to complete his round.

2.5.8 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 if due to unforeseen circumstances beyond the control of the



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- competitor, he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.
4. If the dimensions are correct and the obstacle in question has been properly built or if the so-called unforeseen circumstances are not accepted as such by the Ground Jury, the competitor will be penalized as for stopping during the round and the time of his round will be increased by 4 seconds;
 5. if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the competitor is not penalized. The time of the interruption must be deducted 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.

2.6 TABLES OF PENALTIES

2.6.1 Faults

1. Faults made between the starting line and the finishing line must be taken into consideration.
2. Disobediences committed during the time when the round is interrupted are not penalized.
3. Disobediences, falls etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalized.

2.6.2 FEI Article 236 Table A:

1. Faults are penalized in penalty points or by elimination according to the tables set:

First disobedience	4 penalties
Obstacle knocked down while jumping	4 penalties
One or more feet in the water jump or on the Lath defining its limits on the landing side	4 penalties
First fall of horse or competitor or both in all competitions	Elimination
Second disobedience	Elimination
Exceeding the time allowed	1 penalty point for each second or commenced fraction of a second
Exceeding the time limit	Elimination

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



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2.6.3 SCORES UNDER TABLE A

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

2.6.4 FEI Article 238 Methods of Determining The Scores Under Table A

1. Competitions not against the clock
 - 1.1 The competitors with equality of penalties share the prizes. Depending on the conditions of the schedule, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.
 - 1.2 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.
 - 1.3 A competition not against the clock with a time allowed but in the event of equality of penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties in the first jump-off and if necessary, in the first round.
2. Competitions against the clock
 - 2.1 Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the schedule.
 - 2.2 A competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other competitors are placed according to their penalties and time in the first round. For minor competitions the jump-off may be run according to table C, if thus provided in the schedule.
 - 2.3 A competition against the clock as for 2.2, 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.
3. In all competitions when the placing 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, depending on the provisions of the schedule. If no provision for a jump-off is laid down



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in the schedule, it is considered that the competition will be run with no jump-off (245.6).

4. If in a jump-off against the clock two or more competitors obtain exactly the same score, a second jump-off may not take place. The competitors are then placed equally.
5. In no circumstances may the number of jump-offs in the same competition under paragraph 1.1 and 2.1 above exceed two.

2.6.5 FEI Article 239 Table C

1. Faults under Table C are penalized in seconds which are added to the time taken by the competitor to complete his round or by elimination.
2. Penalties under Table C

Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side;	4 seconds (3 seconds for two phase competitions, knock-out competitions and for any jump-off under Table C)
First Disobedience	None
Second Disobedience or other infringement	Elimination
First fall of horse or competitor or both in all competitions	Elimination

3. There is no time allowed under Table C. Only a time limit of:
 - min., if the length of the course is more than 600 m.
 - 2 min., if the length of the course is less than 600 m. is applicable.
 - Exceeding the time limit = Elimination
4. Scores under Table C
 Adding the time of the round (incl. the seconds for time correction if any), plus four seconds for each obstacle knocked down (three seconds during a jump-off or the second phase of a two-phase competition), gives the score obtained, in seconds, by the competitor for his round.

2.7 ELIMINATION & DISQUALIFICATION

2.7.1 Eliminations

1. Unless otherwise specified in the Rules, or in the conditions for the competitions, elimination means that the competitor and the horse in question may not continue in the current competition.
2. The competitor has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This however, does not apply to elimination resulting from a fall.



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3. The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions; the Ground Jury in the following cases must apply elimination:
- 3.1 jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorized by the Ground Jury
 - 3.2 starting before the signal is given and jumping the first obstacle of the course
 - 3.3 taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the competitor
 - 3.4 a horse resisting for 45 consecutive seconds during the round
 - 3.5 taking more than 45 seconds to jump the next obstacle.
 - 3.6 jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction
 - 3.7 omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan, precisely;
 - 3.8 attempting to or jumping an obstacle which does not form part of the course during the round
 - 3.9 omitting to jump an obstacle of the course or after a run-out or a refusal, failing to attempt to jump again the obstacle where the fault was committed.
 - 3.10 jumping an obstacle in the wrong order
 - 3.11 jumping an obstacle in the wrong direction
 - 3.12 exceeding the time limit
 - 3.13 following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt;
 - 3.14 jumping or attempting to jump an obstacle after an interruption without waiting for the bell
 - 3.15 not jumping all the elements of a combination again after a refusal, run-out except in the case of the closed part of a combination
 - 3.16 not taking each element of a combination separately and consecutively
 - 3.17 not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena
 - 3.18 competitor and/or horse leaving the arena without permission of the Ground Jury, including prior to starting;



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- 3.19 a loose horse leaving the arena before the end of the round, including prior to starting;
 - 3.20 accepting while mounted any object whatever during a round except headgear and/or spectacles
 - 3.21 using a whip of more than 75 cm 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.
 - 3.22 an accident to a competitor or to a horse which prevents him from completing the competition
 - 3.23 not leaving a closed combination in the right direction or displacing a closed combination;
 - 3.24 a loose horse leaving a closed combination; if after a fall, a loose horse leaves a closed combination, the competitor will be eliminated;
 - 3.25 second disobedience during the course of a round.
 - 3.26 first fall of horse during the round
 - 3.27 first fall of the competitor during the round
 - 3.28 if the Ground Jury feels that for any reason horse or competitor 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 name and/or number is called;
 - 4.2 not entering the arena mounted or not leaving the arena mounted;
 - 4.3 all physical unauthorized assistance, except for paragraph 20 above;
 - 4.4 schooling a horse in speed competitions under table A or C, without informing the OC in advance;
 - 4.5 not stopping when the bell is rung during the round

2.7.2 Disqualifications

- 1. Disqualification means that a competitor and his horse or horses may take no further part in a competition or in any other competition of the event.
- 2. The Ground Jury may disqualify a competitor in the following cases:
 - 2.1 entering the arena on foot once the competition has started;
 - 2.2 exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury



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2.3	jumping or attempting to jump the practice obstacle in the arena more times than authorized	
2.4	jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition	
2.5	retiring, before a jump-off, without permission of the Ground Jury or without valid reason;	
2.6	rapping horses	
2.7	exercising horses during the course of an event over obstacles different from those provided by the Organizing Committee	
2.8	jumping in the wrong direction the obstacles in the exercise and schooling areas and the practice obstacle, if any, in the arena	
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	
2.10	all cases laid down in the Veterinary Regulations.	

2.8 JUMP-OFFS

2.8.1 General

1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. One or two jump-offs may be scheduled to determine the winner of a competition. If, after the final jump-off, there is no result, the tied competitors will be placed equal first.
2. In principle a jump-off must take place under the same rules and table as the original competition and the rules for jump-offs in that type of competition. However, the jump off from a minor table A competition may be judged under table C, providing it is specified in the schedule. In any case all jump offs must be held immediately after the original round(s) of the competition.
3. If specified in the schedule the Organizing Committee may decide that competitors, who have completed their preliminary round without penal-ties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the competitor to start the jump-off course. The rules as mentioned in 2.2.3 (p.21) are applicable. Competitors, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for competitions under table A, according to 2.6.4 (1.2 & 2.2) (p. 31) and is not authorized for a Grand Prix competition or for the competition with the highest prize money.
4. Unless otherwise laid down in these rules (Power and Skill competitions) no competition may involve more than two jump-offs.



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5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the schedule or the rule book. Horses which lose a shoe prior to starting in the initial round of a one round competition with a jump-off will be given a later starting position. In a jump-off a horse that loses a shoe prior to starting will be given a new starting place three positions later. If the horse in question has not had its shoe replaced by this time it will be left to the discretion of the Ground Jury to decide whether the horse in question should receive a later starting place or be eliminated.
6. In the event of equality of score for the first place, a jump-off may take place according to the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it will be considered that the competition is run with no jump-off.

2.8.2 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 J11, if the competitors sharing first place have completed the previous round without jumping penalties.
2. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).
3. The shape, the type and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the center element(s) only may not be omitted.
4. The order of the obstacles for a jump-off may be altered, compared to the original course.
5. In a jump-off, the distance between the elements of a combination obstacle may never be altered.

2.8.3 Elimination or Withdrawal From a Jump-Off

1. A competitor who is eliminated in a jump-off will be placed last of the competitors who have completed the jump-off.
2. A competitor, who with the permission of the Ground Jury withdraws from a jump-off, must always be placed after a competitor eliminated or who retires for a valid reason on the course. Competitors, who retire for no valid reason or who have themselves eliminated on purpose are placed equal with competitors, who have withdrawn from the same jump-off.
3. If before a deciding jump-off, two or more competitors decline to take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organizing Committee will award the trophy by lot and the prize money will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is not followed by



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competitors, no trophy will be awarded and the competitors will each only receive the prize money and the lowest placing for which they would have jumped-off.

2.9 PLACING

2.9.1 Individual/Team Placing and Prize Giving

1. The placing of a team and/or individual is decided according to the Table in use and the instructions of the general program of the competition.
2. The point system below will be used to determine the scores.

PLACING	POINTS
1st	7
2nd	5
3rd	4
4th	3
5th	2
6th	1

2.9.2 Individual and Individual Championship Awards

1. Points accumulated by each competitor over the various competitions offered, including Stable Management or Tack and Turn Out, if applicable, will be totaled to find the top individual.
2. According to the conditions set down for the competition between individuals, in cases of equality of faults, for first place only, there may be one or two compulsory jump offs against the clock.
3. In the case of a tie for other than first place in a jumper class, each horse will be awarded equal points. For example, if three horses were tied for second place, each would receive second place points. The next placed horse would receive fifth place points.
4. A Jumper Championship and Reserve Championship may be awarded at each Pony Club Level, a combination of PC levels, competition level or division. The horse/rider combination accumulating the most points will be Champion and the horse/rider combination with the next largest number of points will be Reserve Champion.
5. The Prize list must clearly indicate which classes qualify for Championship points for each division.
6. If Stable Management and Tack and Turn out marks are to be used in determining placing and the championships, it must be clearly stated in the prize list and include a guideline for the marking system and requirements.
7. In the case of a tie for Champion or Reserve Champion the following may be used to break the tie:



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- i) The score in one specific class, e.g. The Medal Class.
 - ii) Least number of total faults
 - iii) Most clear rounds.
 - iv) The tied competitors may toss a coin.
8. It must be clearly stated in the prize list which methods the Organizing committee will use to break a tie.
9. If the score in a specific class is to be used this must be noted in the prize list.
10. If the Region is running a High point series, with points being carried forward from a number of competitions the prize list must indicate which shows/classes/divisions the points are being carried forward from, any weightings that the show carries with regards to points and any tie breaking method that will be used in the case of a tie.
- a) The Prize list of each show must carry the same information.
 - b) The Prize lists should also indicate if attendance at all shows offered in the series is mandatory to receive a final award.

2.9.3 Team Awards and Team Championship Awards.

1. Awards may be offered for the top A/B team and the top C/D team or for a team made up of a combination of PC levels.
2. The organizing committee must indicate in the prize list which team combination is being offered.
3. Teams are made up of four riders or 4 riders and a Stable Manager.
4. Only, the best three of four mounted scores in each round are to be totaled and included in the final score.
5. Team Championship awards may be for the Pony Club Competition Over Two Rounds Championship only or may be awarded from cumulative scores from a number of classes/divisions, and may include the Stable Management and/or Tack and Turn out Scores.
6. If a Medal division is used as part of the Championship awards, the total team points from the Medal division should be used to calculate Team Awards.
7. If Stable Management, Tack and Turn and or Medal Scores are to be used in determining placing and the championships, it must be clearly stated in the prize list and include a guideline for the marking system and requirements.
8. If used as part of the Team awards, Stable Management scores are totaled and factored by .25. Stable Management scores include: four formal inspection scores, all scores from equipment inspection, daily sheets and any other sheets used for individual or team judging. (See Ghost Scores, below)



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9. It must be clearly stated in the Prize list, which classes qualify for Team Championship points.

2.9.4 Breaking a Tie

1. If Teams are all competing at the same height, one representative from each team may be elected by the team to participate in a jump off. It is not recommended to have the entire team participate in a jump off. Only teams tied for Champion may participate in a jump off to break the tie. Ties for all placings below Champion will be broken by one or more of the methods in listed in #3 below.
2. If the Team Members are competing in different height division no jump off will occur for teams that are tied, the tie will be broken using one or more of the methods listed in #3 below.
3. Regions may choose from the following options to break a tie:
 - a) Team with the best score in the Competition Over Two Rounds.
 - b) Team with the best score in the Medal Division.
 - c) Team with the highest number of clear rounds for the qualifying classes/divisions.
 - d) The total team riding score (including the throw-out-scores and "Ghost scores" for a short team so every team has the same number of scores)
 - e) Formal Inspection scores (four) for each team, (if offered)
 - f) Toss a coin.
4. It must be clearly stated in the Prize list the methods used to break ties, and the order in which they will be applied if teams remain tied, for Team Awards.

2.9.5 Elimination Score

1. To calculate total faults for all riders who have been eliminated (in that round), the Scorekeeper must add 15 faults to the worst score gained in that round and use that total for the eliminated riders in that round.
2. The elimination score for each round will be determined by the scores only for that round.

2.9.6 Ghost Scores

1. Any time a team needs a fourth score and they have only three, a GHOST SCORE may be used.
2. GHOST SCORE is made up by averaging the three available scores, and using the average score as the GHOST SCORE.
3. Any team losing a fourth horse in the pre-competition soundness check or entering with only three riders shall be assigned a GHOST SCORE if needed.
4. Any team losing the third rider during the competition may continue to ride and will have the option of dropping from the team competition or being assigned elimination scores for the remaining rounds of competition.



2.10 TYPES OF COMPETITIONS

(The following are examples of competitions offered in CPC; additional competitions can be found in the EC rule book Section G.)

2.10.1 CPC Competition Over Two Rounds;

1. This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles.
2. The Competition is run under Table A,
3. Competitors, who have been eliminated or have retired during the first round, may take place in the second round only if they are a member of a team. Individual competitors, who are not a member of a team, may not take part in the second round if they have been eliminated, or have retired from the first round.
4. Order of go for the second round will remain the same as for the first round.
5. Competitors tied for first place, i.e. equality of faults over the two rounds, will be placed according to the penalties and time in the jump –off. The remaining competitors will be placed according to aggregate penalties over both rounds and the time incurred in the second round.

2.10.2 Competition in Two Phases (Power & Speed)

1. This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
2. The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
3. Competitors penalized in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.
4. Competitors not penalized in the first phase continue the course, which finishes, after crossing the second finishing line.
5. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

First phase	Second phase	Placing
Table A Not against the clock	Table A Not against the clock if necessary, to the first phase	According to the penalties in the second phase.



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

6. Competitors stopped after the first phase may only be placed after competitors who have taken part in both phases.
7. In the event of equality for first place, the tied competitors will be placed equal first.

2.10.3 Battle River Pony Club Team Chase.

1. This class is run as Table C. Knockdowns are penalized by adding 5 seconds to the total time taken to complete the round.
2. The course consists of 12 fences, 4 at the first height, 4 at the second height & 4 at the third height.
3. Teams are made up of 3 riders.
4. The First rider jumps the first 4 fences, the next rider immediately jumps the next 4 fences, the last rider then jumps the last 4 fences.
5. The first rider immediately starts again at the first 4 fences, followed by the second rider who again jumps the next 4 fences, followed by the last rider at who jumps the last 4 fences.
6. If a rider has 2 refusals at a fence, they may move on to the next fence but they will have an extra 10 seconds added to their time.
7. If a fence is knocked down through a refusal, the whistle will blow, the clock will be stopped and the fence will be rebuilt, the whistle will then be blown again to signal the rider to continue. The clock will be restarted at the time the whistle is blown. 5 seconds will be added to the time.
8. The time starts when the First rider crosses the start line for the first time and ends when the last rider crosses the finish line for the second time.
9. The team with the fastest time wins.



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10. Horses may compete only once in this class; riders may enter on a second team with a different horse.
11. Fences should be in 3" height increments, e.g., 2'3", 2'6" & 2'9", stating with the lowest height for the first 4 fences and ending with the highest fences being the last 4 fences.

2.10.4 DERBY

1. A Derby competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so, stipulated in the schedule.
2. It may be judged under Table A or Table C.
3. Each competitor is allowed to ride a maximum of three horses according to the conditions of the schedule.

2.10.5 Match the Clock (Optimum Time)

1. Match the clock or Optimum Time classes are designed to help developing riders learn the skill of riding a course at the posted speed, rather than with the fastest time. Competitors with equal faults will be placed according to how close their time is to the optimum time, which is based on the course being ridden at the posted speed.
2. Scoring will be under Table A. Optimum time may be used in the first round, the jump off, or a combination of both. The time allowed should exceed the optimum time. The course designer will calculate the optimum time based on the posted speed.

2.10.6 Additional Competitions

1. Organizers may choose to offer any of the competitions in section G of the EC rule books, or any adaptation of the competitions that are outlined in above of the CPC Show Jumping Rules.
2. All Rules for additional competitions, or any adaptation or changes to the rules written in the CPC Rules for Show Jumping, MUST be approved by the organizing committee, noted in the minutes of the meeting and written in their entirety, in the prize list.
3. In the case of a protest against rules that do not comply with the CPC Rules for Show Jumping, if the change to the rule does not appear in the prize list, or in the invitation to the competition, the CPC Rule, as written in the CPC Rules for Show Jumping, 2006, including all sections, appendices and amendments will stand.
4. If a show is to be run under Equine Canada Rules and not CPC Rules, this MUST be clearly stated in the Prize list. In this case, the EC rules will override CPC Rules unless the CPC exceptions to the EC rules are listed in the Prize list.

3 CANADIAN PONY CLUB MEDAL CLASSES

The Rules in Section 3 are to be used for CPC Medal competitions/classes in addition to and including the Rules in Section 1 and in Section 2. The purpose of the Medal class in the



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Canadian Pony Club Show Jumping Program is to encourage correct equitation in the jumper ring and on the flat. Regions are strongly encouraged to include Medal classes in ALL competitions from schooling shows to Regional Finals.

3.1 GENERAL

3.1.1 Medal Classes, General.

1. The CPC Medal is an equitation class in 2 parts; over fences and on the flat. Conformation of the horse is not to be judged.
2. The Medal class will be judged 60% on the over fences ride and 40% on the flat ride. The competition must include both phases of the medal.
3. Riders riding higher than their PC test level must be judged at the higher level. E.g., A C1 Rider competing in a 3'6" Medal class must be judged as a B level rider.
4. A horse/rider combination may enter only 1 Medal class.
5. Competitors may ride one horse only in the same Medal class. A horse may be used by more than one rider at the discretion of the organizing committee. (Consideration for management of shared horses would be dealt with during the flat phase.)
6. Riders may compete on a different horse in a different Medal class if they fit the requirements and/or restrictions for the class, and if the organizing committee allows it.
7. The Medal should offer divisions based on either Pony Club levels or height levels.
8. Competitors should ride at the height level where they normally compete if that level is offered. I.e. members who regularly ride the horse they are competing at a level higher than the PC tested level must compete at that level.
9. The Judge should be familiar with judging Medal classes and/or Equitation both over fences and on the flat.
10. The Organizing committee must provide the judge with a copy of the CPC Show Jumping Rules prior to the competition so that the judge can familiarize themselves with the CPC Medal requirements.
11. Judging cards for the Medal division are available in appendix. The judging cards, complete with comments, should be returned to the competitor after all awards have been presented.

3.2 TACK

3.2.1 Tack and Dress

1. Tack to be as per CPC Rules Section 1 Part 4 Dress and Equipment (p.11)



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2. No change of tack is allowed between the over fences and flat phase of a medal class, except for removal of martingales. Change of tack is permitted between each phase of a 3-phase medal final as a tack check occurs before each phase.
3. A white numnah or crested Pony Club saddle pad should be used.
4. Dress for medals will be full show ring attire, including jacket and gloves as well as all requirements listed in 1.4.2.

3.3 THE COMPETITION

3.3.1 Over Fences

1. The Over fences part will be run first, over a course of a minimum of 10 fences with a minimum of 1 change of direction.
2. The course should be a Jumping test with a time allowed but not against the clock.
3. Riders will be judged on seat, hands, guidance and control of the horse.
4. Horses will not be judged on conformation.
5. Please see judging guidelines, Appendix III

3.3.2 Flat Phase

1. The second phase is the flat phase and judged as an equitation class on the rail.
2. The judge may call back a maximum of 12 riders for the flat portion, based on the judging of the over fences portion.
3. If the class has less than 12 riders it is recommended that all riders participate in the flat portion.
4. Riders who have been eliminated in the over fence portion of the Medal are eliminated from the Medal class and may not participate in the flat portion. Individual Regions may opt to allow eliminated members to ride the flat portion for experience, but they may not be placed in the class. (Revised April 2008)
5. Riders who do not participate in the Flat portion of the class may not receive an award.
6. Riders may be required to demonstrate skills from the following table:

Pre-Entry A	Walk, trot rising, trot sitting, halt, change of direction at walk or trot, walk on a loose rein.
Pre-Entry B	All of above, plus; walk without stirrups, canter in small groups if judge feels riders are capable.
Entry	All of above, plus; sitting trot without stirrups, canter (no more than 10 at a time)
Starter	All of the above, plus; Lengthen stride in trot.



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Beginner	All of the above, plus; rein back, simple change of lead through trot, canter without stirrups. May ask for individual showing of 20m circles at trot, posting or sitting.
Novice	All of the above, plus; lengthen stride in canter. May ask for individual showing of leg yield at walk, 20m circles at trot without stirrups, and 20m circles at canter.
Intermediate	All of the above, plus; trot from halt, shorten stride in trot, counter canter. Judge may ask for individual showing of 15m circles at trot and canter, with a change of direction through trot, turn on the forehand, leg yield at trot.
Advanced	All of the above, plus shorten stride in canter. May ask for individual showing of; Shoulder in, flying lead changes on the diagonal, turn on the haunches.

7. Break down of recommended requirements for Pony Club Levels. (To be used if the class is based on CPC levels and not on the above divisions).
- a. Halt (all levels)
 - b. Walk (all levels)
 - c. Trot posting (all levels)
 - d. Canter (D1+)
 - e. Rein back (D2+)
 - f. Trot sitting (D2 +)
 - g. Lengthen stride in trot, (C+)
 - h. Trot without stirrups (C+)
 - i. Extended canter (C1+)
 - j. Canter without stirrups (C1+)
 - k. Halt to trot (C2+)
 - l. Trot to halt (C2+)
 - m. Collected Trot (C2+)
 - n. Collected Canter (B+)
 - o. Counter Canter (B+)
 - p. Canter to halt (B+)
 - q. Halt to Canter (B+)
 - r. Simple Change of lead through trot or walk (C+) *
 - s. Leg yield (C2+)*
 - t. Flying Change of lead (B+)*
 - u. Flying change of lead on a straight line (B+)*
 - v. Turn on the Haunches (B+)*



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w. Shoulder in (B+)*

(* skills recommended only as additional requirements by judge or as part of a written flat test at finals.)

3.4 AWARDS

3.4.1 Awards

1. All awards, Medals, Ribbons and Prizes are the responsibility of the Organizing committee.
2. Awards for the first 3 places in a Medal division should be in the form of Medals. 1st Gold, 2nd Silver, 3rd Bronze.
3. The Organizing committee may award Ribbons to lower placings.
4. The scoring system in 2.9.1 maybe used to allocate points for the Medal division or organizers may use medal scores to tabulate placings.

4 CPC NATIONAL SHOW JUMPING CHAMPIONSHIPS

4.1 NATIONAL MEDAL FINALS

4.1.1 General Rules

1. A National Medals Finals will be held each year.
2. The National Medal Final will be run on the Medal Final format, Part 5,
3. The Medal Finals will be hosted alternately between the East and the West, or as decided by the National Show Jumping Committee. Manitoba and all Regions West to be considered West, Ontario and all Regions East to be considered East.
4. The medal Finals date and venue will be set by that years' organizing committee.
5. The Finals will take place over 3 days:

Day 1:	Horse draw, match and tryout (to include a clinic if possible). Rider will have an opportunity to ride their switch/alternate horse for at least 15 minutes ideally during the clinic time. Draw for Order of Go. (Revised April 2008)
Day 2:	AM: Flat Phase. PM: Gymnastic Phase
Day 3:	AM: Medal Final Jumping Phase including switch/alternate ride. Presentations.

6. The Finals will take place either indoors or outdoors or a combination of both.
7. Dates and venue for the Medal Finals must be announced 6 months in advance.



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8. The Host Region (s) will be responsible for making all arrangements, including scheduling, venue, stabling, pool horses, transportation of pool horses, all tack, equipment including dressage ring and jumps, officials, ribbons & prizes.
 9. 2 Judges are required to judge all portions of the National Medals Finals. The judges must be qualified to judge a Medal Finals and be familiar with the requirements and rules for the CPC Medal Final.
 10. The judges must be announced 3 months prior to the Dates of the competition and meet with the approval of the National Show Jumping Committee.
 11. Rules for Judge [1.3.10](#) will be applicable.
 12. The maximum height for the Finals Equitation Round will be 3'. The Grid portion will be to a maximum of 3' and the switch, if offered will be to a maximum of 2'9".
 13. The Flat ride will be run on a dressage format in a 20m x 60m or a **20m x 40m dressage ring, at the organizer's discretion** (revised April 2008). The test will be selected from flat tests in Appendix III
 14. Regions may use the National Finals Test at their Regional competition if they offer a full Medal Finals.
 15. A Draw will take place, between the competitors, for order of go. The Order of go will be rotated for each portion of the competition. The order of go can be set by the organizers for the 3rd phase to facilitate smooth running of the switch/alternate ride.
 16. A National Hosting Grant is available for the National Medal Finals, Applications for the grant are to be made to the National Office. The amount of the grant will be indicated in the National Budget.
 17. The Host Region MUST have the Medal Finals Competition sanctioned in the minutes of both the organizing committee and the Regional Committee.
 18. The Host Region will be announced a minimum of 12 months in advance. It is the responsibility of the National Show Jumping Chair and the National Show Jumping Committee to ensure that a Host Region is selected, no less than 12 months in advance, on the East/West Rotation.
- 4.1.2 Qualification Criteria for National Medal Finals.**
1. Candidates must be 13 years old prior to January 1st of the year in which the competition will take place and successfully tested to C1 level at the time of applying.
 2. Regions may enter 1 qualified candidate.
 3. Region may name an alternate. The alternate will attend the competition if the candidate is unable to attend.
 4. The Host Region(s) may enter additional qualified candidates; however, candidates may NOT ride their own horse or a horse they have ridden on a regular basis in the



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competition. Local Candidates will be expected to make their horse available for the horse pool.

5. Regions and/or Candidates are responsible for all travel expenses and entry fees to the competition. Accommodation fees may also apply depending on the arrangements made by the host Region.
6. Regions may devise their own selection criteria, based on participation at the Regional Finals in the Medal Division or other equivalent competitions, ~~3' or higher as long as 3.6.2 #1 is met.~~ 1.00m or higher as long as they meet the minimum age and testing requirements.
7. Regions are encouraged to hold a Medal Finals with the full Medal Finals format; however, it is not a requirement and Regions may qualify their candidate(s) through regular Medal Classes.
8. Regions will be responsible for ensuring that the candidate they send is competent and safe to compete at the level required for the flat ride, the grid and the Equitation portion of the Medal Finals on a borrowed horse.

4.1.3 Invitation

1. The Invitation to the Medal final will be forwarded to all Regional Show Jumping Chairs & all Regional Chairs 6 months prior to the date of the competition. A copy of the invitation must also be sent to the National Show Jumping chair.
2. The Invitation will include;
 - a) The date and location of the competition.
 - b) Entry fees and any other costs related to the competition.
 - c) Entry form for the competition.
 - d) A detailed Schedule, including time for horse tryouts, draw for order of go, approximate start time for each element of the Medal Finals, any meetings, information sessions and an approximate time when the competition will be ended.
 - e) Distance to the closest Airport.
 - f) Accommodation arrangements, if any have been made, otherwise a list of Local Hotels or families willing to billet.
 - g) Transportation arrangements for competitors to and from the competition. If no transportation arrangements have been made, a list of local Car Rental companies or local transportation services should be included.
 - h) Any food arrangements, including banquets, breakfasts etc.
 - i) Any additional charges for food, for either the competitor or persons accompanying the competitor.
 - j) Any other relevant information.



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3.	Entry forms must be filled out, signed by the Regional Show Jumping Chair and the Regional Chair and returned to the Competition Secretary, with all required fees, prior to the closing date on the Entry form.	
4.	Prior to the deadline date for applications, application fees will be refunded except for an administration fee set by the hosting Region. Entry fees are non-refundable after the deadline date for applications, except for documented medical circumstances, less the administration fee. Regions may send a qualified replacement. Late Entries may be accepted at the discretion of the organizing committee and may require a late entry fee.	
5.	Substitution of a Candidate may be made at any time, up to the start of the competition, provided the candidate has qualified, is competent to ride at the level required, has been approved by their Region and an Entry form has been filled out in their name with the signature of the Regional Show Jumping Chair and the Regional Chair and notification of the substitution is given to the Organizing committee.	
6.	No substitutions are allowed once the competition has commenced.	

4.2 NATIONAL MEDAL FINALS FORMAT

The National Medal Finals will run according to the following format and rules. If a region decided to run a three-phase medal final at their Regionals, they should follow this format with the exception of the switch/alternate ride.

4.2.1 Medal Final, General

1. A three phase Medal Final will be run at all CPC National Show Jumping Championships.
2. The 3 phase Medal final includes a flat test, a gymnastics phase and jumper medal equitation over fences phase.
3. A change of tack will be allowed between phases.
4. All three phases will be judged, and scores will be cumulative as follows:
 - a) Flat Phase (100 points)
 - b) Gymnastic Phase (100 points)
 - c) Medal Phase (75 points 1st round and 25 pts switch/alternate round)
 - d) Final National Medals will include Turnout Score (10 points before each phase = 30 points)
 - e) Total Possible 330 points.
5. Judges are required to judge all portions of the Medal Final at Nationals
6. For the duration of the competition, starting on the morning of the first day of competition and ending on the last day of competition, after all awards have been presented, only the competitors may ride the horse that is entered in the Medal Finals. Disregard of this rule will result in elimination from the competition.



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4.2.2 Medal Finals Flat Phase

1. The flat test is run first.
2. The test is run similar to a dressage test in a dressage ring. (not to be judged as a dressage test, judged as a jumper equitation ride). Judging guidelines are being developed and when available will be added to Appendix III.
3. For CPC National organizers will use one of the National Medal Flat Rides in Appendix III.
4. The ridden test must be provided to the competitors a minimum of 3 weeks prior to the date of the Finals.
5. The test must be ridden from memory.
6. The same test is to be ridden by all competitors in the division.
7. Scores will be announced at the completion of each phase. (revised April 2008)
8. A change of tack is permitted between the Flat portion and the over fences portion as a mandatory tack check will occur prior to the start of the next phase.
9. Standing Martingales or any restrictive martingales are not permitted in the Flat portion of the Medal Finals.
10. Approved Flat rides are listed in Appendix III.

4.2.3 Medal Finals Gymnastic Phase

1. To be judged over a series of gymnastic exercises.
2. Riders to be provided with a complete diagram showing the distance and gait in which each portion is to be ridden.
3. Each rider will be judged on his/her horse management in these exercises.
4. Scores to be announced on the completion of each phase. (Revised April 2008)
5. Coaches may walk the gymnastic phase with their riders.

4.2.4 Medal Finals Jumping Phase:

1. The first round of the over fences phase shall be over a special course of at least ten fences. The second round on the switch/alternate horse will be over a shortened course.
2. Each competitor may warm up their switch alternate horse for 3 minutes in the competition ring over 2 selected fences one oxer and one vertical jumping each fence a max of twice. The signal that the end of the 3-minute warm up will be given by the judges, followed by the signal to commence the round. The Switch/alternate ride is judged as Equitation over fences with a time allowed.
3. The warmup portion is also judged as a part of the round.



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4. The course must include a double combination with at least one spread fence (may be waived at the National Medal Finals where competitors will be riding borrowed horses). Two other spread fences are required else where on course.
5. A Liverpool is optional at the organizers' discretion.
6. The course should be more difficult than a regular horsemanship class.
7. Time allowed based on 325 - 350mm.
8. Scores will be announced at the completion of each phase. (Revised April 2008)
9. Coaches/parents may not walk this 'over fences' phase with their riders. Competitors only may walk the course.

4.2.5 Medal Finals Scoring

1. The scoring is cumulative, i.e., scores from all three phases are totaled for a final score.
2. The rider with the highest total score will be declared the Medals Final Champion and the rider with the second highest score will be declared the Medal Finals Reserve Champion.
3. No awards for the separate phases may be given.
4. In the case of a tie for any position below Champion and Reserve Champion, the rider with the highest score in the Jumping phase will be given the award. If still tied the rider with the highest score in the Flat phase will be given the award. If still tied the rider with the highest score in the Gymnastic phase will be given the award.
5. If the tie is for Champion or Reserve Champion the judges will be required to set an individual test, which will be the same for all tied riders. This test may be either on the flat or over fences. If on the flat, it must be from the table of Flat tests in 3.3.2 and appropriate to the level of riders being tested.
6. Riders tied for positions below Champion or Reserve Champion that are still tied after all the phases have been examined will remain tied.

4.2.6 Format for The Switch for a Regional Competition only

1. The Switch will only apply to divisions 3' and higher and is an optional component offered at the discretion of the Organizing committee. (Used at Regionals it can be an excellent way to help determine who the best rider may be to go forward to nationals where they will ride an unfamiliar horse.)
2. The top 4 competitors from the 3-phase competition will each ride a course of 8 – 10 fences, first on their own mount and then each competitor will draw a second mount from the original 4 and will ride the same course of fences on the second mount. The judge may call back any competitors for additional rounds or flat work at their discretion.
3. The competitors may walk the course prior to the competition.



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4. Coaches are not permitted to walk the course with the competitors, or to school the competitors during the warmup or to have any communication with the riders from the start of the Switch phase until after the last rider has completed the course. Disregard for this rule will result in elimination.
5. Each competitor may warm up for 3 minutes in the competition ring over 2 selected fences, one oxer and one vertical, jumping each fence a max of twice. The signal that the end of the 3-minute warm up will be given by the judges, followed by the signal to commence the round.
6. The Switched is judged as Equitation over fences with a time allowed.
7. The warmup portion is also judged as a part of the round.
8. Competitors who are eliminated in a round will still receive a score for the round and the warmup.
9. Competitors who do not participate on one or more of the mounts at their own choice will receive a 0 score for the round.
10. Competitors may not make any stipulation that another finalist may not ride their horse. Any competitor who does not wish to have one of the other finalists ride their horse must make this known to the Organizing committee and with draw from the competition prior to the start of the 'Switch'. They will be replaced with the 5th place competitor from the 3-phase competition.
11. The judges may stop any round they feel is unsafe at any time and the rider will receive a score based on the portion of the round prior to being stopped.
12. If it is decided by the judges that a horse being used in the switch is overly unruly or dangerous, the horse will be removed from the switch and only the round which is ridden by the owner will score, all other rounds on the horse will be given a 0.
13. Scores for each round will be announced at the award presentations.
14. The scores from the Switch will be added to the scores from the 3-phase competition to calculate final placings.

5 PONY CLUB HUNTER AND HUNTER EQUITATION CLASSES

The purpose of Hunter Classes and Hunt Seat Equitation Classes in Canadian Pony Club is two-fold. Firstly, the classes are intended as an introduction to competition over fences for beginner riders and members riding young horses. Secondly to educate CPC members in the rules and conduct of Hunter classes.

CPC Hunter classes are to be judged as working hunter classes or Hunter Equitation classes. Conformation classes will not be offered.



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Regions and Branches are encouraged to offer both Hunter classes and Hunt Seat equitation classes. Classes should be offered for beginner riders and also for Green Horses, more advanced classes could also be offered at the discretion of the organizing committee.

5.1 CONDUCT OF HUNTER CLASSES

5.1.1 General Rules Pertaining to the Conduct of Hunter Classes

1. All hunters are judged on their jumping style, manners and way of going.
2. A performance starts when a horse enters the ring and ends when he leaves.
3. A Handy Hunter class may be offered in each division. The course should vary from the normal Hunter class routine to show reliability and handiness. E.g., include one or more of the following: trot fence, turn back, bending line.
4. If the competition management allows back-to-back classes, the first course in the division must be ridden first and the second, second.
5. Horse/Ponies must be jogged for soundness. (May be omitted in schooling shows.)
6. Competitors do not normally walk the course prior to competing in the Hunter ring unless the class is a "Classic".
7. Competitors may walk the courses for a Hunter Classic, but both courses must be walked prior to the start of the first round.

5.1.2 Schooling Rules for Hunter Seat Classes

See CPC Show Jumping Rules. 1.5.2

5.1.3 Order of GO

1. When a starting order is drawn, it must be posted 1/2 hour before the start of the class.
2. Hors Concours entries, where accepted by the competition management, will follow the last regular entry in a class.

5.2 COURSE DESIGN

5.2.1 Course Design

1. A hunter course should simulate obstacles found in the hunting field, such as coops, walls, hedges, gates etc. All jumps should have wings or be of sufficient width to simulate obstacles in the hunting field.
2. Jumps should be solid in appearance, and preferably built out of materials that are plain neutral colours Jumps built with an "airy appearance" should not be used in the hunter ring.
3. Except in the case of inclement weather, broken equipment or similar emergency, a course shall not be altered excepted by written permission of all exhibitors in that class.



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4. A horse must be able to knock down the top element of hunter fences; solid coops or walls without blocks or poles are not allowed.
5. Horses shall be shown over a minimum of eight fences. The course shall include at least one change of direction.
6. At least 75% of the obstacles must be at the required height as long as conditions allow.
7. Courses must be posted at least 30 minutes prior to the start of the class.
8. Course designers must write distances of lines and combinations on the course plan for the hunter ring.
9. ~~It is strongly recommended that~~ Breakaway cups or cups with breakable pins (e.g., plastic) ~~be used on the back rails of oxers in the competition arena and on schooling fences~~ shall be used in the competition and warmup rings.

5.3 JUDGING/SCORING

5.3.1 Judging Working Hunters

1. Working hunters are judges on their jumping style, manners and way of going. Conformation will not be considered.
2. Horses must be sound in eye, wind and limb.
3. Horses are judged from the time they enter the ring until the time they leave.
 - Jumping Style: Hunters should exhibit a round, symmetrical arc over the fence, stretching the head and neck downwards. The front legs should be folded squarely with knees up and lower legs folded underneath. Hind legs should follow evenly without cutting down or twisting.
 - Manner: Hunters should appear to be an easy ride, performing in a relaxed but attentive manner. Extreme tenseness, resistance and laziness should be penalized. Light to medium contact is preferred.
 - Way of Going: Hunters should exhibit an even hunting pace through the round, showing even striding between jumps. Flying changes should be clean and without resistance. Hunters should show a round top line with relatively flat movement. Extreme knee action or rough gaits may be penalized.

5.3.2 The Scoring of Hunters

1. An obstacle is considered knocked down when its height is lowered by the horse or rider.
2. If the height of the jump is altered as a result of a horse or rider contacting a wing or post it will be scored as a knockdown.
3. Horse and/or rider falling while in competition incurs elimination, and a rider may not jump another fence in the class after a fall. A competitor is considered to have fallen



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when, either voluntarily or involuntarily, he/she is separated from his/her horse, which has not fallen, in such a way that he/she touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. A horse is considered to have fallen when at the same time both its shoulder and quarters have touched either the ground or the obstacle and the ground. Riders may not remount after a fall but must leave the ring unmounted.

4. Third cumulative refusal, run out or bolting on course results in elimination. When a horse avoids an obstacle, he is supposed to jump, it constitutes a refusal or run out. The horse must be brought back and jumped over the obstacle, or he will be eliminated.
5. Circling a horse once upon entering the ring and once after completing the course is permissible, but any other circling, except to retake a fence in the case of a run out or refusal shall be counted as a disobedience.
6. Elimination also occurs when:
 - a) an obstacle is jumped before it is reset.
 - b) a horse bolts from the ring, mounted or riderless.
 - c) the proper course is not followed.

5.4 DRESS / TACK

5.4.1 Dress

1. Entries are judged at all times on ability, but it should be noted that neatness is a first requisite regarding rider's dress.
2. Dress requirements as per Section 1 Part 4 Dress and Equipment.
3. The following requirements are based on tradition and present-day custom. Jacket - tweed or conservative colour. Jodhpurs or breeches, (should not be either black or white,) boots and dark colour approved headgear. (Article G 11.1). Ties or chokers may be worn, Spurs of the unrowelled type, whip or crop optional. No whip may exceed 75 cm (30") in length. (Dress rules may be waved, but riders should be informed of the correct Dress for the hunter ring).

5.4.2 TACK

1. Tack will be as per 1.4.2 with the following exceptions:
2. Only regular cavessons with snaffles, pelhams, double bridles or kimberwicks are permissible. Pelham converters allowed. Reins must be made entirely of leather. Colored brow bands are not permitted. (Tack rules may be waved for schooling shows, but competitors should be made aware of illegal tack.)
3. Saddle should be plain English, Dressage or modified jumping. Extreme forward seat is not recommended.



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4. Running or standing martingales are not permitted in flat classes. They are optional in over fences classes.
5. Boots and conservative coloured bandages are permitted in hunter seat equitation classes.
6. Regions may choose to allow tack that does not conform to the Hunter Rules, (e.g., allow square pads, reins that are not made entirely of leather etc.) provided it conforms with the CPC Show Jumping Rules. Riders should be informed of the fact that their tack would not be legal in normal Hunter Classes outside of CPC.

5.5 HUNT SEAT EQUITATION

5.5.1 General Rules Pertaining to Hunter Seat Equitation

1. Hunter Seat equitation includes flat and over fences class.

5.5.2 Class Routine on the Flat

1. Class to enter ring and proceed in an orderly manner at the walk, until it is announced that the class is being judged.
2. The class will proceed at least once around the ring at each gait - walk, trot, sitting trot and canter, reverse and repeat.
3. The judge may ask questions concerning horsemanship, anatomy of the horse, tack, stable management and any others.

5.5.3 CLASS ROUTINE OVER FENCES

1. Classes should be held over reasonable hunter fences.
2. When contestants in an equitation over jumps class are mounted on ponies, the jumps shall be the respective hunter heights for ponies, but the complexion of the jumps shall not be changed.
 - Pony hunter "A" 0.85m (2'9") max
 - Pony hunter "B" 0.75m (2'6") max
 - Pony hunter "C" 0.70m (2'3") max
 - "A" ponies exceed 13.2 hands but do not exceed 14.2 hands.
 - "B" ponies exceed 12.2 hands but do not exceed 13.2 hands.
 - "C" ponies do not exceed 12.2 hands.
3. Each contestant will enter the ring and may circle once if desired before approaching the first fence. The rider shall then proceed around a course of not less than eight jumps, keeping an even pace throughout.
4. The fall of horse and rider and/or three disobediences shall cause the entry to be eliminated from the class.
5. If elimination occurs during a ride-off, the contestant shall be placed last of those chosen for the ride-off.



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APPENDIX I: FORMS

The following pages include forms to be used for Show Jumping Events

- Program Information
- Pre-Show Notification Form
- Post Show Report Form
- Pre-clinic/camp Notification Form
- Post Clinic/Camp Report
- Show Jumping Annual Report Form



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PROGRAM INFORMATION

(Please note that there is no longer a grant available for this.)

To promote the Show Jumping Program and to make it available to a greater percentage of the membership, Regions are encouraged to develop more training opportunities. The introduction of the Medal classes, with a National Medals Finals, will increase the awareness of the need for better equitation, both over fences and on the flat. However, the essence of the sport is the fastest clear round; we therefore have to develop a program that will assist us to teach members to negotiate a course of fences ridden at speed.

Educating members to correctly ride a Show Jumping course, understanding how to correctly walk a course, taking into consideration distance, striding, turns and approaches to fences, advancing on to being able to execute an efficient and safe jump off, or speed rounds, should be the focus of the program. In addition, members need to be taught the rules for the competition, the rules for the Table under which each class is being judged and correct warm up practices, including legal and illegal fences.

Younger members should be encouraged to start out in the Hunters, Medals and Match the Clock classes, where speed is not the focus; then, as rhythm, pace and equitation develop, the members will require further experience in a competitive environment to give them the knowledge and confidence required to ride at speed.

By offering Training Shows, we can give CPC members the opportunity to gain experience in the competition ring.

Definition

A Training Show must allow Schooling rounds in each competition ring where members can receive instruction and assistance prior to or between height divisions in the actual competition, as well as allowing an instructor to enter the ring and assist members having difficulty during the competition. Neither the horse nor the riders gain anything if they are constantly eliminated and leave the ring after only one or two jumps, due to inexperience.

This will give members an opportunity to receive instruction over a competitive course built by an experienced course designer.

If there are fences on the course proving to be overly problematic for a number of the riders, the course designer should reconstruct these fences. The aim is to have all the riders, if possible, complete the course in the competition portion, so overly 'spooky' and difficult fences should be avoided. Fences that prove problematic for lower-level riders and green horses but do not pose a problem for upper level riders should be changed for the different levels.

The whole purpose of the Training show is to educate the rider and horse in proper equitation and riding practice in the competition ring over a variety of different courses. ie. Equitation and



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Medal courses, Table A, not against the clock, Table A against the clock (speed round), Jump offs and match the clock.

Emphasis should be put on correct riding of the course, not speed to win. However, upper-level riders should be instructed in the correct way to gain speed on a course. ie. educated roll backs and tight turns, inside options and fences jumped on an angle. Producing well executed rounds that discourage extreme speed, pulling on the mouth and erratic, dangerous jumping.

If regions are also offering competitive classes, with prizes or points to be carried forward as part of a High Point series, any rider receiving physical assistance during these rounds will be considered Hors Concours and not eligible for an award. ALL competitors, coaches and parents MUST be made aware of this prior to the start of the competition.

Regions/Clubs can offer Training Shows as clinics with experienced jumping instructors that focus on riding the course as in competition, thus making the clinic available to more riders than a clinic based on jumping lessons.

- Fences must be flagged and numbered, and a start and finish line must be clearly marked both on the course map and in the arena.
- ~~A minimum of 15 members must participate in each of the Shows. (Members riding 2 horses can be counted as 2 participants).~~
- Pre and post show forms must be filled out for each Show including clinics that offer a show as part of the clinic.
- A prize list for the competition must accompany each application. Shows that offer schooling rounds but do not permit instructors to assist members in the competitive ring are considered schooling shows, not Training shows. These show, due to the fact that schooling rounds are offered, may still qualify for a portion of the grant money.

Regions are also encouraged to host regular jumping clinics.



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PRE-SHOW NOTIFICATION FORM

To be submitted to the Regional committee for approval prior to competition with a copy of the complete prize list for the competition, including any rule notifications.

A copy of the minutes of the committee/ Branch meeting at which the competition was approved must be submitted to the Regional Board.

Region: _____

Club / Committee: _____

Approved in Club / Committee minutes on: _____

DC / RA /Committee Chair signature: _____ Print name: _____

Date of Competition: _____

Location and Venue: _____

Name of Show as it appears on the Prize List: _____

Type of competition: Club Show _____ Schooling Show _____ High Point Series Show _____
('x' one or more applicable boxes) Regional Show _____ Regional Finals _____ Benefit Show _____

Closed to CPC Members only? _____ Open to Non-CPC Members? _____

PSO Permit applied for. Yes _____ No _____

Organizing committee:

Show Chair person: _____

Show Secretary: _____

Additional committee members: _____

If officials are unknown or change, please include this completed list in Post Show Report, include any additional Judges on space at the end of the form.

Safety Officer: _____

Judge: _____ EC rated Yes _____ No _____

Judge: _____ EC rated Yes _____ No _____

Course Designer: _____ EC rated Yes _____ No _____

Asst Course Designer: _____

(required if Show is running more than 2 jumping rings)

EMT or Medic: _____



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Qualifications: _____

Distance to closest hospital in km: _____

Approvals

Approved by Regional Board on: _____

Signature of Regional Chair _____

Copies of form signed and filled out and complete prize list forwarded to:

- Regional Chair
- Organizing Committee
- Regional Show Jumping Chair
- National Show Jumping Chair



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POST SHOW REPORT

Must be accompanied by full prize list with any additions or modifications made after approval, including note of any canceled or combined classes and changes to officials.

Region: _____

Branch: _____

Location and Venue: _____

Name of Show as it appears on the Prize List: _____

Total number of Entries: _____

Total number of CPC entries: _____

Approx. break down of levels: D _____ D1 _____ D2 _____ C _____ C1 _____ C2 _____ B+ _____

Please make a note beside divisions/classes on the Prize list the approx. number of entries in each. If possible, indicate the numbers as # of CPC entries and # of Non-CPC entries.

Total number of Non-CPC entries: _____

Number of Incidents, accidents, injuries: _____

Did any require further Medical attention: Yes _____ No _____ N/A _____

Incident report Forms completed and forwarded to National Office: Yes ___ No ___ N/A ___

If no, please attach note with explanation.

Are the Results posted on the Regional Web site? _____

Disciplines Web page? _____ Branch Web Page? _____

Comments: _____

Signature: _____

Show Committee Chair's Signature: _____ Date: _____

Contact E-mail: _____

Regional Show Jumping Chair's Signature: _____ Date: _____

Contact E-mail: _____

Regional Chair's Signature: _____ Date: _____

Contact E-mail: _____



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PRE-CLINIC / CAMP NOTIFICATION FORM

To be submitted to the Regional committee for approval prior to clinic/camp. A copy of the minutes of the committee/ Club meeting at which the activity was approved must be submitted to the Regional Board.

Region: _____

Club / Committee: _____

Approved in Club / Committee minutes on: _____

DC / RA / Committee Chair Signature: _____ Print name: _____

Date of Competition: _____

Location and Venue: _____

Type of competition: Club Show _____ Schooling Show _____ High Point Series Show _____
('x' one or more Regional Show _____ Regional Finals _____ Benefit Show _____
applicable boxes)

Closed to CPC Members only? _____ Open to Non-CPC Members? _____

PSO Permit applied for: Yes _____ No _____

Organizing committee:

Show Chair person: _____

Show Secretary: _____

Additional committee members: _____

If officials are unknown or change, please include this completed list in Post Show Report, include any additional Judges on space at the end of the form.

Safety Officer: _____

Clinician: _____

Clinician: _____

Clinician: _____

Other: _____

EMT or Medic: _____

Qualifications: _____

Distance to closest hospital in km: _____

Approvals



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Approved by Regional Board on: _____

Signature of Regional Chair: _____

Copies of form signed and filled out and complete prize list forwarded to:

- Regional Chair
- Organizing Committee
- Regional Show Jumping Chair
- National Show Jumping Chair



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CPC POST CLINIC REPORT

Region: _____

Branch: _____

Location and Venue: _____

Name of Clinic as it appears on the Registration Form: _____

Total number of Participants: _____

Total number of CPC Participants: _____

Approx. break down of levels: D _____ D1 _____ D2 _____ C _____ C1 _____ C2 _____ B+ _____

Please make a note beside divisions/classes on the Prize list the approx. number of entries in each. If possible, indicate the numbers as # of CPC entries and # of Non-CPC entries.

Total number of Non-CPC entries: _____

Number of Incidents: _____

Did any require further Medical attention: Yes _____ No _____ N/A _____

Incident report Forms completed and forwarded to National Office: Yes _____ No _____ N/A _____

If no, please attach note with explanation.

Comments: (brief outline including content and format and comments on clinic)

Clinic Committee Chair's Signature: _____ Date: _____

Contact E-mail: _____

Regional Show Jumping Chair's Signature: _____ Date: _____

Contact E-mail: _____

Regional Chair's Signature: _____ Date: _____

Contact E-mail: _____



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SHOW JUMPING ANNUAL REPORT

Post marked no later than Oct. 31st

Region: _____ Date _____

Shows: (List all Shows and competitions hosted in the Region, including Club Shows.)

Date	Name as in Prize list or Invitation	Type of competition	CPC # Participants	Non-CPC # Participants

A copy of the prize list & pre show notification form & post show evaluation form must be sent to the National Show Jumping Chair for each competition.

COMPETITION BASED CLINICS/CAMPS

Date	Details	CPC # Participants	Non-CPC # Participants

NON-COMPETITION BASED CLINICS

Date	Details	CPC # Participants	Non-CPC # Participants

Regional Show Jumping Chair: _____ Print name: _____

E-mail Address: _____

Regional Chair: _____ Print name: _____

E-mail Address: _____



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APPENDIX II: JUDGING CARDS

The following pages include judging cards to be used for Show Jumping Events

- Medals Judging Card
- Judging Card
- Horse Inspection Score Sheet (optional)

NOTE: Please see the Stable Management Handbook for Turnout and Stable Management Sheets.



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JUDGE'S EQUITATION SCORE CARD

(to be used for the 'Over Fences' portion for Medal Classes)

Class # _____ Rider # _____

Time allowed _____ Time limit _____

Jump #												
Jumping faults												
Equitation faults												

Comments:

Time of the round: _____ Jumping Faults: _____

Time Faults: _____ Total Faults: _____

Over Fences Mark out of 60 _____

Flat Ride Mark out of 40 _____

Total Equitation mark _____

Placing _____

Judges signature _____



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SHOW JUMPING VET CHECK – 1ST HORSE INSPECTION (OPTIONAL)

Rider #									
Neat attire (X2)									
P.C. Pin									
Whip (optional)									
Number									
Walk Up									
Stand Up									
Lead									
Trot on long rein									
Turn									
Total - 10									
Horse									
Bridle (clean, well fitted) 3									
Clean (hooves oiled, mane & tail neat, braiding opt.) 7									
Total - 10									

Please make note of any riders that are late for vet check.

Riders may choose to wear neat and tidy barn clothes, Discipline attire, or dress up as at the higher levels of eventing. Braiding is optional.



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APPENDIX III: COACHING GUIDELINES

The role of a coach is to assist the rider

- 1) In the warm-up area,
 - 2) In the course walk
 - 3) Assist rider in learning the rules of competition before competition begins.
- The presence of a coach at a Show Jumping Competition is to promote safety, good sportsmanship and good horsemastership in the warm-up area and the competition ring.
 - The coach is not present to give a riding lesson in the warm up area.
 - Teams/individuals may share a coach
 - The coach's name(s) must be included on the entry form. Any substitution or addition of coach must be reported to the organizing committee prior to the start of the competition.
 - The coach must be familiar with and comply with the current CPC for Show Jumping Competitions and should assist riders in learning these rules before the competition begins.
 - During any post round briefing the coach must not interfere with the rider's care for their horse.

The duties of a coach shall be limited to the jumping phases of competitions and may include:

- 1) Observing, but not participation in, any pre-competitive soundness check and any daily soundness checks.
- 2) Accompanying competitors during course inspection or at any other subsequent times that the courses are open for walking, during which they may give advice and coach.
- 3) Assisting competitors in the designated Exercise Area.
- 4) Briefly meet with the rider after the round for feedback on the round, if the rider desires. This meeting will be held in or very near by the gate to, the Exercise Area; and under no circumstances will interfere with the care of the horse. Coaches who are interfering may be asked to leave the exercise area.
- 5) If necessary, a coach may lead a competitor's horse into the arena.

A coach may request an adjustment of tack from the Chief Steward.

- 1) If permission is granted, after the adjustment is made, the competitor must return to the Chief Steward for a safety check of the adjustment.
- 2) Permission for changes must be requested before the change is made.



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At all times coaches must be aware of the unauthorized assistance rule. They must not enter the stable area except at authorized visiting times.

Violations of these coaching guidelines will be penalized by the chief steward/judge/ground jury.

I have read and understand the above and agree to abide by these guidelines and by the competition rules.

Signature _____ Date _____



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APPENDIX IV: NATIONAL MEDAL FLAT TESTS

- Flat Test # 1
- Flat Test # 2
- Flat Test # 3



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20x 40 Arena		NATIONAL MEDAL FLAT TEST # 1	Technical Comments	Equitation Comments
1	A X C	ENTER AT WORKING TROT SITTING HALT. SALUTE. PROCEED AT WORKING TROT SITTING. TRACK LEFT		
2	HXF F	LENGTHEN STRIDE RISING WORKING TROT SITTING		
3	A X X C	TURN DOWN CENTRE LINE CIRCLE LEFT 10M IN DIAMETER CIRCLE RIGHT 10M IN DIAMETER TRACK RIGHT		
4	MXK K	LENGTHEN STRIDE RISING WORKING TROT SITTING		
5	A FE E	HALT. REIN BACK FOUR STEPS. PROCEED AT WORKING WALK FREE WALK ON A LONG REIN WORKING WALK		
6	H C	WORKING CANTER 15 M CIRCLE RIGHT		
7	MXK KF FM M	SIMPLE CHANGE OF LEAD THROUGH THE WALK OR TROT WORKING CANTER LENGTHEN STRIDE WORKING CANTER		
8	MC C	WORKING CANTER 15 M CIRCLE LEFT		
9	HXF FK KH H	SIMPLE CHANGE OF LEAD THROUGH THE WALK OR TROT WORKING CANTER LENGTHEN STRIDE WORKING CANTER		
10	M B X G	WORKING TROT SITTING TURN RIGHT TURN RIGHT HALT. SALUTE. LEAVE ARENA AT A FREE WALK ON A LOOSE REIN.		
		A. TECHNICAL MARK OUT OF 100		
		B. EQUITATION MARK OUT OF 100		
		FINAL SCORE A PLUS B DIVIDED BY 2		



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20x 40 Arena		NATIONAL MEDAL FLAT TEST # 2	Technical Comments	Equitation Comments
1	A X	ENTER AT WORKING TROT. HALT. SALUTE. PROCEED AT WORKING TROT.		
2	C E	TRACK LEFT. CIRCLE LEFT 20 M IN DIAMETER.		
3	FXH H	CHANGE REIN, LENGTHENED STRIDE RISING. WORKING TROT.		
4	C C	CIRCLE RIGHT 20 M IN DIAMETER, RISING, ALLOWING HORSE TO STRETCH, SHORTEN REIN ON RETURNING TO C. WORKING TROT.		
5	CM MXK K	WORKING TROT. CHANGE REIN AT LENGTHENED STRIDE. WORKING TROT.		
6	A B	WORKING CANTER, LEFT LEAD. CIRCLE LEFT 20 METER IN DIAMETER PROCEED TO C.		
7	CH HK KA	WORKING CANTER. LENGTHEN STRIDE. WORKING CANTER.		
8	AX XC	HALF-CIRCLE LEFT 20 METER IN DIAMETER. WORKING TROT. HALF CIRCLE RIGHT 20 METER IN DIAMETER.		
9	C B	MEDIUM WALK. HALT. REIN BACK 4 STEPS QUIT STIRRUPS. PROCEED TO F.		
10	F E	WORKING TROT. CANTER. CIRCLE RIGHT 20 METER.		
11	EM MF FA	WORKING CANTER. LENGTHEN STRIDE. WORKING CANTER.		
12	AX XC	HALF-CIRCLE RIGHT 20 METER IN DIAMETER. WORKING TROT. HALF-CIRCLE LEFT 20 METER IN DIAMETER.		
13	CHEK KA A	RISING TROT. SITTING TROT. TURN DOWN CENTRE LINE. LEG YIELD BACK TO THE TRACK BY M.		



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14	C HXF FA	MEDIUM WALK CHANGE REIN AT FREE WALK ON A LONG REIN. SITTING TROT.		
15	A HC MXK	TURN DOWN CENTER LINE. LEG YIELD BACK TO THE TRACK BY H. SITTING TROT CHANGE REIN.		
16	A X	TURN DOWN CENTER LINE. HALT. LEAVE ARENA AT A FREE WALK ON A LOOSE REIN.		
		A. TECHNICAL MARK OUT OF 100		
		B. EQUITATION MARK OUT OF 100		
		FINAL SCORE A PLUS B DIVIDED BY 2		



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20x 40 Arena		NATIONAL MEDAL FLAT TEST # 3 (All trots to be executed sitting unless otherwise stated)	Technical Comments	Equitation Comments
1	A X	ENTER WORKING TROT HALT SALUTE PROCEED AT WORKING TROT		
2	C MXK	TRACK RIGHT CHANGE REIN ACROSS THE DIAGONAL, LENGTHEN TROT RISING		
3	K A	WORKING TROT TURN DOWN CENTRE LINE AND LEG YIELD TO M PROCEED TO H		
4	HXF	CHANGE REIN ACROSS THE DIAGONAL, LENGTHENED TROT RISING		
5	A	TURN DOWN CENTRE LINE AND LEG YIELD TO H PROCEED TO C		
6	C MF	WORKING CANTER RIGHT LEAD LENGTHEN STRIDE		
7	A KXM	CIRCLE RIGHT 15 METRES IN DIAMETER CHANGE REIN USING SIMPLE CHANGE		
8	C H	CIRCLE LEFT 15 METRES IN DIAMETER WORKING TROT		
9	E E	HALT THROUGH WALK BACK 4 STEPS, PROCEED IN WALK TO K		
10	K A X X G	WORKING TROT TURN DOWN CENTRE LINE CIRCLE LEFT 10 METRES IN DIAMETER CIRCLE RIGHT 10 METRES IN DIAMETER HALT. LEAVE ARENA AT WALK.		
		A. TECHNICAL MARK OUT OF 100		
		B. EQUITATION MARK OUT OF 100		
		FINAL SCORE A PLUS B DIVIDED BY 2		



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APPENDIX V: ELIGIBILITY REQUIREMENTS

Membership

National Active

International Active

Age

National 13 prior to Jan. 1 of competition year

International As per invitation

Rating

National C1 at the time of application.

International As per invitation

Qualifying Period

National Same year or previous year

International Same year or previous year

and type of Qualifiers

Regional Finals or Regions may set their own qualifying system, unless the terms of entry into the competition require otherwise, if there are no Finals offered. Regions must certify that the members they send are safe and capable at the level they have entered.

National

International As per invitation.

Verification of Results

National PC Passport or results sheet from Regionals

International PC Passport or results sheet from Nationals

Min Performance

Regions may devise their own selection criteria, based on participation at the Regional Finals in the Medal Division **or other equivalent competitions**, 3' or higher

National

International As per invitation

Required Documents

National Entry Forms

International National Package

Signatures

Regional Chair and Reg SJ Chair. Regional Chair will sign a general declaration that they are aware the competitor is competing at the event.

National

International Regional Chair, Regional SJ Chair, National SJ Chair



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Letters of Reference

National

Three letters from individuals familiar with the requirements and the applicant (not a family member) e.g. DC, coach, competition official, examiner, addressing the following: Rider maturity, ability to take direction from a coach/chaperone other than their own, experience riding a horse unfamiliar to them in competition.

International

DC, Coach, NSJC

Medical Fitness

National

If a member has an illness, injury or medical condition that may interfere with their ability to participate fully, a medical certificate may be required.

International

If a member has an illness, injury or medical condition that may interfere with their ability to participate fully, a medical certificate may be required.