

RULES OF JUMPING NEW ZEALAND

Version 6.1 Build 22

These Rules and Regulations cannot be reproduced in whole, or in part without the permission of Equestrian Sports New Zealand Inc. These Rules and Regulations cannot be used either in principle, in whole, or in part for the judging of competition unless that Organising Committee or body is affiliated to Equestrian Sports New Zealand.

Copyright 2013 Equestrian Sports New Zealand Inc.

PREAMBLE

The present Rules for Jumping Events are effective on 1st August 2013. As from this date, all other texts covering the same matter (other editions, and all other official documents) issued previously are superceded. Although this booklet sets out the detailed rules of Jumping New Zealand (ESNZ J) for Jumping Events, it must be read in conjunction with Section One, the General Regulations. It is not possible to provide for every conceivable eventuality in these rules. If there is no rule to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on commonsense and fair play, thus reflecting as closely as possible the intention of these Rules and of the General Regulations of the Equestrian Sport New Zealand Inc (ESNZ).

To facilitate future amendments, the layout and numbering of the Federation Equestre International (F.E.I) Rules for Jumping Events, have been maintained wherever possible. Where F.E.I. Articles are inapplicable to New Zealand conditions, they have been omitted and, replaced by rules peculiar to New Zealand.

Contents

Rules of Jumping New Zealand	i
PREAMBLE	i
Contents	ii
Index	vi
CHAPTER I: THE JUMPING EVENTS	1
Article 200 - General	1
CHAPTER II: ARENAS AND SCHOOLING AREAS	2
Article 201 - Arena	2
Article 202 - Access To The Arena And Practice Obstacle	2
Article 203 - Bell	3
Article 204 - Course And Measuring	4
Article 205 - Course Plan	5
Article 206 - Alterations To The Course	6
Article 207 - Flags	6
CHAPTER III: OBSTACLES	9
Article 208 - General	9
Article 209 - Vertical Obstacle	9
Article 210 - Spread Obstacle	10
Article 211 - Water Jump	10
Article 212 - Combination Obstacles	11
Article 213 - Banks, Mounds, And Ramps	12
Article 214 - Closed Combinations, Partially Closed And Partially Open Combinations	12
Article 215 - Alternative Obstacles And Joker	13
CHAPTER IV: PENALTIES DURING A ROUND	14
Article 216 - Penalties	14
Article 217 - Knock Down	14
Article 218 - Vertical And Spread Obstacles	15
Article 219 - Disobediences	15
Article 220 - Deviation From The Course	16
Article 221 - Refusal	16
Article 222 - Run-out	17
Article 223 - Resistance	17
Article 224 - Falls	17
Article 225 - Unauthorised Assistance	17
CHAPTER V: TIME AND SPEED	19
Article 226 - Time Of Round	19
Article 227 - Time Allowed	19
Article 228 - Time Limit	19
Article 229 - Recording The Time	19
Article 230 - Interrupted Time	20
Article 231 - Disobediences During Interrupted Time	20
Article 232 - Time Corrections	21

Article 233 - Stopping During The Round	21
Article 234 - Speed	22
CHAPTER VI: TABLES OF PENALTIES	23
Article 235 - Faults	23
Article 236 - Table A	23
Article 237 - Scores Under Table A	24
Article 238 - Methods Of Determining Scores Under Table A	24
Article 239 - Table C	25
CHAPTER VII: ELIMINATIONS, DISQUALIFICATIONS, FINES	27
Article 240 - Eliminations	27
Article 241 - Disqualifications	29
Article 242 - Fines & Yellow warning cards	30
Article 243 - Abuse In The Training Of Horses	31
Article 244 - Exercise & Schooling Areas & Practice Obstacles	31
CHAPTER VIII: JUMP-OFF	34
Article 245 - General	34
Article 246 - Obstacles, Distance	35
Article 247 - Elimination Or Withdrawal From A Jump-off	35
CHAPTER IX: PLACINGS	37
Article 248 - Individual Placings And Prize Giving	37
CHAPTER X : COMPETITIONS AND HORSES	38
Article 249 - Star Rating Of Events	38
Article 250 - Local Events	38
Article 251 - Entries, Recorded And Non Recorded Competitions	38
Article 252 - Draw For The Starting Order	39
Article 253 - Declaration Of Starters	40
Article 254 - Participation And Changes Of Competitors	40
Article 255 - Young, Junior, Pony, Children & Entry Riders	41
Article 256 - Dress And Salute	41
Article 257 - Saddlery	42
Article 258 - Accidents	43
CHAPTER XI: OFFICIALS	44
Article 259 - Officials	44
CHAPTER XII: COMPETITIONS	47
Article 260 - General	47
Article 261 - Normal Competitions And Grand Prix Competitions	47
Article 262 - Power And Skill	48
Article 263 - Hunting Competition or Speed and Handiness Competition	50
Article 264 - Official Team Competitions	50
Article 265 - Other Team Competitions	54
Article 266 - Fault And Out Competition	54
Article 267 - Hit-and-hurry Competition	55
Article 268 - Relay Competitions	55
Article 269 - Accumulator Competition	58
Article 270 - Top Score And Gamblers Stakes	58

Article 271 - Take-your-own-line Competition	61
Article 272 - Knock-out Competition	61
Article 273 - Competition Over Two Rounds	63
Article 274 - Competition In Two Phases	64
Article 275 - Competition In Group With Winning Round	66
Article 276 - Competition With Winning Round	67
Article 277 - Derby	68
Article 278 - Competition Over Combinations	68
Article 279 - Events And Competition With Borrowed Horses	69
CHAPTER XIII: VETERINARY INSPECTIONS & EXAMINATIONS, MEDICATION CONTROL & IDENTIFICATION PAPERS	70
Article 280 - Veterinary Examinations, Horse Inspections And Identification Numbers	70
Article 281 - Medication Control Of Horses	70
Article 282 - Identification Papers, Registration And Results	70
Article 283 - Height Records	72
Article 284 - New Zealand Height Records	73
Article 285 - The Jigsaw Competition	73
Article 286 - Classification of Horses and Ponies	74
Annex 1 - Code of Conduct	75
Annex 2 - Jumping NZ Trophies	76
Annex 3 - Calculation of time allowed	77
Annex 4 - Qualifications for Individual Competitions	80
Annex 5 - Knock-Out Competition	81
Annex 6 - Equitation	82
Annex 7 - Examinations	85
Annex 8 - Special Events	89
General Conditions	89
Article 1 - Objectives	89
Article 2 - Allocation	89
Article 3 - Organisation	89
Article 4 - Schedules and Programmes	90
Article 5 - Commercial Rights	90
Article 6 - Entries	90
Article 7 - Allocation of Prizes	91
Article 8 - Eligibility of Competitors	91
Article 9 - Eligibility of Horses	91
Article 10 - Privileges	92
Article 11 - Jumping Rules	92
Article 12 - Sponsorship	92
Article 13 - Exceptions	92
Article 14 - Ground Jury, Tech. Delegate & Course Designer	93
Article 15 - Appeal Committee Chief Steward and Veterinarian	93
Article 16 - Expenses and Privileges	93

A – Island Jumping Championships	94
Article 20 - Purpose	94
Article 21 - Organisation	94
Article 22 - Championships	94
Article 23 - Conduct of Championship Competitions	95
Article 24 - Participation	95
Article 25 - Starting Order	95
Article 26 - Prizes	95
B – New Zealand National Championships	96
Article 30 - Purposes	96
Article 31 - Organisation	96
Article 32 - Qualification	96
Article 33 - Participation	97
Article 34 - Championship Competitions	97
Article 35 - First Competition : NZ Senior Championship	98
Article 36 - Second Competition : NZ Senior Championship	99
Article 37 - Third Competition (Final) : NZ Senior Championship	100
Article 38 - Other Championships	101
Article 39 - Prizes	102
C – National Young Horse Jumping Championships	104
Article 40 - Purpose	104
Article 41 - Organisation	104
Article 42 - Qualification	104
Article 43 - Participation	105
Article 44 - Championship Competitions	105
Article 45 - First Competition	105
Article 46 - Second Competition	106
Article 47 - Third Competition (Final)	106
Article 48 - Prizes and Points	107
Article 49 - 8 Year Old Series	107
Article 50 - Top Ranking Mare Competition	108
Article 51 - Leading NZ Jumping Stallion	109
Article 52 - Showhunter	110
D – Series Final Event	111
Article 60 - Purpose	111
Article 61 - Organisation	111
Article 62 - Qualification	111
Article 63 - Starting Order	111
Article 64 - Prizes	111
E – Horse of the Year Show	112
Article 70 - Purpose	112
Article 71 - Organisation	112
Article 72 - Officials	112
Article 73 - Qualification	112
Article 74 - Special Competitions	113
Article 76 - Points Prize for Jumping	115

Article 77 - Points prize for the Event	115
Annex 11 - Jumping Series Conditions	116
General Conditions	116
Super League Series Conditions	121
One & Two Star Grand Prix Series Conditions	123
Young Rider Series Conditions	124
New Zealand Universities Jumping Championship Series Conditions	125
Pony Grand Prix Series Conditions	126
Amateur Rider Series Conditions	127
Pro Am Series Conditions	128
Junior Rider Series Conditions	129
Seven Year Old Breeding Series Conditions	130
Six Year Old Breeding Series Conditions	132
Five Year Old Breeding Series Conditions	134
Annex 12 - Upgrading of Officials	137
Judges and Course Designers qualification	137
Purpose	137
Candidate National Judges	137
Promotion of Candidate National Judge to National Judge.	138
Promotion of National Judge to Official National Judge	139
Candidate National Course Designers	140
Promotion of Candidate National to National Course Designer	140
Promotion of National Course Designer to Official National Course Designer	141
Example of Documentation	142
Annex 13 - Job Specifications	143
President of the Ground Jury	143
Technical Delegate	145
Appeal Committee	146
Area Delegates - Job Specification	147
Stewards	148
Chief Stewards Duties	150

Index

- Abuse, 31
- Access to Arena, 2
- Accidents, 43
- Age of Riders, see Eligibility
- Alterations to Course, 6
- Alternative Obstacles And Joker, 13
- Appeal Committee
 - Composition, 44
 - Horse Examinations, 87
 - Job Specifications, 146
 - NZ National Championships, 93
 - Responsibilities, 87
- Area Exercising - schooling, 2, 31
- Arena Competition, 2
 - entering/leaving, 28
- Assistance (Unauthorised), 18

- Banks, 12
- Bell, 3
- Bits, 42
 - Equitation, 83
- Boot and Bandage Control, 33

- Changing Riders, 40
- Children Rider, 41
- Classification
 - Horses, Ponies and Riders, 74
 - Individual Placings, 37
 - of Events, Star Rating, 38
 - Team, 50
- Combination of Obstacles, 6, 12
 - penalties, 12
- Combinations, 13
- Competitions
 - Accumulator, 58
 - Borrowed Horses, 69
 - Comp.s with Winning Round, 67
 - Derby, 68
 - Fault and Out, 54, 56
 - Gamblers Stakes, 58
 - Grand Prix, 47
 - Group with Winning Round, 66
 - Hit and Hurry, 55
 - Horse of the Year Show, 112
 - Hunting, 50
 - Jumping HOY, 114
 - Knock-out, 61, 81
 - National Championships, 96
 - National Young Horse
 - Jumping Champs, 104
 - Normal, 47
 - Other Team Competitions, 54
 - Over Combinations, 68
 - Power And Skill, 48
 - Power And Speed, 66
 - Puissance, 49
 - Relay Competitions, 55
 - Saba Sam, 113
 - Series, 116
 - Six Bar, 49
 - Speed and Handiness, 50
 - Speed Horse of the Year, 114
 - Take Your Own Line, 61
 - Team Competition, 50
 - Time and Test, 66
 - Top Score, 58
 - Trans Tasman, 69
 - Two Phases, 64
 - Two Rounds, 63
 - Victor Ludorum, 64
 - With Borrowed Horses, 69
 - Young Rider Of The Year, 113
- Competitors Refuse to Jump-Off, 35
- Conflict of Interest, 45
- Course, 4
 - distances - start & finish flags, 5

Incorrectly (Re)Built,	22	Gymnastic Training,	32
Measurement error,	4	Height Records	
measuring the length,	4	Documenting,	72
modifications - alterations,	6	List of,	73
plan,	5	Hit and Hurry, <u>see</u> Competitions	
Cups, 9–11, 33,	45	Horse Inspections,	70
Derby, <u>see</u> Competitions		Horse of the Year Show,	114
Deviation From The Course,	16	Identification Papers,	70
Disobedience,	15	Individual Placing,	37
Disobediences (interrupted time),	20	Instant Jump-Off, <u>see</u> Jump-Off	
Displacement of Obstacle,	15	Interrupted Time,	20
Disqualifications,	29	Joker,	13
Draw – Order of Starting,	39	Jump-Off,	34
Dress,	41	Access to Arena,	2
Eligibility		Against Yourself,	35
Young, Junior, Pony, Children		Elimination,	35
& Entry Riders,	41	Limits,	34
Elimination		Obstacles, Distance,	35
In Jump-Off,	35	Power And Skill,	48
Eliminations,	27	Refusing to Take Part,	35
Jumping After,	30	Retiring before,	29
Table A,	23	Second,	25
Table C,	25	Junior Rider,	41
Unauthorised Assistance,	17	Knocking Down an Obstacle,	15
Entering the Arena,	28	Leading NZ Jumping Stallion,	109
Entries - Teams,	54, 55	Leaving the Arena,	28
Entry Riders, <u>see</u> Eligibility		without delay,	30
Equitation,	82	Lines - Start/Finish, 5, 7,	20
Examinations (Horse),	85	Liverpool,	11
Falls		Local Event,	38
Before Starting,	23	Loose Horse,	28
Competitor,	17	Measuring	
Interrupted time,	20	the course,	4
Obstacles, 14,	23	Horses and ponies,	74
Fault and Out, <u>see</u> Competitions		Re-measuring course,	4
Fines,	30	Mounds,	12
Fitness (of Horses/Riders), 75, 85		National Championships,	96
Flags, .2, .4, .6, .8, .14, .17, .27, .31, .92		Number of Horses,	40
Water Jump,	11	NZ Championships,	2
Grand Prix, <u>see</u> Competitions		Obstacles,	9
Ground Jury		Alternative,	13
Examinations,	86		
Officials,	44		
Presidents Role,	143		

Dimensions,	9	Scoring (Table C),	25
Improperly Rebuilt,	15	Series Conditions	
Joker,	13	1 & 2 Star,	123
Practice,	3,	5 Year Old Breeding,	134
3,	31	6 Year Old Breeding,	132
Spread,	9,	7 Year Old Breeding,	130
9,	15	8 Year Old Breeding,	107
Triple Bar,	10,	Amateur Rider,	127
10,	12	Junior Rider,	129
Verticle,	9,	NZ Uni. Jumping Championship, .	125
9,	15	Pony Grand Prix,	126
Water Jump,	11	Pro Am,	128
Order of Starting,	39	Super League,	121
		Young Rider,	124
Penalties,	14	Six Bar, <u>see</u> Competitions	
Placing Individual,	37	Speed,	22
Placing Teams,	50	Spread Obstacles,	10,
Table of,	23	10,	15
Plan of Course, <u>see</u> Course, plan		Starting Line,	5
Pony Rider,	41	Stewards,	33,
Pony Rider Age, <u>see</u> Eligibility		33,	45
Power And Skill, <u>see</u> Competitions		Stop (Signal to),	3,
Power And Speed,	66	3,	22
Practice Obstacles,	3,	Stop Watches,	19
3,	31	Stopping During a Round,	22
Press (Jumping an Obstacle for),	3		
Prize Giving,	37	Table A	
Prize Ratio,	37	Penalties,	23
Promotion of Officials,	137	Scores,	24
Puissance, <u>see</u> Competitions		Table C	
Qualification,	80	Penalties,	25
Grand Prix,	47	Team Competitions,	50,
Judges & Designers,	137	50,	54
Knock-out Competition,	81	Technical Delegate,	45,
Series,	116	45,	145
Ramps,	12	Time	
Rapping,	31	Allowed,	19
Refusal,	15	Allowed (tables),	77
Registration and Recording,	70	Circling,	15
Resistance,	17	Corrections,	21
Retiring		Exceeding,	14
From Jump-Off,	35	For the Course,	19
From Team Competition,	53	Interrupted,	20
Of Horse (Registration),	71	Limit,	19
Run-out,	17	Recording,	19
Saddlery,	42	Resistance,	17
Safety Cups, <u>see</u> Cups		Timing,	19
Saluting,	41	Top Ranking Mare Competition,	108
Schooling Round,	26	Touches an Obstacle,	14
Scoring (Table A),	23, 24	Trans Tasman Competition,	50
		Trophies,	76
		Trot Up,	88
		Turning Points,	7

Unauthorised Assistance, 18

Victor Ludorum, see Competitions

Water Jump, 9, 11
 Judging, Faults, 11

Welfare, 85

Welfare of the Horse, 75

Whip, 28, 42, 43
 Excessive use, 43
 Unauthorised Assistance, 18

Withdrawing or Refusing to Jump-Off, .. 35

Yellow Cards, 30

Young Rider, 41

Young Rider Trans Tasman Competition, 70

CHAPTER I: THE JUMPING EVENTS

Article 200 - General

1. A jumping competition is one in which the combination of horse and competitor is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill and its obedience in jumping and the competitor's horsemanship.
2. If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. penalties are incurred. The winner of the competition is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.
3. It is not intended to standardise jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs.
4. Other competitions or variations to the special competitions may be authorised by the Chairman of the Technical Committee of ESNZ J in consultation with the Chairman of ESNZ J, provided the varied conditions comply with the requirements laid down in the General Regulations and the Rules for Jumping Events. Detailed conditions of each competition must be clearly set out in the schedule and in the programme for the event. Organisers are not permitted to organise competitions unless Jumping New Zealand (ESNZ J) has approved the conditions in accordance with which these competitions may be conducted.
5. Competitions must be fair for all competitors. It is, therefore, essential that strict and detailed rules are established to regulate them. For this reason, the rules which follow must be respected except when ESNZ J has authorised certain relaxations which are justified by local conditions.
6. The term "fault" is used to cover all incidents during a round that are liable to penalties.
7. All horses and ponies at an event must have their ID numbers, as notified by the organising committee, clearly displayed at all times. These numbers must not be smaller than the commercial tags.
8. Horses from the Southern Hemisphere competing in the Northern Hemisphere should be permitted to take part in classes one year younger, as their official birth date is 1 August. Horses from the Northern Hemisphere competing in the Southern Hemisphere should be permitted to take part in classes for horses one year older, as their official birth date is 1 January.
Refer FEI Rules, 200.7.2

CHAPTER II: ARENAS AND SCHOOLING AREAS

Article 201 - Arena

1. The arena must, during the NZ Championships, Three star competitions and special competitions at the Horse of the Year Show and should, during other competitions and events, be enclosed. While a horse is in the arena, all entrances and exits should be physically closed.
2. An indoor competition arena should have a minimum size of 1200 sq. m. with a minimum width on the short side of 20m. An outdoor competition arena should have a minimum size of 4000 sq. m. with a minimum width of 50m.

Article 202 - Access To The Arena And Practice Obstacle

1. Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Entry into the arena during NZ Championships, Three star competitions and special competitions at the Horse of the Year and during other competitions and events should 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 Organising Committee of an indoor event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.
3. If the schooling (exercise) area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances practice obstacles are not allowed in any competition arena. The obstacle must be a spread obstacle not exceeding 1.40m in height and 1.60m in spread or a vertical obstacle not exceeding 1.40m in height, provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice will entail disqualification (Article 241, page 29), and may in addition be liable to a fine. Jumping the practice obstacle in the wrong direction will incur disqualification (Article 241), and may in addition be liable to a fine. The competitor is allowed 90 seconds maximum to make these attempts, counted from the time the Ground Jury

rings the bell. A knock down, refusal or run out count as attempts. If there is a refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the competitor is allowed to make a second and final attempt. (The time taken to reset the obstacle is neutralised.) The Ground Jury must give the signal to start the round after the competitor has made their attempt(s) or after 90 seconds. After the sound of the bell, the competitor who has attempted only once, is allowed the second attempt but must cross the starting line in the correct direction within the 45 seconds; failure to do so will start the time of the round (Articles 203, page 3).

4. Competitors may not jump or attempt to jump any obstacle in the arena during a parade before the competition. Failure to comply with this paragraph may incur disqualification (Article 241, page 29)
5. A prize winner may only jump an obstacle for the benefit of the press with the permission of the Ground Jury, provided it does not form part of a subsequent round. This practice should not be encouraged.

Article 203 - Bell

1. The bell is used to communicate with the competitors. 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 (Article 202, page 2) and to signal that the inspection time is over.
 - 1.2. to give the signal to start and to activate a 45 second countdown which should be shown on the time equipment on the scoreboard or on another display beside the arena. The 45 second count down sets the time that the competitor can use before commencing their round. The Ground Jury has the right to interrupt the 45 second countdown if unforeseen circumstances occur. Disobediences, falls and other unintentional interruptions occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised. After the start bell has been rung crossing the starting line in the correct direction for a second time before jumping the first obstacle, is counted as a disobedience. However, under special circumstances at indoor events only, the Ground Jury has the right not to activate the start or to cancel the starting procedure and give a new signal to start and restart the countdown.
 - 1.3. to stop a competitor for any reason or following an unforeseen incident, and to signal to the competitor to continue the round after an interruption (Article 233, page 21).

- 1.4. to indicate to the competitor that an obstacle knocked down following a disobedience has been replaced (Article 233).
- 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, they may be eliminated at the discretion of the Ground Jury (Article 240 [page 27] except where specifically provided under Article 233, page 21).
3. If, after an interruption, the competitor starts and jumps or attempts to jump without waiting for the bell to ring, the competitor will be eliminated (Article 240, page 27).

Article 204 - 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 competitor must follow when competing from passing through the starting flags up to passing through the finishing flags. The length must be measured accurately to the nearest metre taking account, particularly on the turns, of the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.
2. In N.Z. Championships, Teams, Grand Prix, Three star competitions and the Special competitions at the Horse of the Year Show the President of the Ground Jury or their deputy must ensure that the Course Designer has properly measured the course. In exceptional cases, the Ground Jury may alter the time, if the conditions as mentioned in paragraph number three apply.
3. Once the competition has started only the Ground Jury, in consultation with the course designer, and the technical delegate if present, may decide that a gross error has been committed in the measurement of the course. This may be done after the third competitor has completed the course, without 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.
4. If the condition of the ground becomes bad, the Ground Jury may alter the speed before the start of the first competitor of the competition.
5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.

6. The starting and finishing lines may not be more than 15m or less than 6m from the first and last obstacles. 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 should also be marked with markers with the letters S (= start) and F (=finish).
7. The round starts when the competitor crosses for the first time in the correct direction the starting line after the bell has rung. 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 Article 203.1.2 whichever occurs first.

Article 205 - Course Plan

1. A plan showing accurately all the details of the course must be posted as close as possible to the entrance of the arena at least half an hour before the beginning of each competition. An identical copy must be given to the Ground Jury.
2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions.
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, in the case of NZ Championships, one star, two and three star events and competitions at the Horse of the Year Show, and in the case of other competitions, should 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 their 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-off.
- 4.8. the combinations considered as completely closed or as partially closed (Article 214, page 12).
- 4.9. all decisions and/or modifications made by the Ground Jury in regard to the course.

Article 206 - Alterations To The Course

1. Should circumstances make it necessary to alter the plan of the course after it has been posted, the change may be made only after agreement of the Ground Jury. In this case the Chefs d'Equipe in the case of team competitions and all individual competitors must be advised of the alterations.
2. Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Team Events Article 264 applies.
3. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous competitors penalised during this round at that obstacle must be adjusted by canceling jumping penalties and time corrections incurred. All eliminations and time penalties already incurred will stand.
4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3.

Article 207 - Flags

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

- 1.1. the start; (It is advisable to place also a marker S (Article 204, page 4).
 - 1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. However, flags may be omitted if the stand supporting the obstacle is higher than the obstacle. The inside element of the stand shall then be deemed to be the boundary of the obstacle. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) areas (Article 244, page 31) or of the practice obstacle in the arena (Article 202, page 2). In the schooling (exercise) area it is also permitted to use wings or uprights with a red or white top instead of flags.
 - 1.3. compulsory turning points; (Article 205, page 5)
 - 1.4. the finish (it is advisable to place also a marker F) (Article 204, page 4).
2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the athlete must pass between the flag(s) (red on their right and white on their left). Flag poles defining the limit of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit. Flags must have no sharp points or corners.
 3. If a competitor passes the flags on the wrong side, they must retrace their steps and pass them on the correct side before continuing the round. If they do this, they will be penalised as for a corrected deviation from the course. If the competitor does not correct this mistake, they will be eliminated (Article 220, page 16).
 4. Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or 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 their 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 rider is given the signal to start.
 5. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, (Article 211, page 10) the Ground Jury will interrupt the round of the competitor. The clock must be stopped

while the flag is replaced and a time correction of 6 (six) seconds will be applied in accordance with the procedure provided for in Article 232 (page 21).

6. 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 flag and a white flag at each end of these lines.

CHAPTER III: OBSTACLES

Article 208 - General

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.
2. The obstacles must not be unsporting and they must not provide advantage to local competitors.
3. Under no circumstances, except in Puissance, in Power and Skill Competitions or in a High Jump Record may any obstacle exceed 1.70m in height. Spread obstacles must not exceed 2m in spread with the exception of triple bars which may have a maximum spread of 2.20m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50m in spread including the take-off element with the exception of the water jump for a 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 18mm minimum and a depth of 30mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.
5. The limits on the height and spread of obstacles laid down by these Rules and in the schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5cm maximum in height and 10cm in width.
6. The approximate dimensions of obstacles in competitions other than those which are specially laid down in the Rules, must be stipulated in the schedule.

Article 209 - Vertical Obstacle

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.

Article 210 - Spread Obstacle

1. A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height. For all competitions approved safety cups must be used as support for the back poles of spread obstacles and in the case of a triple-bar to support the center and back poles of the obstacle. Safety cups must be used when poles are placed over a water jump (Article 211.10, page 11) and should also be used in the exercise area.
2. It is the responsibility of the President of the Ground Jury or Technical Delegate, if appointed, to establish through the Organising Committee before the event commences whether the safety cups in use have been officially approved by ESNZ J. However the organiser will also be required to inform the President of the Ground Jury or the Technical Delegate before the event begins whether the safety cups in use have been supplied by an approved manufacturer.

Article 211 - 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 spread in excess of 2.00m and must be dug into the ground if the jumping spread is more than 3.20m.
2. A take-off element (brush, small wall) with a minimum height of 40cm and a maximum height of 50cm must be erected on the take-off side. The width of the front of the water jump, which may include floral decorations, must be at least 30 percent greater than the length.
3. Defining the edge of water jumps.
 - 3.1. At NZ Championships, Three star competitions and special competitions at the Horse of the Year Show the landing side of the water jump must be defined by a lath, at least 6cm wide and not exceeding 8cm, covered with a bed of white plasticine, or coloured plasticine painted white, about 1 cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with plasticine so that a lath which has been marked by a horse may be replaced at any time. The lath must be placed at the edge of the water and properly fixed to the ground.
 - 3.2. In other competitions the landing side of the water jump must be defined by a lath or by any other adequate white-coloured arrangement such that the Judge at this obstacle may clearly determine whether the horse has marked it.

4. If the bottom of the water jump is made of concrete or hard material, it should be covered with a softer material such as a coconut or rubber mat.
5. It is a fault at the water jump:
 - 5.1. When a horse puts one or several feet on the lath defining the limit of the water jump. It is a fault when the foot or the shoe touches the lath and leaves an impression. Impression of the fetlock joint or boot does not constitute a fault.
 - 5.2. when a horse touches the water with one or several feet.
6. Striking, knocking down, or displacing the brush or take-off element is not a fault.
7. If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If the decision is a run-out the bell will be rung and the clock stopped while the flag which has been knocked down or displaced is put back and 6 seconds will be added in accordance with Article 232 (page 21).
8. The decision of the water jump Judge is final. For this reason the Judge must be a member of the Ground Jury.
9. The water jump Judge must register the identification number of the horses penalised and the reasons for the penalties.
10. Only a vertical obstacle of not more than 1.50m in height having any number of poles but with the use of ESNZ J approved safety cups can be placed over the water jump. The vertical obstacle must be placed no further than 2m from the front of the obstacle. This obstacle is judged as a spread obstacle not as a water jump. For this reason a lath or other arrangement may not be used to define its limits.
11. If water is used under, in front of, or behind an obstacle, (a so called “Liverpool”,) the total width of the obstacle (including the water) may not exceed 2.00m.

Article 212 - Combination Obstacles

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7m minimum and 12m 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 7m) which require two or more successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalised separately.
3. When there is a refusal, or a run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination (Article 214, page 12) or in 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 a triple bar may only be used as the first element.

Article 213 - Banks, Mounds, And Ramps

1. With exception to Article 213.2 banks, mounds, ramps and sunken roads, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (Article 212, page 11).
2. A bank or mound without an obstacle or with only one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.
3. No banks mounds, sunken roads, talus, slopes or ramps may be used at indoor events, except table banks not exceeding one metre in height.

Article 214 - Closed Combinations, Partially Closed And Partially Open Combinations

1. A combination is considered to be completely closed, if the sides which surround it can be surmounted only by jumping.
2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal, run-out, the following procedure applies (Article 221 and 222)- 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 (Article 240). In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 6 seconds must apply. If, once

inside the enclosure, the horse refuses, horse and competitor must jump out in the direction of the course. The 6 second penalty is added to the time when the clock is restarted and the competitor resumes their round.

3. The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. The decision must be shown on the plan of the course.
4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

Article 215 - Alternative Obstacles And Joker

1. When, in a competition, two obstacles of the course are placed side by side and the competitor has the choice of jumping either one of the obstacles:
 - 1.1. if there is a refusal or a run-out without a knock down or displacing of the obstacle and/or flag, at the next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. The competitor may jump the obstacle of their choice.
 - 1.2. if there is a refusal or run-out with a knock-down or displacing of the obstacle and/or flag they may only restart the round when the obstacle and/or flag knocked down or displaced has been replaced and when the Ground Jury gives the signal to start. The competitor may then jump the obstacle of their choice.
2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. The Joker is a difficult obstacle, but must not be unsporting. It may be used in - Accumulator competition (Article 269, page 58) or in a Top Score competition (Article 270.1, page 58) or Gambler Stakes competition (Article 270.2, page 60).

CHAPTER IV: PENALTIES DURING A ROUND

Article 216 - Penalties

During a round, penalties are incurred for:

1. Knocking down an obstacle (Article 217, page 14) or a foot in the water or any impression on the lath defining the limits of the water jump on the landing side (Article 211, page 10).
2. A disobedience (Article 219, page 15).
3. A deviation from the course (Article 220, page 16).
4. A fall of a horse and/or competitor (Article 224, page 17).
5. Unauthorised assistance (Article 225, page 17).
6. Exceeding the time allowed or the time limit (Articles 227 and 228, page 19).
7. The term "fault" is used to cover all incidents during a round that are liable for penalties.

Article 217 - 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 it falls, even if the part which falls is arrested in its fall by any part of the obstacle (Article 218.1)
 - 1.2. at least one of its ends no longer rests on any part of its support.
 - 1.3. the lowering of the rail and cup together on an undisturbed upright will not be faulted. The method of adjusting the height of cups should be designed so that this cannot occur.
2. Touches and displacements other than a knock down of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury should decide in favour of the competitor. The knock down or displacement of an obstacle and/or flag as a result of a disobedience is penalised as a refusal only. In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a disobedience and by time in accordance with Article 232 (page 21).

3. Penalties for knocking down an obstacle are those provided for under Tables A and C (Articles 236 and 239, pages 23 and 25).
4. If any element 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, they incur no penalty; but if the competitor knocks down this obstacle they will be penalised in accordance with the table for the competition.

Article 218 - Vertical And Spread Obstacles

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

Article 219 - Disobediences

1. The following are considered as disobediences and are penalised as such (Articles 236 and 239, pages 23 and 25):
 - 1.1. a refusal; (Article 221)
 - 1.2. a run-out; (Article 222)
 - 1.3. a resistance; (Article 223)
 - 1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a disobedience to circle around the last obstacle jumped unless the track of the course so requires.
2. Notwithstanding the above, the following is not considered to be a disobedience:
 - 2.1. circling for up to 45 seconds after a run-out or a refusal (no matter whether the obstacle has to be rebuilt or not) to get into position to jump the obstacle.

Article 220 - Deviation From The Course

1. It is a deviation from the course when the competitor:
 - 1.1. does not follow the course as set out on the published plan.
 - 1.2. does not cross the starting line or the finishing line between the flags in the correct direction (Article 240).
 - 1.3. omits a compulsory turning point (Article 240).
 - 1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (Article 240).
 - 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. An uncorrected deviation from the course incurs elimination (Article 240).

Article 221 - Refusal

1. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.
2. Stopping in front of a compulsory turning point or an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.
3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.
4. If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if this is to count as a refusal or as an obstacle knocked down. If the Judge decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt (see Articles 232 and 233, page 21).
 - 4.1. If the Judge in charge of the bell decides that it is not a refusal, the bell is not rung and the competitor must continue their round. The competitor is then penalised as for an obstacle knocked down.
 - 4.2. If the bell has been rung and the competitor jumps other elements of the combination in their stride, it does not entail elimination or any further penalty should they knock down this element of the combination.

Article 222 - Run-out

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

Article 223 - Resistance

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
2. It is equally a resistance when the competitor stops their 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 (Article 233, page 21). A resistance is penalised as for a refusal except in the circumstances set out in Article 240.

Article 224 - Falls

1. A competitor is considered to have fallen when, either voluntarily or involuntarily, the rider is separated from the horse, which has not fallen, in such a way that the rider touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. If it is not clear that the rider has used some form of support or outside assistance to prevent the fall, the benefit of doubt must be given to the rider.
2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

Article 225 - Unauthorised Assistance

1. Any physical intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or their horse is considered to be an unauthorised assistance.

2. In certain exceptional cases, the Ground Jury may authorise the competitor to enter the arena on foot or with the help of a groom without this being considered as unauthorised assistance.
3. Any help given to a mounted competitor to adjust their saddlery or bridle or to hand them a whip while mounted during the round will incur elimination. To hand a mounted competitor their headgear and/or spectacles during the round is not considered to be unauthorised assistance (Article 240).

CHAPTER V: TIME AND SPEED

Article 226 - Time Of 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 corrections (Article 232, page 21), if any.
2. Time 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 the 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.
3. A display board beside the arena, clearly visible for the competitor should show the 45 second countdown.

Article 227 - Time Allowed

The time allowed for a round in each competition is determined in relation to the length of the course and the speeds laid down under Article 234 (page 22) and Annex 3 (page 77)

Article 228 - Time Limit

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated (Article 240).

Article 229 - Recording The Time

1. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is compulsory for NZ Championships, all Series competitions and special competitions at the Horse of the Year Show. The timekeeper is required to record the number of the horse and the time taken to complete their round.
2. Three digital stop watches which can be stopped and restarted without returning to zero should be provided. Two digital watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time-limit for a resistance. The President or a member of the Ground Jury must have a digital stop watch.

3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a 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, a video recording may never be used to establish the time of a competitors round.
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 to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Ground Jury box.

Article 230 - Interrupted Time

1. While the clock is stopped, the competitor remains free to move around until ringing the bell gives them permission to start again. The clock is restarted when the competitor reaches the place where the clock was stopped. Exception, in the case of a disobedience with a knockdown Article 232.1 applies (page 21).
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 Time Keeper 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.

Article 231 - Disobediences During Interrupted Time

1. The time of a round is interrupted only under the provisions of Articles 232 and 233 (page 21). The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.
2. Disobediences are not penalised during interrupted time, except for the second refusal following a refusal with a knock-down.
3. The provisions concerning elimination remain in force during interrupted time.

Article 232 - Time Corrections

1. If, as the result of a disobedience, a competitor displaces or knocks down an obstacle, a flag defining the limits of the water jump, or a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag. The bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the competitor can continue the round. The competitor is penalised for a refusal and 6 seconds of time corrections will be added to the time taken by the competitor to complete their round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If a disobedience with a knockdown occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination.
2. In an event below 1.30m where the third refusal equals elimination, if after the rebuild of a fence the horse has a second refusal without attempting to jump and without disturbing the jump the clock must be restarted at the point where the horses forefeet would have left the ground and continues to run while the rider prepares to attempt the fence again.

Article 233 - Stopping During The Round

1. In the event of a competitor not being able to continue their 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, they continue at their 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, they should be allowed to continue. If the competitor is not eliminated and is allowed to continue the round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.
3. If the competitor stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example: wrong dimensions, etc.) or because of unforeseen circumstances preventing them from continuing their round, the clock must be stopped immediately and the obstacle in question must be checked. As a result:

- 3.1. if the dimensions are correct and the obstacle has been properly rebuilt or the so called unforeseen circumstances are not accepted as such by the Ground Jury the competitor will be penalised as for stopping during the round (Article 223) and the time of the round will be increased by 6 seconds.
- 3.2. if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the competitor is not penalised. The time of the interruption must be canceled and the clock stopped until the moment when the competitor takes up their track at the point where they stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from the recorded time.

Article 234 - Speed

The speed for competitions are as follows:

1. All competitions 1.05m for horses and 0.80m for ponies and below will be run at 300mpm. jump-offs may be at 350mpm.
2. All other competitions will be as follows:
 - 2.1. 325mpm minimum and 400mpm maximum.
 - 2.2. Puissance / Power and skill No minimum speed required.
 - 2.3. Hunting and Speed and Handiness Competitions: 350mpm minimum and 400mpm maximum.
 - 2.4. Grand Prix Events

Horses	Min	350mpm	Outdoors
Horses	Max	400mpm	Outdoors
Horses	Max	350mpm	Indoors
Ponies	All	350mpm	

If the length of an outdoor Grand Prix course is less than 600m, the Ground Jury may reduce the speed to 350mpm for horses.

CHAPTER VI: TABLES OF PENALTIES

Article 235 - Faults

Definition of faults: See Article 200.6, page 1

1. Faults made between the starting line and the finishing line must be taken into consideration. This includes faults made at any obstacle of the course even if the upper element of the obstacle falls from one or both of its end supports after the finish line has been crossed and before the competitor leaves the arena.
2. Disobediences committed during the time when the round is interrupted (Article 231) are not penalised.
3. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalised.

Article 236 - Table A

1. Faults are penalised in penalty points or by elimination according to the tables set out below.
 - Obstacle knocked down while jumping 4 penalties
 - One or more feet in the Water Jump or any imprint on the lath defining its limits on the landing side 4 penalties
 - First disobedience 4 penalties
 - Second disobedience 8 penalties
 - Disobedience with knockdown or displacing of obstacle – Time Correction 6 seconds
 - Second disobedience in horse competitions 1.30m and above Elimination (for the purpose of this rule - competitions that have a maximum and minimum height, the height half way between the maximum and minimum will be considered the height of the competition. This also applies to Article 239.2, plus Annex 11)
 - Third disobedience or other infringement laid down under Article 240 Elimination
 - First fall of horse or competitor in all competitions Elimination
 - Exceeding the time allowed in the first and second rounds and jump-offs not against the clock 1 penalty point for every four seconds commenced

- Exceeding the time allowed in the jump-off 1 penalty for each second or commenced fraction of second
 - Exceeding the time-limit Elimination
2. Penalties for the disobediences accumulate not just at the same obstacle but throughout the entire round.

Article 237 - Scores Under Table A

Adding the penalties for faults at the obstacles and the time penalties gives the score obtained by the competitor for the 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.

Article 238 - Methods Of Determining Scores Under Table A

1. Normal Competitions

- 1.1. A 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. AM 3 A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other competitors are placed according to their penalties in the first round.
- 1.3. AM 4 A competition not against the clock with a time allowed but in the event of equality of penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties in the first jump-off and if necessary in the first round.

2. Competitions against the clock

- 2.1. A 2 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 the 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. AM 5 A competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other competitors are placed according to their penalties and time in

the first round. For minor competitions the jump-off may be run according to table C if thus provided in the schedule.

- 2.3. AM 6 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 placings are determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off (Article 245).
4. Nevertheless, if in a jump-off against the clock two or more competitors obtain exactly the same time, a second jump-off may **not** take place. The competitors are then placed equal).
5. In no circumstances may the number of jump-offs in the same competition under paragraph 1.3 and 2.3 above exceed two.

Article 239 - Table C

1. Faults under Table C are penalised in seconds which are added to the time taken by the competitor to complete the round.
2. Penalties under Table C.
 - Obstacle knocked down while jumping, one or more feet in the water or on the lath defining its limits on the landing side 4 seconds
(3 seconds for two phase competitions, “knock-out competition” and for any jump-off under table C)
 - First disobedience None
 - Disobedience with knock down or displacing of an obstacle – Time Correction 6 seconds
 - Second disobedience None
 - Second disobedience in all horse competitions 1.30m and above. Elimination
 - Third disobedience or other infringement laid down under Article 240 Elimination

- First fall of horse or competitor in all competitions Elimination
3. There is no time allowed under table C. Only a time limit of:
 - 3 min., if the course has a length of more than 600m
 - 2 min., if the length of the course is less than 600m
 - Exceeding the time limit Elimination
 4. Scores under Table C.
 - 4.1. Adding the clock time and any time corrections for interrupted time gives the time of the round.
 - 4.2. The score (in seconds) is obtained by taking the time of the round and adding 4 seconds for each obstacle knocked down, or 3 seconds if in a jump-off or the second phase of a two-phase competition.
 5. Competitors wishing to school in speed competitions under table A or C, must inform the Organising Committee before the competition commences. Those wishing to school will start first in the competition. Competitors not complying with the above may be eliminated at the discretion of the Ground Jury (Article 240).
 6. In the event of equality for first place, the competitors will be placed equal first unless there is specific provision for a jump-off in the schedule of the event.

CHAPTER VII: ELIMINATIONS, DISQUALIFICATIONS, FINES

Article 240 - Eliminations

1. Unless otherwise specified in the rules, or in the conditions for the competitions, elimination means that the competitor 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.)
3. The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions; elimination must be applied by the Ground Jury in the following cases:
 - 3.1. jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury (Article 202, page 2).
 - 3.2. starting before the signal is given and jumping the first obstacle of the course (Articles 202 and 203, page 2).
 - 3.3. taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the competitor (Article 203, page 3).
 - 3.4. a horse resisting for 45 consecutive seconds during the round (Articles 223).
 - 3.5. taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line.
 - 3.6. jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (Article 220, page 16).
 - 3.7. omitting a compulsory turning point or not precisely following the track indicated by a continuous line on the course plan.
 - 3.8. attempting to or jumping an obstacle which does not form part of the course during the round (Article 220, page 16).
 - 3.9. omitting to jump an obstacle of the course (Article 220) 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 (Article 220).
 - 3.11. jumping an obstacle in wrong direction (Article 220).

- 3.12. exceeding the time limit (Articles 236 and 239, pages 23 and 25).
 - 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 (Article 203, page 3).
 - 3.15. not jumping all the elements of a combination again after a refusal or run-out (Articles 212, 224, pages 11, 17) except in the case of the closed part of a combination (Article 214, page 12).
 - 3.16. not taking each element of a combination separately and consecutively (Article 212, page 11).
 - 3.17. not crossing the finishing line mounted, in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena (Article 226.2, page 19).
 - 3.18. competitor and/or horse leaving the arena without permission of the Ground Jury, including prior to starting.
 - 3.19. a loose horse leaving the arena before the end of the round, (including prior to starting).
 - 3.20. accepting while mounted any object whatever during a round except headgear and/or spectacles.
 - 3.21. using a whip of more than 75cm in length (including the flapper) or weighted at the end, in the arena, the exercise and schooling areas or elsewhere on or in the immediate proximity of the show ground. No substitute for a whip may be carried. (For exception to this Article refer to Article 257, page 42);
 - 3.22. an accident to a competitor or to a horse which prevents them from completing the competition (Article 258, page 43).
 - 3.23. not leaving a closed combination in the right direction or displacing a closed combination.
 - 3.24. third disobedience during the course of a round (Articles 236 and 239, pages 23 and 25).
In competitions for horses 1.30m and above the second disobedience during the course of the round.
 - 3.25. fall of competitor or horse during the round (Articles 224, 236 and 239, pages 17,23,25).
 - 3.26. 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 unauthorised assistance except for paragraph 3.20 above.
- 4.4. schooling a horse in speed competitions under table A or C, without informing the Organising Committee in advance.
- 4.5. not stopping when the bell is rung during the round (Articles 203 and 233, pages 3 and 21).
- 4.6. Not wearing an ID number, or an incorrect ID number.

Article 241 - Disqualifications

1. Disqualification means that a competitor and their 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 (Article 202, page 2).
 - 2.3. jumping or attempting to jump the practice obstacle in the arena more times than authorised (Articles 202, 242, pages 2, 30) or in the wrong direction.
 - 2.4. Exceeding the total maximum weight of equipment added to a horses leg (Article 257, page 42)
 - 2.5. jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (Articles 202, page 2).
 - 2.6. retiring, before a jump-off, without permission of the Ground Jury or without valid reason;
 - 2.7. rapping horses (Article 243).
 - 2.8. exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (Articles 242 and 244, pages 30 and 31).
 - 2.9. jumping in the wrong direction the obstacles in the exercise and schooling areas (Article 244, page 31) and the practice obstacle, if any, in the arena (Article 202, page 2).
 - 2.10. all cases of abuse and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a Steward (General Regulations - Abuse of horses).
 - 2.11. all cases laid down in the Veterinary Regulations.

Article 242 - Fines & Yellow warning cards

1. The President of the Ground Jury may impose fines and yellow warning cards in accordance with the General Regulations in the following cases:
 - 1.1. a competitor who has been eliminated or at the end of their round does not leave the arena without delay.
 - 1.2. a competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena.
 - 1.3. a competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (Article 202, page 2).
 - 1.4. a competitor who uses, in the exercise or in the schooling areas, obstacles different from those provided by the Organising Committee (Articles 241 and 244, pages 29 and 31).
 - 1.5. a competitor who does not, when at the request of the Ground Jury, salute the Ground Jury or the official personalities on entering the arena (Article 256, page 41);
 - 1.6. failure to display the correct identification number in case of a repeated offence (Article 280).
 - 1.7. a competitor who disrespects the advertising rules or does not comply with the rules laid down under Article 256, page 41.
 - 1.8. a competitor who disrespects the directives of the Organising Committee.
 - 1.9. a competitor who touches an obstacle to the affect of changing it.
 - 1.10. a competitor who does not follow orders of officials or behaves incorrectly towards officials (Article 174 General Regs).
 - 1.11. a competitor who repeats offences after a warning.
 - 1.12. a competitor who disrespects the rules regarding dress and saddlery.
 - 1.13. All cases of abuse of horses and officials (Article 174 General Regs).
 - 1.14. Any rider who cannot produce a completed ID booklet for any horse that is chosen for medication control testing while competing at a show will be fined \$50.
2. All fines imposed by the Ground Jury are paid to ESNZ J.
3. Yellow warning cards - Refer to General Regulations (Article 174.7)

Article 243 - Abuse In The Training Of Horses

1. All forms of cruel, inhumane or abusive treatment of horses, including but not limited to the various forms of rapping, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event (See also Article 241, page 29).
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 practicable 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 for either hitting the horses legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building fences too large or wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing a horse into a fence or otherwise making it difficult for the horse to negotiate the practice obstacle without hitting it.
3. It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds of the event.
4. In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the competitor and the horse concerned will be disqualified from all competitions for at least twenty-four hours. In addition, the Ground Jury can take any further action it deems appropriate to the particular circumstances.

Article 244 - Exercise And Schooling Areas And Practice Obstacles

1. The Exercise and Schooling Areas
The Organising Committee must provide at least one exercise or schooling area sufficiently large for good training conditions. There must be a minimum of one straight and one spread obstacle. The ground has to be in good condition. When there are many competitors and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags.
Where space permits and the number of competitors is large, a separate schooling area may be designated.
2. Practice Obstacles
The use of fence material not provided by the Organising Committee is forbidden under penalty of disqualification and/or fine (Article 241 and 242, page 29). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be held by anyone.

- 2.1. Ground lines may be placed directly underneath the first element of an obstacle or up to 1m away on the take-off side. If there is a ground-line in front of the fence a ground-line may be used behind the fence at an equal distance up to max 1m.
- 2.2. If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the height of the place where the poles cross each other.
- 2.3. The top poles of a fence must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.
- 2.4. Obstacles in the practice arena may not exceed in height and width 10cm more than the maximum height and width of the obstacles of the competition in progress, if the maximum height of obstacles during that competition is 1.40m or less. If the obstacle height of the competition in progress is greater than 1.40m, the obstacles in the practice arena may not exceed 1.80m in width and 1.60m in height.
- 2.5. Walking poles are not allowed. (FEI 2010)
- 2.6. The Organising Committee may provide material to simulate a water ditch.

3. Gymnastic Training

- 3.1. Competitors may train their horses in gymnastic exercises using trotting poles on the ground and spacing poles, but obstacles used for this purpose may not exceed 1.30m in height and 1.60m in spread. Competitors using such obstacles must not offend the rules against rapping (Article 243).
 - 3.2. Gymnastic Poles: if there is enough space trotting poles may be used and placed not closer than 2.50m to a straight up fence not exceeding 1.30m in height. A trotting pole not closer than 2.50m on the landing side may be used when the obstacle is jumped from a trot, or 3m if at the canter.
 - 3.3. Exercising and Training: whenever possible provision should be made for competitors to exercise and train in the presence of a Steward for several hours in the morning. Competitors may change obstacles providing Article 244 is not contravened (page 31).
4. Combinations are permitted as long as there is enough space and if they are built with correct distances. The material must be provided by the Organising Committee. When training areas are crowded competitors may only use single obstacles.

5. Stewards.

The schooling area(s) (warming-up-ring) must at NZ Championships, 3 star competitions and special competitions at the Horse of the Year Show and for other competitions, should always be supervised when in use. One Steward at least must, at NZ Championships, 3 star competitions and special competitions at the Horse of the Year Show and for other competitions should always be present whenever schooling areas are in use to ensure that the rules are observed. Cups should be removed at the end of each day.

5.1. Boot and Bandage Control

It is obligatory to carry out Boot and Bandage Controls on any horse taking part in the Grand Prix and the competition with the highest prize money at any event. It is recommended that Boot and Bandage Control be carried out at 1-Star and 2-Star events.

Refer to Jumping Stewards Manual for this procedure.

5.2. The total maximum weight of equipment allowed to be added to a horse's leg, front or hind (single or multiple boots, fetlock rings etc) is 500g (shoe excluded). Failure to comply with this paragraph will incur disqualification.

CHAPTER VIII: JUMP-OFF

Article 245 - General

1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. Competitors must start the same horse in the jump-off as in the initial round.
2. In principle a jump-off must take place under the same rules and table as the 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 must be held immediately after the original round(s) of the competition.
3. If specified in the schedule the Organising Committee may decide that competitors who have completed their preliminary round without penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the competitor to start the jump-off course. The rules as mentioned in Article 203 (page 3) are applicable. Competitors, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This competition is only allowed for competitions under table A, according to Article 238 (page 24), and is not authorised for a Grand Prix competition or for the competition with the highest prize money.
4. Unless otherwise laid down in these Rules (Power and Skill competitions) no competition may involve more than two jump-offs.
5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the schedule or rule book. Horses which lose a shoe prior to starting in the initial round of a one round competition with 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 it's 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.
7. In any jump-offs it will never be compulsory for a competitor to jump-off against themselves when they are riding all the horses in the jump-off. Horses belonging to the same owner will never be compelled to jump-off

against each other if they are the only horses in the jump-off. In the above circumstances, the competitor(s) must nominate one horse as the winner. If more than two horses are involved, the remainder will be classified equal second.

Article 246 - Obstacles, Distance

1. The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), without exceeding the limits laid down in Article 208, if the competitors sharing first place have completed the previous round without jumping penalties.
2. If the original course includes combination(s) the jump-off(s) must also include at least one combination.
3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).
4. The shape, the type of obstacles and their colour may not be altered, but it is permitted to leave out one of the elements of a combination. If the combination is a treble or quadruple, the centre element(s) only may **not** be omitted.
5. The order of the obstacles for a jump-off may be altered compared to the original courses.
6. In a jump-off, the distance between the elements of a combination may never be altered.
7. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection. These obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle itself, whether the vertical(s) may be jumped on either side or just from one side.

Article 247 - 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 go on jumping-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organising Committee will award the trophy by lot and the prize money for the vacant places will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is not followed by the competitors, no trophy will be awarded and the competitors will each receive only the prize money and the placing of the lowest place for which they would have jumped-off.

CHAPTER IX: PLACINGS

Article 248 - Individual Placings And Prize Giving

1. The placing of an individual competitor is decided according to the table in use and the instructions of the general programme for the competition or amendments noted on the course plan.
2. Any competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during their round.
3. Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions.
4. Prize winners of qualifying competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified.
5. Prize winners must take part in the prize-giving ceremony and should do so with the placed horses. Exceptions, however, for satisfactory reasons, may be made by the Ground Jury. If a Prize-winner fails, without plausible excuse, to take part in the prize-giving ceremony, the Ground Jury, at its discretion, may decide to withhold the prize. Therefore, the organising committee must publish in the schedule and programme the number of prize-winners that are required to take part in the ceremony. If the schedule or programme does not indicate the number that must be present, then all competitors placed must attend the prize-giving ceremony.
6. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstance, may however decide to relax the above rule.
7. It is recommended that there be a ratio of 1 prize for every 7 starters.

CHAPTER X : COMPETITIONS AND HORSES

Article 249 - Star Rating Of Events

1. ESNZ J board will define the conditions for allocating a 1 star, 2 star or 3 star rating for events to be entered into the official jumping calendar.
2. The main condition will be the amount of prize money allocated to the Grand Prix.
3. There may be other series competitions that must be scheduled depending on the star rating of the event.
4. ESNZ J may set other conditions e.g.: suitability of the footing, horse accommodation, that will be used to establish an events star rating.
5. Scheduling of Starred Events
 - 5.1. A one star event cannot be organised on the same day as another one star event or local event within 200km by road. One star events take precedence over local events.
 - 5.2. Two star events cannot be organised on the same day as another three star, two star or one star events within 300kms by road .
 - 5.3. Only one three star event may be held on the same day in each island.
 - 5.4. Any non-starred (0*) event that has been given permission to allocate points for the series classes does not take precedence over 1*, 2*, 3* events. If they wish to run in competition with a starred event within 300km by road they lose their right to allocate points
 - 5.5. ESNZ J may decide to instigate exceptions to these conditions in unusual circumstances.

Article 250 - Local Events

1. All Jumping Events that have no star rating will be considered local events except training events (General Regulations) Local events cannot be held within 50km by road of each other on the same day.

Article 251 - Entries, Recorded And Non Recorded Competitions

1. Entries at ESNZ J events should be organised as per Article 121 of the General Regulations.

- 1.1. It is strongly recommended that entries should be accepted under the conditions advocated under Article 121.5.
2. All competitions offering prize money for 1m (80cm for ponies) and above will have their results recorded and will for the purposes of the General Regulations be counted as Graded competitions.
3. All other competitions under these heights will not be recorded and will count for the purposes of the General Regulations as Training competitions.

Article 252 - Draw For The Starting Order

1. Team Competitions.

- 1.1. The draw for the order of starting for both team and individual competitions will follow the procedure laid down below:
- 1.2. A draw will first take place to determine the order of starting of the individual competitors entered in addition to teams.
- 1.3. A second draw will then take place to decide the order in which the teams will start. Each Chef d'Equipe will then fix the order in which they nominate their team competitors to start. These competitors will be inserted in sequence in the remaining spaces between the individual competitors.
- 1.4. If a competitor has more than one horse taking part in a competition, the starting order will be adjusted in such a manner that if possible an interval of at least five competitors is provided between these horses. Competitors must ride team horses first.
- 1.5. If a Chef d'Equipe decides to change the competitors and horses after the starting order has been published, it can happen that one competitor must ride two horses too close together. In this case the Chef d'Equipe must inform the Ground Jury or the Organising Committee at least one hour before the start of the competition. The Ground Jury may then alter the starting order as far as this competitor only is concerned.

2. Individual Competitions.

- 2.1. It is not obligatory to draw for or adhere to any drawn order of starting. However the Organising Committee may decide that the drawn starting order must be adhered to throughout any or all competitions. In this case, competitors will be eliminated if not ready to start in their turn. (Article 240).
- 2.2. Blank spaces will be left at the start of the draw for late entries. Late entries must start first in competitions adhering to draw order.

- 2.3. Should a competitor state on entering that they are riding two or more horses in one competition, the order of starting will be adjusted to ensure that these horses are separated, if possible, by at least 5 horses.
- 2.4. Order of starting in Grand Prix Competitions.
 - 2.4.1. The title “Grand Prix” may only be used once during the event. The order of start in all Grand Prix competitions is determined by a separate draw.
 - 2.4.2. If there is a special ranking for the best competitor or best combination competitor/horse at the event, the ranking in reverse order before the Grand Prix can be used as the order of starting.
 - 2.4.3. The organising committee may also divide competitors into three groups. There must be a draw to establish the starting order in each group.
 - 2.4.4. The President of the Ground Jury must be present during the draw.
 - 2.4.5. The method used must be mentioned in the schedule.

Article 253 - Declaration Of Starters

1. Organising Committee should state their policy on withdrawals, substitution and changes of competitors in their schedules and/or programmes.
2. At 1 star, 2 star and 3 star events withdrawals, substitution and changes of competitors must be declared to the Event secretary at a time fixed by the organising committee.

Article 254 - Participation And Changes Of Competitors

1. In principle in competitions for horses, competitors may ride an unlimited number of horses.
2. Notwithstanding paragraph 1, Organising Committees may limit the number of horses per competitor in either particular competitions or for the whole event.
3. Series organised by the ESNZ J may also restrict the number of horses per competitor either for each particular competition or for particular series.
4. It is forbidden, under penalty of elimination to, change riders during a normal competition. Exception Champion Rider classes.
5. Qualifying rounds and finals and competitions for points prizes are considered as separate competitions. A horse need not be ridden by the same rider throughout unless the separate competitions are a part of an overall competition for the same combinations (NZ Championships).

Article 255 - Young, Junior, Pony, Children & Entry Riders

1. Competitors will be eligible to take part in the Young Rider competitions from the beginning of the season when they reach the age of 14 until the end of the season during which they reach the age of 21. The season being from 1 August to 31 July the following year.
2. Competitors will be eligible to take part in Junior Rider competitions from the beginning of the season they reach the age of 12 until the end of the season during which they reach the age of 18. The season being from 1 August to 31 July the following year
3. Competitors will be eligible to take part in pony competitions as pony riders until the end of the season during which they reach the age of 17. The season being from 1 August until 31 July the following year.
4. Competitors will be eligible to take part in children's competition until the end of the season they reach the age of 14. The season being from 1 August until 31 July the following year.
5. Competitors will be eligible to take part in Entry competitions until the end of the season they reach the age of 12. The season being from 1 August until 31 July the following year.

Article 256 - Dress And Salute

1. Dress
 - 1.1. When inspecting the course, dress must be neat and tidy.
 - 1.2. It is compulsory for anyone mounted on a horse or pony on the grounds of an event sanctioned by the ESNZ to wear an approved hard hat properly fastened at all times with a 3-point retention harness.
 - 1.3. A Minimum Standard of dress must be worn at all events. Organising Committees must specify when a Formal Standard of dress is to be worn.
 - 1.4. **Minimum Standard of dress:** Breeches or Jodhpurs; Jodhpur boots, Gaiters (short leggings /chapettes) or riding boots must be worn. Shirts must have a collar and sleeves (short or long) and be predominantly one colour. (This includes polo shirts). Riding jackets are not compulsory.
 - 1.5. **Formal Standard of dress:** Light coloured Breeches or Jodhpurs of one colour; Brown or Black jodhpur boots, Gaiters (short leggings /chapettes) or riding boots must be worn. Shirts must have a collar and sleeves (short or long) and be predominantly one colour. A

choker, stock or tie, and riding jacket must be worn. With the approval of the Organising Committee riders may either wear a windbreaker or rain coat in adverse weather conditions, or in very warm weather be allowed to ride without jackets.

- 1.6. Logos / monograms on clothing must comply with the Article 136 of the General Regulations.
- 1.7. At the discretion of the Ground Jury, riders who are improperly dressed may be refused permission to take part in the competition.

2. Salute

- 2.1. Organising Committees may require competitors to salute by an announcement prior to the commencement of a particular competition. Each competitor must salute in accordance with the General Regulations (Dress and Salute Article 136). The Ground Jury may refuse to start a competitor who has not saluted. The Ground Jury may also fine the competitor (Article 242.1.5, page 30).
- 2.2. Competitors should salute during a march past, parade, presentation of prizes and during the playing of anthems.
- 2.3. For special reasons, the Ground Jury can decide that the salute is necessary.
- 2.4. Competitors are not required to remove their hat when saluting. Raising the whip or lowering the head will be considered as saluting.

Article 257 - Saddlery

1. In the competition arena
 - 1.1. Blinkers are forbidden.
 - 1.2. Only unrestricted running martingales are allowed on horses competing in 1.30m and above and ponies 1.20m and above.
 - 1.3. There are no restrictions on bits. However, the Ground Jury has the right, based on veterinary advice to forbid the use of a bit that may cause injury to the horse. Reins must be attached to the bit(s) or directly to the bridle. Gags and Hackamores are allowed.
 - 1.4. Sheepskin may be used on each cheek piece of the bridle providing the sheepskin does not exceed 3cm in diameter measured from the horse's face.
 - 1.5. The use of a tongue-strap is forbidden.
 - 1.6. Draw reins (running reins, including market harboroughs) are forbidden in the competition arena except during prize giving ceremonies and march past parades.

2. Anywhere within the grounds of the event (restricted area) under control of the Organising Committee.
 - 2.1. In the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. The rider must not directly or indirectly tie any part of their body to the saddlery
 - 2.2. Competitors are allowed to use a dressage whip when working on the flat but are strictly forbidden to use or carry a whip which is weighted at the end at any time, or to carry or use one which is more than 75cm in length (including the flapper) in the arena, exercise or schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried.

Failure to comply with this paragraph will incur elimination. (Article 240.3.21)

 - 2.2.1. Excessive use of the whip or spurs
A horse should never be hit more than 3 times for any one incident. If a horse's skin is broken it is considered excessive use of the whip or spurs. Athletes may be fined at the discretion of the Ground Jury.
 - 2.3. The total maximum weight of equipment allowed to be added to a horse's leg, front or hind (single or multiple boots, fetlock rings etc) is 500g (shoe excluded). Failure to comply with this paragraph will incur disqualification.
 - 2.4. Approved hard hats are compulsory. See Article 256.1.2, page 41

Article 258 - Accidents

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

CHAPTER XI: OFFICIALS

Article 259 - Officials

1. Ground Jury

Events	No. of Judges Minimum Qual.	President of GJ Minimum Qual.	Members Minimum Qual.	Additional Members Minimum Qual.	President for Competition Minimum Qual.	Water Jump Judge Minimum Qual.
FEI starred show	President + 2	International	2 Candidate Internationals	Official National	International	Official National
NZ & Island Ch's and 3*	President +2	Official National Judges	2 Official National Judges	National Judge	Official National Judge	National Judge
2* Competition	President +1	National Judge	2 National Judges	Candidate National Judge	National Judge	Candidate National Judge
1* Competition	President +1	National Judge	1 National Judge	Candidate National Judge	National Judge	Candidate National Judge
Local	President +1	National Judge	1 Candidate National Judge	Candidate National Judge	National Judge	Candidate National Judge

2. Control of schedule and reports

Events	Control of Schedule	Report if required within 14 days
NZ & Island Ch's and 3* Competitions	ESNZ J	President of GJ and Chief Steward
2* & 1* Competitions	OC	President of GJ on request
Local	OC	Reports of misconduct and abuse

3. Appeal Committee

The composition of the appeal committee and the appointment of the appeal committee and the appointment of the President and members of the committee must be in accordance with the General Regulations.

See Annex 13 (page 143).

4. Veterinarians

Organising Committees should have a veterinarian available on the site of the event. If this is not possible the organising committee should arrange to have a veterinarian available at short notice

5. Course Designers and Technical Delegate.

5.1. Course Designers

5.1.1. In National, Island, Young Horse Jumping Championships, Special competitions at the HOY show and 3 star competitions Course Designers must be selected from a ESNZ J list of Official National Course Designers and appointed with the agreement of the ESNZ J Board.

- 5.1.2. At one and two star events the course designer in the feature arena must be chosen from the ESNZ J list of Official National and National Course Designers by the Organising Committee.
 - 5.1.3. At local events the course designer must be chosen from ESNZ J list of Official National, National and Candidate National Course Designers by the Organising Committee.
- 5.2. Technical Delegates
- 5.2.1. In National, Island Championships and the HOY show a Technical Delegate from the ESNZ J lists of Technical Delegates or an Official National Course Designer appointed by the ESNZ J board is compulsory.
 - 5.2.2. A Technical Delegate selected from the ESNZ J list of Technical Delegates or Official National Course Designers should be appointed by the organising committees of 3 star events and Young Horse Jumping Championship.
 - 5.2.3. For all other events a Technical Delegate selected from the ESNZ J list of Technical Delegates, Official National and National Course Designers **may** be appointed by the organising committee.

See Annex 13 (page 143)

6. Stewards

- 6.1. The schooling area(s) and warming up area(s) should, and during National and Island championships, three star and special competitions at the HOY show must always be supervised. One steward at least, should always be present whenever the arenas are in use to ensure that the rules are observed and practice arenas are not overcrowded so that all athletes get a fair chance to use the obstacles. Cups should be removed by the steward from practice arenas at the end of each day to prevent unsupervised jumping. A Chief Steward must always be appointed for NZ and Island Championships, three star events, Young Horse Jumping Championships, and the HOY show from the list of National or FEI Stewards. At other events Stewards should be National Judges or National Course Designers.

See Annex 13 (page 143)

7. Conflict of Interest.

A substantial appearance of a conflict of interest exists whenever others may reasonably infer from the given circumstances that a conflict exists. A conflict of interest is defined as any personal, professional or financial relationship including relationships of family members (immediate family), that could influence or be perceived to influence objectivity when representing or conducting business or other dealings for or on behalf of the National

Federation.

Conflicts must be avoided whenever practicable. However, conflicts may be linked to experience and expertise that is necessary to qualify officials. The specific balance between conflict and expertise shall be regulated by the relevant sport rules.

CHAPTER XII: COMPETITIONS

Article 260 - General

1. There are many different jumping competitions for both individuals and teams. The following rules cover the types of competitions which appear to be most popular.
2. Organising Committees may provide for new types of competitions, but any competition covered by this chapter must be run strictly according to these Rules.
3. Organising Committees may at their discretion invite horses and ponies to compete at varying heights (Art. 208) except where stated below. The ESNZ J Board may annually require a particular competition to have a minimum and maximum height. Examples are Series and Championship competitions.
4. Handicap competitions may be organised by the Organising Committees. The conduct of the competition must be clearly stated in the Schedule. Examples of competition division could be for; horse age groups, for horses that have been registered in different seasons, horses with maximum number of wins and placings.

Article 261 - Normal Competitions And Grand Prix Competitions

1. Normal and Grand Prix competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate equality for first place by a first jump-off or by a maximum of two jump-offs.
2. These competitions are judged under Table A against or not against the clock, but always with a time allowed.
3. The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of Organising Committees.
4. Qualification
 - 4.1. If qualification conditions are scheduled for the Grand Prix competition it is compulsory that all qualifying competitions are organised under Table A against the clock or Table A with one or two jump-offs

- 4.2. If qualification conditions are scheduled for the Grand Prix whether at 1, 2 or 3 star event, it is compulsory that the formula given in the Annex of these rules is referred to. If qualification conditions for competitor/horse are ESNZ J Series Competitions it is compulsory that all qualifying competitions are run under Table A against the clock or under Table A with one or two jump-offs.
5. Grand Prix competitions must be conducted in accordance with one of the following formula:
 - 5.1. over one round
 - 5.1.1. not against the clock with 1 jump-off against the clock (Article 238.1.2)
 - 5.1.2. against the clock with 1 jump-off against the clock (Article 238.2.2)
 - 5.1.3. not against the clock with 2 jump-offs against the clock.
 - 5.1.4. not against the clock with 2 jump-offs, the second jump-off against the clock (Article 238.1.3)
 - 5.1.5. against the clock with 2 jump-offs against the clock (Article 238.2.3)
 - 5.2. over two rounds (identical or different) with one eventual jump-off against the clock.
 - 5.3. over two rounds, with the second round against the clock.
 - 5.4. the chosen formula must appear in the schedule.

Article 262 - Power And Skill

1. General
 - 1.1. The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles. They should be for experienced horses and ponies.
 - 1.2. In the event of equality for first place, there must be successive jump-offs.
 - 1.3. The obstacles in the jump-offs must always be the same shape, the same type and the same colour as in the initial round.
 - 1.4. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the competition. After the fourth jump-off they **must** stop the competition. The competitors left in the competition are placed equal.
 - 1.5. If after the third jump-off, the riders do not wish to continue, the Ground Jury must stop the competition.
 - 1.6. There cannot be a fourth jump-off if competitors have not had a faultless round in the third jump-off.

- 1.7. Time is never a deciding factor in the event of equality of penalties. There is no time allowed and no time limit.
- 1.8. These competitions are judged under Table A not against the clock.
- 1.9. Only when it is not possible for competitors to school in the practice arena a practice obstacle must be placed in the competition arena. This obstacle will be clearly marked and is the only "Practice" obstacle to be used.
- 1.10. If the dimensions of the arena and the number of competitors permit it, the Ground Jury may decide that the competitors still in the competition may remain in the arena after the first or second jump-off.

2. Puissance

- 2.1. The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40m in height, two obstacles from 1.60m to 1.70m and one wall or vertical obstacle, which may vary from 1.70m to 1.80m in height. All combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30cm offset at the base).
- 2.2. A straight fence instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.
- 2.3. In the event of equality for first place, there must be successive jump-offs over two obstacles which should be a wall or a vertical obstacle and a spread obstacle (Article 246).
- 2.4. In the jump-off, both obstacles must be increased regularly in height and in spread. The straight obstacle or wall may be increased in height only if competitors equal for first place have not been penalised in the preceding round (Article 246).

3. Six Bar Competition

- 3.1. In this competition, six vertical obstacles are placed in a straight line about 11m apart. They must be identically constructed and composed only of poles of the same type. The number of obstacles may be reduced depending on the size of the arena.
- 3.2. All the obstacles may be kept at the same height, for example, 1.20m or at progressive heights, for example 1.10m, 1.20m 1.30m, 1.40m, 1.50m, 1.60m, or the first two at 1.20m, the next two at 1.30m and so on.
- 3.3. In the event of a refusal or a run-out, the competitor must restart the course at the obstacle where the fault was made.

- 3.4. The first jump-off must take place over the six obstacles which must be raised unless the competitors who are equal for first place have been penalised in the first round. From the second jump-off onwards, the number of obstacles may be reduced to four but the distance between them must be kept at about 11m as required initially (the lower obstacles should be withdrawn).
- 3.5. Jump-off refer to Article 262.1.4 - 262.1.8

Article 263 - Hunting Competition or Speed and Handiness Competition

1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.
2. These competitions are judged under Table C.
3. Courses must be twisting, with obstacles very varied (alternative obstacles are allowed, giving the competitor the opportunity to shorten their track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting competitions and must be so named in the schedule. All other competitions of this type are called Speed and Handiness competitions.
4. No fixed track to be followed is laid down on the plan; an arrow underneath or through each obstacle shows only the direction in which it must be taken.
5. Compulsory turning points are included only if absolutely necessary.

Article 264 - Official Team Competitions (incl. Trans Tasman Competition)

(Young Rider Trans Tasman Teams Event see Article 279, page 69)

1. Organisation
 - 1.1. ESNZ J may designate certain team competitions "Official" Team Competitions. The formula for these will be decided by ESNZ J in consultation with the Organising Committee concerned. In some cases because of particular circumstances dispensation to some of these rules may be given. However ESNZ J maintains the right to request Organising Committees to amend rules because of the circumstances of a particular team competition.
 - 1.2. The competition takes place over two rounds over the same course during the course of the same day. (Article 273.3.2, page 63)
 - 1.3. In principle the competition is judged under Table A not against the clock with a time allowed in both rounds.

2. Obstacles

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

- 2.1. The obstacles should be approximately 10 to 12 in number.
- 2.2. There should be a water jump.
- 2.3. At least two vertical obstacles must be provided (sloping walls do not count as compulsory straight obstacles) at the maximum height.
- 2.4. No combination obstacle may require more than three jumps or efforts (except for permanent obstacles, banks, mounds or slopes).
- 2.5. The course should be about 500m to 700m long and must include at least one double or one treble, but not more than three doubles or one double and one treble.
- 2.6. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other. The second round maybe reduced by two or three obstacles.

3. Competitors

- 3.1. A full team comprises four competitors and four horses. The score of the best three competitors in each of the two rounds is taken into consideration to determine the placings. All members of each team must take part in the first round (except as otherwise provided in paragraph 3.3. and 4.3 below).
- 3.2. If a team is already winning after its third competitor has gone in the second round, or if a team cannot improve its placing after its third horse has gone in the second round, then the fourth horse may be withdrawn.
- 3.3. When, in the first round or second round, the result cannot be improved after the third competitor has gone, the fourth competitor may be withdrawn.

4. Participation

Participation in team competitions is subject to the following conditions:

- 4.1. The competitors and horses that will start are chosen the day before the competition from the list drawn up by the Chef d'Equipe or Team

Captain and declared to the Secretary, by 6 p.m. on the day before the competition, including their starting order.

- 4.2. In the event of an accident or illness of a competitor and/or horse, between the submission of the declaration and one hour before the start of the competition, the competitor and/or horse may, on production of a certificate from an officially recognised medical doctor and/or with the permission of the officially recognised veterinarian and after approval by the Ground Jury, be replaced by another competitor and/or horse. In the event of substitution the starting order remains unchanged. During the competition no substitution will be allowed in any circumstances.
 - 4.3. Should a team be able to produce only three horses, its captain may enter three horses and competitors.
 - 4.4. No horse or rider may compete in more than one team in the one competition.
5. Order of starting
- 5.1. The starting order for the Teams is determined by a draw in the presence of the Ground Jury and the Chef d'Equipe or Team Captains. The draw will take place the day before the competition at a time fixed by the Ground Jury in agreement with the Organising Committee.
 - 5.2. All the number ones start first in succession, then the number twos and so on. The Chef d'Equipe of the teams comprising only three competitors may choose in which of the three positions out of the four they will run competitors.
 - 5.3. The starting order of the teams in the second round will be in the reverse order of the total penalties incurred by the best three competitors in each team in the first round. Teams that tie after the first round will take the same order of starting as in the first round.
 - 5.4. The competitors in each team start in the same order as in the first round.
6. Number of Competitors in the second round.
- The number of teams and competitors in the second round must be agreed between ESNZ J and the Organising Committee and printed in the Schedule.
- 6.1. A reduced number of teams will take part in the second round with four competitors a team except for those teams with only three members. Those teams that are equal will be separated by the total times of the best three competitors of each team in the first round.
 - 6.2. A reduced number of teams left in the first round will take part in the second with three competitors per team. The Chef d'Equipe will determine which three competitors of the team will participate in the second

round. Those teams equal for a qualifying place on penalties will be separated by the total times of the three best competitors of each team in the first round.

7. Elimination and abandonment

- 7.1. If two or more competitors of a team, participating with four competitors in the first or second round, are eliminated or retire, the whole team is eliminated.
- 7.2. If one competitor of a team participating with three competitor's in the first or second round is eliminated, the whole team of three is eliminated.
- 7.3. If a team is qualified to take part in the second round, a competitor eliminated in the first round may start in the second round.
- 7.4. A team which is qualified to take part in the second round, may only withdraw from the second round, with permission of the Ground Jury. In this case the team will not receive prize money. It will be replaced by another team.
- 7.5. However the President of the Ground Jury, in consultation with the Organising Committee when only three or less teams are taking part, may allow eliminated teams to continue by giving competitors who have been eliminated the highest score of a completed competitor plus 20 penalties.

8. Placing and Classification

- 8.1. Classification of the teams not taking part in the second round is based on the total penalties of the best three competitors of each team in the first round. Teams with equality of points are placed equal.
- 8.2. Placing of teams after the second round is decided as follows:
 - 8.2.1. Formula One: The total penalties of the best three competitors of each team in the first round are added to the total penalties of the best three competitors in the second round.
 - 8.2.2. Formula Two: The total penalties of the best three competitors per team in the first round are added to the total penalties of the three competitors per team in the second round. In the case of equality of penalties for first place, there will be a jump-off in which one competitor per team will participate. The Chef d'Equipe determines which member of the team will participate in the jump-off. Any one of the team members can take part in the jump-off. The jump-off takes place against the clock over a minimum of six obstacles. In the case of equality of penalties and time after the jump-off, the teams are placed equal first. Teams with equality of total penalties for other places are placed equal.

Article 265 - Other Team Competitions

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

Article 266 - Fault And Out Competition

1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are excluded. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc.) When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but they are not given any points for the obstacle jumped after the bell has rung.
2. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.
3. When the fault which ends the round is other than a knock down, such as a disobedience, a fall or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.
4. The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitor's times are taken into consideration and the competitor with the fastest time will be declared the winner.
5. A Fault-and-Out competition may be organised in two ways:
 - 5.1. Over a set number of obstacles:

When the competition takes place over a maximum number of obstacles and the competitor has jumped the last obstacle, the clock is stopped at the moment when the competitor crosses the finishing line. In the event of equality of points and time for first place only, there must be a Fault- and-Out jump-off over a limited number of obstacles.
 - 5.2. With a fixed time of 60 to 90 seconds (45 in indoor arenas):

The competitor takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horses forefeet touch the ground on landing.

Article 267 - Hit-and-hurry Competition

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

Article 268 - Relay Competitions

1. General
 - 1.1. These competitions are for teams of two or three competitors.
 - 1.2. The course shown on the plan must be completed consecutively according to the number of team members.
 - 1.3. The competitor going through the starting line must jump the first fence and the rider jumping the last fence must also cross the finishing line in order to stop the clock. If a competitor crosses the finishing line after another competitor has jumped the penultimate fence, the team is eliminated.
 - 1.4. The time of the round is taken from the moment when the first competitor crosses the starting line until the last member of the team has passed the finishing line.

- 1.5. The time allowed is based on the speed for the competition and the length of the course multiplied by the number of team members.
- 1.6. If, during the round, disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round.
- 1.7. The elimination of a team member incurs the elimination of the whole team.
- 1.8. The second disobedience by the team or the first fall by a competitor eliminates the whole team.
- 1.9. The team is eliminated if, in changing over, the competitor takes off to jump an obstacle before the forefeet of the horse of their team member have reached the ground.

Relay competitions are as follows:

2. Normal Relays

- 2.1. In these competitions the first competitor jumps their round and having taken the last obstacle the next competitor starts their round and so on.
- 2.2. As soon as the horses forefeet of their team member jumping the last obstacle have reached the ground, the next competitor may jump their first obstacle.
- 2.3. These competitions are run under Table C.

3. Fault-and-Out Relays

The Fault-and-Out Relays take place according to the provisions laid down for the Fault-and-Out Competition under Article 266 with teams of two or three competitors either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

3.1. Over a maximum number of obstacles

- 3.1.1. The change over, indicated by a sound of the bell, is compulsory when each competitor has completed their round or at each fault committed by each competitor, except at the last one. The competitor's team member must then take over either at the first obstacle or at the next obstacle where a knock down occurred or at the obstacle where a disobedience was committed.
- 3.1.2. If the last team member has completed their round with no penalty or if they knock down the last obstacle of the course, the competition ends at the finishing line and the clock must be stopped at this moment.

- 3.1.3. When the last competitor knocks down an obstacle of the course, other than the last one, the bell is rung and they must then jump the obstacle to allow their time to be recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped the whole team is placed last of those who have obtained the same number of points and had their time recorded.
 - 3.1.4. In this competition, bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the following disobedience committed by each of the second or the third team members depending on the number of competitors in the team. One point is deducted for each commenced second exceeding the time allowed.
 - 3.1.5. The classification is reached according to the highest number of points obtained by the team and the best time.
- 3.2. With a fixed total time
- 3.2.1. In this case, the above provisions under paragraphs 1.1., 1.3.,1.4. and 1.5 must be applied.
 - 3.2.2. Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.
 - 3.2.3. The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.
 - 3.2.4. If the last competitor knocks down the last obstacle of their round, they must jump the first obstacle of the course to allow the time to be recorded.
 - 3.2.5. If, during the round, disobediences with knock down are committed, the time corrections are deducted from the fixed time.
4. Fault-and-Out - Successive Relays
- These competitions take place according to the same rules as for the Fault-and-Out Relays over a maximum number of obstacles. However, the competitors take over from each other after each fault until the course has been completed by as many times as the number of members in each team.
5. Fault-and-Out Optional Relays
- 5.1. In these competitions the competitors may take over as they like in the competition but a change over is compulsory, indicated by a sound of the bell, when each competitor has completed their course or at the point where a fault is committed.
 - 5.2. Optional relays are run under Table C.

Article 269 - Accumulator Competition

1. This competition takes place over 6, 8 or 10 obstacles which are progressively more difficult. No combination obstacles are allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No points are awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.
3. This competition may take place either with the first round against the clock and a jump-off in case of equality of penalties for first place following the initial round or not against the clock with a jump-off or directly against the clock. In the case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.
4. If the competition takes place not against the clock with a jump-off, competitors not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the competition takes place with the first round against the clock and a jump-off, competitors not qualified for the jump-off are placed according to penalties and time obtained in the first round.
5. For the last obstacle of the course, an alternative obstacle may be provided, of which one part may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points (Article 215). If the Joker is knocked down, these points must be deducted from the total points obtained so far by the competitor.
 - 5.1. See Article 270 1.12.2, page 60 when the joker is outside the course.

Article 270 - Top Score And Gamblers Stakes

1. Top Score
 - 1.1. In this competition, a certain number of obstacles, without a combination obstacle are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty.
 - 1.2. The obstacles must be built so that they can be jumped in both directions.

- 1.3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to the Course Designer to delete the obstacles they wish.
- 1.4. The competitor is credited with the number of points carried by each obstacle that they have jumped correctly. No points are awarded for an obstacle knocked down.
- 1.5. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, they may jump all the obstacles they wish in any order and in any direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.
- 1.6. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow their time to be recorded. If they do not cross the finishing line, they are placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.
- 1.7. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.
- 1.8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle and for displacing a lower part positioned in the same vertical plane. In case of a disobedience without a knock-down, the competitor may jump that fence or continue to the next obstacle.
- 1.9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.
- 1.10. All disobediences are penalised by the time lost by the competitor.
- 1.11. The competitor who has obtained the greatest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.
- 1.12. There are two options for using a Joker.
 - 1.12.1. An obstacle may be provided as a part of the course, duly marked preferably by flags and titled "Joker". The Joker may be jumped twice. 200 points are awarded each time this obstacle is jumped correctly but if it is knocked down 200 points must be deducted from the total points obtained so far by the competitor.

- 1.12.2. The Joker is not a part of the main course. After the fixed time has expired, the bell is rung to end the competitors round. The competitor must cross the finishing line to have the time recorded, and then has 20 seconds in which to attempt the Joker once. 200 points are awarded if this obstacle is Jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the competitor. Also applicable to Article 269 (Accumulator, page 58).
 - 1.13. If by ringing the bell, a Joker is required to be Jumped within twenty seconds after the fixed time has expired and after the competitor has crossed the finish line, only one attempt is allowed.
- ## 2. Gamblers Stakes
- 2.1. At least 8 obstacles of varying height will be placed in the arena and at each a large playing card or number will indicate its value. Combination obstacles are not permitted.
 - 2.2. The competitor must start through the start flags and jump 6 obstacles of their choice and finish through the finish flags. The starting and finishing lines can be taken in either direction. (Article 207, page 6). An obstacle may be provided in the course or after the finish and titled "Joker". The Joker may be jumped once (in addition to the above 6 obstacles) and 26 points are awarded if it is jumped correctly but if it is knocked down, 26 points are deducted (Article 215). In the event of a refusal or run-out with a knock down at the Joker, the Ground Jury will act as in the case of similar disobediences which occur at other obstacles on the course; no points will be deducted from the competitor's score.
 - 2.3. The competitor will be timed.
 - 2.4. The obstacles may be jumped in any order and from either direction, but an obstacle may not be jumped twice.
 - 2.5. Each obstacle jumped clear will entitle the competitor to claim the points as indicated by the playing card or number on that obstacle. No points will be awarded for an obstacle knocked down.
 - 2.6. The winner will be the competitor who obtains the most points from the 6 obstacles of their round and the Joker.
 - 2.7. The value of the obstacles shall be: Ace 14 pts, King 13, Queen 12, Knave 11, Ten 10, Nine 9 pts etc.
 - 2.8. In the event of equality of points, time will decide.
 - 2.9. The first two disobediences will only be penalised on time, but the third disobedience and the first fall incur elimination.

- 2.10. Should a competitor have a refusal they must continue to endeavor to jump that obstacle from the same side and may not proceed until they have jumped it. If the obstacle is displaced Article 232 will apply (page 21).
- 2.11. Should a competitor jump more or fewer than 6 obstacles (excluding the Joker) or jump any obstacle more than once, they will be eliminated.
- 2.12. There shall be no jump-off.

Article 271 - Take-your-own-line Competition

1. In this competition the obstacles may be jumped only once in the order chosen by the competitor. Any competitor who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
2. Competitors may cross the starting line or finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This competition takes place without a laid down speed, under Table C.
4. If the rider has not completed the course 120 seconds after the round has started, they will be eliminated.
5. All disobediences are penalised by the time lost by the competitor.
6. If there is a refusal or run-out with a knock-down or displacement of the obstacle, the competitor may only restart their round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives the signal to start. They may then jump the obstacle of choice. In this case 6 seconds for time correction (Article 232, page 21) will be added to the time of the round.

Article 272 - Knock-out Competition

1. This competition takes place by pairs of competitors against each other. The competitors must have qualified as a result of a separate competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or Table C.
2. The two competitors will compete against each other simultaneously over two identical courses without combinations. If one competitor enters the other competitor's course and as a result interferes with that competitor, the competitor responsible for the interference will be eliminated.

3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.
4. In this competition, each competitor may only ride one horse in the eliminating rounds, chosen from their horses which have qualified in the preliminary qualifying round or the qualifying competition. If a competitor finds that their opponent has withdrawn from any round, the competitor remaining in the competition must complete the round in question above.
5. If there are competitors placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The eliminating rounds in which two competitors take part are run without time if judged under Table A. Each fault made of whatever nature (knock-down, refusal, run-out) is penalised by one point. Notwithstanding the above, in the case of a refusal with or without a knockdown, the competitor will continue their round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under Table A the competitor is penalized by one point. A competitor passing an obstacle without attempting to jump it will be eliminated. If the competition is run under Table C, 3 seconds will be added to their time in this case. Any infringement of the provisions of Article 240 incurs elimination from the competition.
7. If the competition is run under Table C, each fault is penalised by three seconds.
8. The competitor who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner. Competitors defeated in the corresponding rounds are placed equal.
9. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide the competitor who crosses this line first.
10. If at the end of the eliminating round, there is a dead heat between two competitors, the round must be started again.
11. If the competition is run under table C, there must be an independent time-keeping installation for each competitor.
12. The starting order in the eliminating rounds will be decided according to the table printed in Annex 5 (page 81) (16 or 8 according to the conditions of the schedule).

Article 273 - Competition Over Two Rounds

1. This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each competitor must participate with the same horse. Competitors who do not take part in the second round cannot be placed. Competitors, who have been eliminated or who have retired during the first round, may not take part in the second round and may not be placed.
2. All the competitors have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:
 - 2.1. either all competitors
 - 2.2. or a limited number of competitors (at least 25%, in any case, and even if it is not mentioned in the schedule, all clear rounds) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule).
3. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

	First round Table A	Second round Table A	Second round Starting order	Jump-off Starting order
3.1	Against the clock	Not against the clock	Reverse order of penalties & time in the 1st round	Same as 2nd round
3.2	Not against the clock	Not against the clock	Reverse order of penalties in the 1st round. Competitors retain their draw order in case of equality of penalties	Same as 2nd round
3.3.1	Against the clock.	Against the clock.	Reverse order of penalties and possibly time in the 1st round.	No Jump-off.
3.3.2	Not against the clock.	Against the clock.	Reverse order of penalties in the 1st round. Athletes retain their draw order in case of equality of penalties.	No Jump-off.
3.4	Against the clock.	Against the clock.	Reverse order of penalties and time in the 1st round.	Same as 2nd round.
3.5	Not against the clock.	Against the clock.	As above in 3.3.2	Same as 2nd round.

4. Placing.

- 4.1. Athletes will be placed according to the penalties and time in the jump-off. The remaining athletes will be classified according to aggregate penalties over both rounds and the time incurred in the first round. (Article 273.3.1, page 63)
- 4.2. Athletes will be placed according to the penalties and time in the jump-off. The remaining athletes will be classified according to aggregate penalties over both rounds. (Article 273.3.2, page 63)
- 4.3. Athletes will be placed according to aggregate penalties over both rounds and the time incurred in the second round. (Article 273.3.3, page 63)
- 4.4. Athletes will be placed according to the penalties and time in the jump-off. The remaining athletes will be placed according to aggregate penalties over both rounds and the time incurred in the second round.
- 4.5. Athletes will be placed according to their penalties and time in the jump-off. Remaining athletes will be placed according to their aggregate points and time in the second round.

5. Victor Ludorum

- 5.1. Should be for experienced horses only.
- 5.2. Competitors will be required to jump two rounds.
- 5.3. There should be no longer than 1 hour between rounds.
- 5.4. First round: Table A. Speed 350mpm. The course will consist of not more than 12 obstacles and will include combinations and should include a water jump. Maximum height of obstacles approximately 1.50m.
- 5.5. Second round. Table A. Speed 300mpm. The course will consist of 6-8 puissance type obstacles with no combination or water jump. Minimum and maximum heights of obstacles approximately 1.30m and 1.70m respectively
- 5.6. The faults for each round will be added together and the competitor obtaining the least number of faults for the two rounds is the winner.
- 5.7. In the event of equality of faults for first place there will be a jump-off. In the event of equality of faults in the jump-off, time will decide.

Article 274 - Competition In Two Phases

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

2. The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
3. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded. The competitor must stop after crossing the first finishing line. Exception (Article 274.5.6) unless eliminated, athletes penalised in the first phase may continue in the second phase.
4. Competitors not penalised in the first phase continue the course, which finishes after crossing the second finishing line. If the second phase is run under Table A, the penalty for exceeding the time allowed is 1 penalty for each 4 seconds commenced.
5. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

	First phase	Second phase	Placing
5.1	Not against the clock (Table A)	Not against the clock (Table A)	According to the penalties in the second phase and, if necessary, to the penalties in the first phase.
5.2	Not against the clock (Table A)	Against the clock (Table A)	According to the penalties and time in the second phase and, if necessary, to the penalties in the 1st phase.
5.3	Against the clock (Table A)	Against the clock (Table A)	According to the penalties and time in the second phase, and, if necessary, to the penalties and time in the 1st phase.
5.4	Not against the clock (Table A)	Table C	According to the total time (Table C) of the 2nd phase and, if necessary, to the penalties in the 1st phase.
5.5	Against the clock (Table A)	Table C	According to the total time (Table C) of the 2nd phase and, if necessary, to penalties and time in the 1st phase.
5.6	Not against the clock (Table A) Minimum 5 obstacles, Maximum 7 obstacles in first phase	Against the clock (Table A) Remaining obstacles (total of minimum 11, maximum 13 in both phases)	According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary according to the time of the second 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.
8. Power And Speed
 - 8.1. This is a special competition conducted under this Article except as stated below:
 - 8.2. The first phase will be a Puissance course judged under first round Puissance rules. (Article 262.2) The second phase will be judged under Table A against the clock rules, speed 400mpm. (Article 238.2.1).
 - 8.3. Faults incurred on each phase (judged separately) are added to decide the winner. In the event of equality of faults the winner will be the competitor with the fastest time on the second phase.
 - 8.4. There shall be no jump-off.
9. Time And Test

This competition is similar to Power and Speed except that the first phase will be judged under Table A (Article 238.2.1) followed by the Puissance phase judged under first round Puissance rules. (Article 262.2)

Article 275 - Competition In Group With Winning Round

1. In this competition the competitors are divided into groups. They can either be divided by draw, according to the results of a qualifying competition or to be specified in the schedule.
2. The way in which the competitors are divided among the groups, and how the starting order within the groups is determined must be specified in the schedule.
3. First all competitors in the first group start, then all competitors in the second group and so on.
4. The best competitor of each group qualifies for the winning round.
5. The Organising Committee may stipulate in the schedule that a limited number of competitors, who have not obtained the best result in their group, but who are the next best of all competitors, also qualify for the winning round.
6. All competitors in the winning round start with 0 penalties.
7. Competitors in the winning round will retain their starting order of the first round or if so stipulated in the schedule, they will start in reverse order of the results (penalties and time) in the first round.
8. The first round and the winning round are judged under Table A against the clock.

9. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.
10. All competitors participating in the winning round must receive prize money.
11. If a competitor qualified for the winning round does not start in this round, they will not be replaced.

Article 276 - Competition With Winning Round

1. Competition with two rounds and a winning round.
 - 1.1. In this competition the best 16 competitors of the first round qualify for the second round, in which they start in reverse order of the results (penalties and time) of the first round.
 - 1.2. The best 8 competitors according to the total penalties and time of both rounds or of the second round only, participate in the winning round.
 - 1.3. The course of the second round may be different from that of the first round.
 - 1.4. The course of the winning round must be a shortened course over obstacles of the first and/or second round.
 - 1.5. The starting order in the winning round is in reverse order of total penalties and time over both rounds or of the second round only, according to the conditions of the schedule.
 - 1.6. In the winning round all competitors start with 0 penalties.
 - 1.7. All three rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round competitors are penalised with one penalty point for every four seconds commenced.
 - 1.8. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.
 - 1.9. If a competitor qualified for the winning round does not start in this round, they will not be replaced.
2. Competition with one round and winning round.
 - 2.1. In this competition the best 10 competitors (at least 25% and in any case all clear rounds) of the first round qualify for the winning round, in which they start in reverse order of the results (penalties and time) of the first round.
 - 2.2. In the winning round all competitors start with 0 penalties.

- 2.3. Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round competitors are penalised with one penalty point for every four seconds commenced.
- 2.4. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.
- 2.5. If a competitor qualified for the winning round does not start in this round, they will not be replaced.

Article 277 - Derby

1. It takes place over a distance of at least 1000m and not more than 1300m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so scheduled for.
2. It may be judged under Table A or Table C. If judged under Table C there is no time allowed just a time limit. The time limit may be increased at the direction of the Ground Jury if the length of the course exceeds the requirements from establishing the time limit as laid down in Article 239.3.
3. Even if this competition carries the best prize money of the event, each competitor is allowed to ride a maximum of three horses according to the conditions of the schedule.

Article 278 - Competition Over Combinations

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

Article 279 - Events And Competition With Borrowed Horses

National Events and competitions may be organised with borrowed horses. In such cases, the following conditions apply.

1. The Organising Committee will make available the necessary number of horses (maximum 3 per competitor).
2. At least 24 hours before the start of the first competition a fair draw of the borrowed horses for each team or individual competitors must take place. Unless otherwise stated in the schedule and approved by ESNZ J, the horses, in the case of team events, the home team will be drawn first.
3. The draw must take place in front of the Chefs d'Equipe or a representative of each team in the case of team events, the competitors, the President or a member of the Ground Jury. The horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission to change is given by the owner.
4. The Organising Committee should provide a reasonable number of reserve horses to be used in case any horse is found incapacitated by a veterinarian or in the case of apparent complete incompatibility between one of the competitors and their horse, as stated by the Ground Jury.
5. The schedule must establish clearly the conditions under which the horses are borrowed and drawn and the competitions are conducted.
6. Competitions common to New Zealand v Australia on borrowed horses.
 - 6.1. Young Rider Trans Tasman Teams Event.
 - 6.1.1. The course will be set at 1.20m with ten to eleven obstacles, including two doubles. The second round will be the same as the first.
 - 6.1.2. First and second round speed equals 325m/min, jumpoff at 350m/min.
 - 6.1.3. The second round will be run in reverse order of teams faults, but teams will ride in original order eg one rider from each team.
 - 6.1.4. There may be three refusals allowed per rider.
 - 6.1.5. If eliminated the rider will incur +20 faults on the worst score of the round.
 - 6.1.6. A bonus point will be given when three riders of the same team incurs 0 penalties in a round.
 - 6.1.7. Best three scores to count.
 - 6.1.8. If after the two rounds there is equality of team penalties (excluding bonus points) there will be a jumpoff of one nominated horse from each team. Rider to stay on original horse.

- 6.1.9. Points allocated; 1st = 5, 2nd = 3, 3rd = 1 (plus bonus points if applicable)
- 6.1.10. Jump-off. On occasions that teams other than New Zealand are competing, and one of them is equal with New Zealand or Australia, there is no need for a jumpoff. A jumpoff will always take place when Australia is equal to New Zealand.

CHAPTER XIII: VETERINARY INSPECTIONS AND EXAMINATIONS, MEDICATION CONTROL AND IDENTIFICATION PAPERS

Article 280 - Veterinary Examinations, Horse Inspections And Identification Numbers

1. The Veterinary Inspections and Examinations should be conducted in accordance with the Veterinary Regulations and as laid down in Annex 7 (page 85) of the ESNZ J Rules.
2. Identification Numbers. Organising Committees require identification numbers to be worn, each horse or rider keeps the same number throughout the event. Failure to display this number incurs first a warning and, in the case of a repeated offence, a fine or elimination (Article 242, page 30).

Article 281 - Medication Control Of Horses

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

Article 282 - Identification Papers, Registration And Results

1. All horses and ponies must be registered before competing at any Event conducted under the ESNZ J rules, except for the exception in paragraph 8.2.
2. The ESNZ J Recording Officer will be responsible for, - Issuing registration forms. - Issuing identification papers. - Annual re-registrations and annual start levies. - Noting on the performance card when a period of suspension is imposed on any horse or pony in terms of Article 174 of the General Regulations of the Equestrian Sport New Zealand. - Maintaining all records.
3. Identification papers must be returned to the Recording Officer whenever requested.

4. The Recording Officer must be notified on sale, change of name or retirement, temporary or permanent of a horse or pony.
5. Current or Life Members badge (when membership of the Equestrian Sport New Zealand is obligatory under Article 134) must be presented to the Judge or the person nominated by the Organising Committee when required.
 - 5.1. The Judge or persons nominated by the Organising Committee may demand the production of ID Papers to prove any horse or pony is currently registered when registration is obligatory under Article 282. Where applicable prize money will be withheld until the Identification Papers are produced.
 - 5.2. For pony competitions, a valid Royal Agricultural Society. height certificate for the pony concerned must be produced when required.
 - 5.3. Failure to comply with paragraphs 5, 5.1, and 5.2 above within 1 hour of the completion of the competition may entail disqualification and further penalties. Placings of remaining competitors will be adjusted.
 - 5.4. An instant fine of \$50 can be applied against any rider who cannot produce a completed ID booklet for any horse that is chosen for Medication Control Testing while competing at an event.
 - 5.5. All horses and ponies must wear allocated event ID numbers at all times while on the grounds.
6. The President of the Ground Jury or their nominee must ensure that official result forms are completed after each competition. The result form must be signed by the member of the Ground Jury and forwarded to the Recording Officer.
 - 6.1. All judges must ensure that they have the official result forms available.
7. All horses and ponies will be re-registered annually by sending the appropriate forms together with fees and levies to the ESNZ J Recording Officer.
8. ESNZ J is responsible for the administration of the start levy system. All fees and penalties will be retained by ESNZ J.
 - 8.1. ESNZ J will decide annually what fees and levies will be imposed on horses and ponies for the following season, and these will be advertised in the bulletin and the appropriate sticker affixed to each entry which is non refundable.
 - 8.2. Horses and ponies not registered will be ineligible to compete under ESNZ J rules until the levy and re-registration fees have been received

by the ESNZ J Recording Officer. Exception Article 139.1 G.R, Unregistered Horses and Ponies may take part in Jumping Training competition up to 1m (80cm for ponies) with no prize money upon paying a daily affiliation fee of \$5 per day paid to the Organising Committee.

Article 283 - Height Records

1. The height or spread is measured by means of a steel tape measure nailed to a board. For the high jump the use of foldable square, spirit level or of a measuring apparatus as in athletic sport is strongly recommended.
2. In measuring the height cleared, the following points should be observed:
 - 2.1. Before the start of the competition, it must be confirmed that the take-off point and the bottom of the obstacle are on the same level horizontally.
 - 2.2. After the jump, the obstacle will be measured, from a small board horizontally placed behind the obstacle and in the middle of the obstacle.
 - 2.3. These measurements are taken by two National Judges.
3. The procedure is as follows:
 - 3.1. A competitor may not attempt the next height or spread unless they have cleared the preceding one.
 - 3.2. The competitor may attempt a height record if in the opinion of the Ground Jury it is a reasonable step up in height from the height reached at the conclusion of the competition.
 - 3.3. A competitor is allowed only two attempts at the height.
 - 3.4. In order to beat a record, the horse must clear a height by at least 2 centimetres or a spread by 10 centimetres above or beyond the record.
 - 3.5. No record can be ratified unless it has been achieved in public and at an Event officially recognised by the National Federation.
4. Record of evidence.
 - 4.1. Immediately after the Event, a report is drawn up, giving the details of the competition, the state of the ground and vouching for the place, the date and the time of the competition and that it was properly conducted.
 - 4.2. This report is signed by two people, the President of the Event and the President of the Jury.
 - 4.3. There are three copies. Two copies are forwarded to ESNZ J for investigation. The third copy is kept on the files of the Event where the record was made.

- 4.4. ESNZ J will prepare and keep an up-to-date list of the records. (Article 284).
- 4.5. A Technical Committee studies the performance for which ratification is requested, as quickly as possible. The ESNZ J Board has full discretionary power and need not ratify the record if it considers that the conditions have not been properly observed.
- 4.6. The ESNZ J Board alone is empowered to ratify a Record.

Article 284 - New Zealand Height Records

1. Horses:

- 1.1. Colin Clarke and Town Boy held the record of 6' 5 1/2"
- 1.2. At the Gisborne Circuit Show, Cavalier and Ross McVicar cleared 6' 6 1/2" to set a new height record in 1967.
- 1.3. At the Tomoana Showgrounds, Hastings in 1970, Stuart Mitchell riding Jatent set a new record of 6' 11.5"
- 1.4. At the Highland Games in Hastings, April 1984, Allan Goodall riding Skud cleared a height of 2.130 metres.

2. Ponies:

- 2.1. At the Stratford A & P Show 1979, Ilone Kelly on Gold Coast and James Cropp on Kahlua broke the previous record and James went on to set a new record of 1.840m.
- 2.2. In 1986, the record was jointly held by Megan Illston and Daniel Webb, riding McRobbie and Talamanca respectively. At the Dannvirke A & P show the pair cleared 1.860m in a 2-fence challenge.
- 2.3. At the Hawkes Bay A & P Show, October 1991, competing in a 2-fence challenge, Kim Zander on Skylight and Hayden Jamieson on Ridgewood Redwings were first equal at a height of 1.900 metres.

Article 285 - The Jigsaw Competition

1. This is competition for pairs of horses and riders.
2. Not less than 12 fences will be placed in the arena and will be numbered only for the purpose of judging
3. The two riders will enter the arena and start through the start flags, and each will be required to jump half of the total number of fences both jumping at the same time.

4. The fences may be jumped in any order, and in either direction but each of the fences must be jumped once only, and each rider must jump half of the total number
5. The time will be taken when the first horse goes through the start flags until both horses go through the finish flags.
6. The winners will be the pair that finish the course in the fastest time with any penalty points added.
7. This competition will be judged under Table C
8. There shall be no jump-off.
9. Should a competitor have a refusal, they must continue to endeavor to jump that obstacle from the same side, and may not proceed until they have jumped it.

Article 286 - Classification of Horses and Ponies

1. Classification of the height of a pony is up to and not exceeding 148cm. Once a pony is registered with ESNZ it may, if height/circumstances change, be re-registered as a horse. However, once re-registered as a horse it cannot be registered again as a pony.
2. Classification of a horse, height over 148cm. Once a horse is registered with ESNZ it may, if height/circumstances change, be re-registered as a pony provided it has a current RAS Height Certificate or Life Certificate. However, once re-registered as a pony it cannot be registered again as a horse.
3. Under ESNZ J/ESNZ rules a senior competitor may never compete on a pony. A pony may never compete in a horse competition. A horse may never compete in a pony competition.
4. The above heights are those recorded by the RAS approved measuring stewards and equipment.
5. Exceptions may be novelty classes and show hunter training classes.
6. Any other exceptions to these rules need S/J Board Approval.

Annex 1 - Code of Conduct

WELFARE OF THE HORSE

The following is a Code of Conduct based on that promoted by the FEI, but includes a few minor changes to reflect the New Zealand environment.

Code of Conduct

1. In all Equestrian sports the horse must be considered paramount.
2. The well being of the horse shall be above the demands of breeders, trainers, riders, owners, dealers, organisers, sponsors or officials.
3. All handling and veterinary treatment must ensure the health and welfare of the horse.
4. The highest standards of nutrition, health, sanitation and safety shall be encouraged and maintained at all times.
5. Adequate provision must be made for ventilation, feeding watering and maintaining a healthy environment when horses are being transported.
6. Emphasis should be placed on increasing education in training and equestrian practices and promoting scientific studies in equine health
7. In the interests of the horse, the fitness and competence of the rider shall be regarded as essential.
8. All riding and training methods must take account of the horse as a living entity and must not include any technique considered by the ESNZ to be abusive.
9. The ESNZ will establish adequate controls in order that all persons and bodies under their jurisdiction respect the welfare of the horse.
10. The National and International Rules and Regulations in Equestrian sport regarding the health and welfare of the horse must be adhered to, not only during national and international events, but also in training. Competition Rules and Regulations shall be continually reviewed to ensure such welfare is upheld.

Annex 2 - Jumping NZ Trophies

JUMPING NEW ZEALAND TROPHIES

The following Trophies were presented to ESNZ J and are ESNZ J's responsibility. There are a number of Trophies that have been donated to ESNZ to be presented to the winners, on an annual basis for a number of Championships and Competitions at the Horse of the Year Show. These Trophies are listed in Annex B of ESNZ's General Regulations.

1. The West Derby Shield Presented to the winner of the Super League Series. This Trophy was originally presented to the NZ Horse Society for the Area Team Championship when the competition fell into disuse it was presented to Jumping New Zealand to present to the winner of the Grand Prix Series. The donor of this trophy was Edward "Ted" Preston, a well known racehorse owner and thoroughbred breeder whose stud was called "West Derby". Ted Preston also had a number of sons one of whom represented New Zealand against Australia (Rod Preston on Blackwatch)
2. Bally Hoo Shield Presented to the winner of the Pony Grand Prix Series. This trophy was presented by Stuart and the late Maureen McLeod when the great "Bally Hoo" retired. Bally Hoo had a long career that included winning the Pony of the Year with Penelope Mansell as well as being very successful with Catriona McLeod.
3. Zedco Cup Presented to the winner of the 8 year old series. This trophy was presented in memory of the late Stuart and Maria Tucker who were tragically killed in a car accident in the United States when on holiday. Stuart had represented New Zealand as a rider (on the horse Zedco), been on the Board (then the executive of ESNZ J) been Chef D'Equipe at the WEG in 1990, and at the Barcelona Olympics in 1992. Stuart was also the chairman of the Northern Hawkes Bay area and a long serving committee member of that area.
4. Fernhill Stud Trophy Presented to the winner of the 7 Year Old Breeding Series. This trophy was presented by Graeme Hart, owner of the Fernhill Stud. Fernhill Stud is the producer of the many successful horses with the "Kiwi" prefix.
5. The Mitavite Trophy For the winner of the 6 Year Old Breeding Series. This trophy was presented by the Mitavite Stockfeed Company when the Age Group Breeding Series for young jumping horses was first instigated.
6. The Bomac Trophy The Bomac Trophy was presented by Bomac Laboratories as sponsors of the Grand Prix Series from 1990. From 2007 this trophy was presented to the Super League Series winner.

Annex 3 - Calculation of time allowed

Speed : 300m/minute

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

Speed : 325m/minute

Tens	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	19"	21"	23"	24"	26"	28"	30"	32"	34"	36"
	2	37"	39"	41"	43"	45"	47"	48"	50"	52"	54"
	3	56"	58"	60"	61"	63"	65"	67"	69"	71"	72"
	4	74"	76"	78"	80"	82"	84"	85"	87"	89"	91"
	5	93"	95"	96"	98"	100"	102"	104"	106"	108"	109"
	6	111"	113"	115"	117"	119"	120"	122"	124"	126"	128"
	7	130"	132"	133"	135"	137"	139"	141"	143"	144"	146"
	8	148"	150"	152"	154"	156"	157"	159"	161"	163"	165"
	9	167"	169"	170"	172"	174"	176"	178"	180"	181"	183"

Speed : 350m/minute

Tens	m	0	10	20	30	40	50	60	70	80	90
Hundreds	1	18"	19"	21"	23"	24"	26"	28"	30"	31"	33"
	2	35"	36"	38"	40"	42"	43"	45"	47"	48"	50"
	3	52"	54"	55"	57"	59"	60"	62"	64"	66"	67"
	4	69"	71"	72"	74"	76"	78"	79"	81"	83"	84"
	5	86"	88"	90"	91"	93"	95"	96"	98"	100"	102"
	6	103"	105"	107"	108"	110"	112"	114"	115"	117"	119"
	7	120"	122"	124"	126"	127"	129"	131"	132"	134"	136"
	8	138"	139"	141"	143"	144"	146"	148"	150"	151"	153"
	9	155"	156"	158"	160"	162"	163"	165"	167"	168"	170"

Speed : 375m/minute

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

Speed : 400m/minute

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

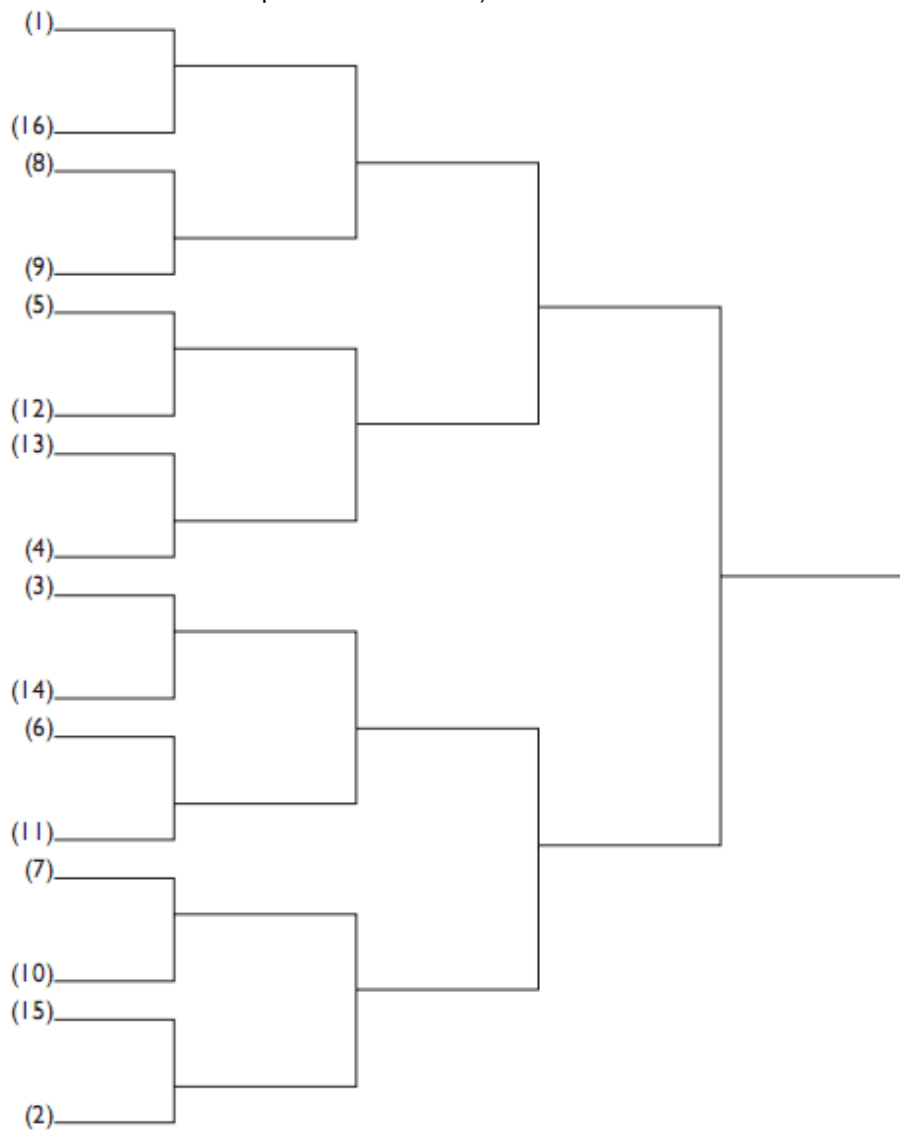
Annex 4 - Qualifications for Individual Competitions

QUALIFICATIONS FOR INDIVIDUAL COMPETITIONS

1. The qualification competition should be conducted under the same Table as the competition to be qualified for (note Article 261.4, page 47).
2. The qualifying conditions for any competition must be clearly set out in the schedule and/or programme and be strictly adhered to.
3. Only horses that have completed the qualification round without elimination or retiring are eligible for the final round.
4. The current New Zealand or Island Champions, if the competition is in the same category as the particular Championship, automatically qualify for the final round if they have completed the qualifying round.
5. If the final competition is a part of a ESNZ J series competition, half to two thirds the number of competitors in the final must be from the top of the series score board. This is on the condition that those competitors have completed the qualifying round.

Annex 5 - “Knock-Out” Competition

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



Annex 6 - Equitation

1. Equitation (Riders) Competitions

1.1. Equitation The object of equitation is to develop riders' expertise to ride and train horses on the flat and over jumps.

1.2. Definition

Equitation is judged on the rider's ability to ride a course of obstacles on the correct line, and in the correct rhythm, arriving at the correct take off point without apparent effort and then allowing the horse to make full use of its ability over the obstacle.

1.3. Methodology

To obtain the desired performance riders would be expected to display superior riding skills and position with emphasis on controlling and following the horse's movement.

2. Requirements for Equitation

2.1. All horses and ponies must be registered with the Jumping NZ. Rider must be a member. Note: Article 141.1 of the ESNZ General Regulations.

2.2. Equitation classes are to be recognised thus enabling them to have prize money offered.

2.3. Equitation classes will not count as qualifying points for Show Hunter classes at HOY, National S.J. Championships or as points toward any of the four N.Z. High Points awards.

2.4. The same equipment rules apply to equitation over fences as for Show Hunter. See Rule H. For equitation on the flat this rule applies except that the use of martingales is prohibited.

Exception for Junior Rider Series classes - See 2.8 below

2.5. The Jumping NZ Equitation Medal Class of the Year will be held at HOY.

Obstacle Heights

Horses 1.15m

Ponies 0.90m on an 11' stride only, or as ground conditions dictate.

2.6. The Jumping NZ Equitation Medal class at HOY will be run under Jumping NZ Development Medal Rules (see below).

2.7. Equipment for Jumping NZ Development Medal classes see Article XIV Rule No 2 in Show Hunter Rules.

2.8. Where equitation is used in Junior Rider classes (see Junior Rider Series clause 5.7) The horse may wear accepted jumping equipment.

3. Jumping NZ Development Medal Class

- 3.1. A horse must be registered with Jumping NZ and the rider must be a member of ESNZ to be eligible to compete. Riders may only compete on one mount.
- 3.2. Equipment - Jumping and Flat phase
 - 3.2.1. Not Permissible
(Exception: Junior Rider Series classes - See 2.2.8 above)
Gag Bit, Pessoa, Dutch Gag, Hackamore or any variation of these type of bits, blinkers or shadow roll.
 - 3.2.2. Not Permissible - Flat Phase Only
Martingales of any kind, no dressage saddles.
 - 3.2.3. Whatever type of bit a horse is wearing in the jumping phase of the Jumping NZ Development Medal they must also wear it in the Flat Phase.
 - 3.2.4. Use of incorrect equipment will result in elimination.
 - 3.2.5. Unless otherwise stated refer to S.J rules for equipment.

3.3. Course

The “over obstacles” (jumping) phase shall be built over a specific type of course comprising of jumping equipment built within the legal boundaries of jumping obstacles specifications but adhering to the format for a Jumping NZ Development Medal Class. The course will consist of at least ten fences 1.10m – 1.15m in height with spreads to 1.35m. Each course should include a double and triple combination (with at least one oxer) or three double combinations. The course should include an equal number of verticals and spreads with at least one single spread fence from a non-related line. The time allowed must be established based on 350m per minute. Time faults with other penalties should be taken into the judges evaluation of the rider.

Overall the course is to be judged on style and execution and should ask many questions of the rider's ability to provide form and function and to demonstrate their overall skills.

The jumping phase of the Jumping NZ Development Medal course can include any of the following questions:

Ride a line in a designated number of strides

Ride a bending or broken line accurately

Ride an offset distance e.g. short or long line, smoothly and effectively.

Narrow jump

Roll back turn

Fence at end of ring

Long approach to single fence

3.4. Flat Phase

The Flat Phase will include any of the following test/s which will be performed in a group or individually. The flat phase or secondary phase can be called out verbally or posted at the gate.

Flat Phase or Secondary phase may include any of the following:

Working Walk

Collected Walk

Lengthened Walk

Working Trot – sit or rise

Lengthened Trot – sit or rise

Working Canter

Collected Canter

Lengthened Canter

Counter Canter

Simple Lead Change

Flying Lead Change

Halt

Rein Back

Work without stirrups

Trot jumps

Incorporate any of the above with a line or related jumps

- 3.5. The Jumping NZ Development Medal will be judged by an approved judge with 60% of the score from the “over obstacles” phase and 40% from the flat.

Annex 7 - Examinations

Horse Inspections

The President of the Ground Jury or the Organising Committee may arrange an examination of either a particular horse, or horses, participants in a particular competition or level of competition, or all horses competing at an event. A National Jumping Steward may also arrange (in consultation with the president of the ground jury) to examine a particular horse/s or all horses participating in a competition or an event.

1. Examination

Each horse may be examined by a veterinarian to establish the general state of its health, identity and vaccination status. An appointed Steward may conduct an examination to establish the Identification of a horse. The examination should be conducted as follows, with the minimum inconvenience to all concerned.

- 1.1. Check the identity of the horse by comparison with the identification page in its Identification Papers.
- 1.2. Check the age of the horse, if the event or any competition is limited to horses of a specific age. Any significant irregularities in the above should be drawn to the attention of the President of the Appeal Committee and the President of the Ground Jury, and they must deal with such irregularities before the horse is allowed to compete.

2. Horse Inspection

This may be carried out on the afternoon of the day preceding the first competition. Chefs d'Equipe and/or Persons responsible should arrange a specific time for their horses to be inspected within the time specified. A Timetable should be available and ready at the Secretary's Office at least a day before the first competition, to avoid unnecessary delay for all concerned. At Senior Championships a second Horse Inspection may be scheduled prior to the start of the final competition. The Horse Inspection must be carried out by the Inspection Panel (Veterinarian and Ground Jury). In a doubtful case, the Panel may direct that the horse be referred to an officially supervised holding box for a further examination by an Examining Veterinarian. The horse returns for a re-inspection by the Panel immediately after the last horse has been inspected or at a suitable break. The Examining Veterinarian reports findings to the Panel. In the event of a disagreement, the President of the Ground Jury will make the final decision which will be announced immediately. In any case, all horses rejected at the first inspection have the right to be re-inspected at a later time. The protocol for the Horse Inspection is conducted as follows:

- 2.1. Each horse must be presented in either a snaffle or double bridle. Any other harness or equipment, i.e: rugs, bandages, etc. must be removed. No exception to this can be allowed.
 - 2.2. No horse may be presented with its identity concealed in any manner by the application of paint or dye.
 - 2.3. The inspection must take place on a firm level and clean non-slip surface.
 - 2.4. The horse is initially observed, by the Veterinary member of the Panel, for any obvious sign of injury or disease. Eventual remarks should be recorded.
 - 2.5. The horse is then walked and trotted for any obvious signs of lameness or unfitness.
 - 2.6. In case of team competitions Chefs d'Equipe must be present with their team horses in addition to their grooms and/or their competitors.
 - 2.7. Persons Responsible (Competitors) must be present with individual horses, in addition to their grooms.
 - 2.8. Competitors must present their own horses(s) at the Horse Inspection. The President of the Ground Jury may relax this rule for a competitor if requested to do so by the Chef d'Equipe or the rider. It is emphasised that this is not a detailed veterinary examination and it should be completed as quickly as possible.
3. Ground Jury, Appeal Committee and Veterinarian Liaison
- 3.1. Ground Jury

Consists of the panel of judges appointed from the ESNZ list of officials who hold the necessary current qualifications for the discipline whose rules are being used for this competition. Where necessary they will be approved by the technical committee and the board of S/J. The more senior qualified may already be appointed as President of the ground jury as per Annex 13.

 - 3.1.1. Responsibilities of the official Veterinarian.

The Veterinarian shall report to the Ground Jury and/or Committee on all matters other than those of a purely technical veterinary nature.
 - 3.1.2. Veterinary Examinations, Horse Inspections and Identification.

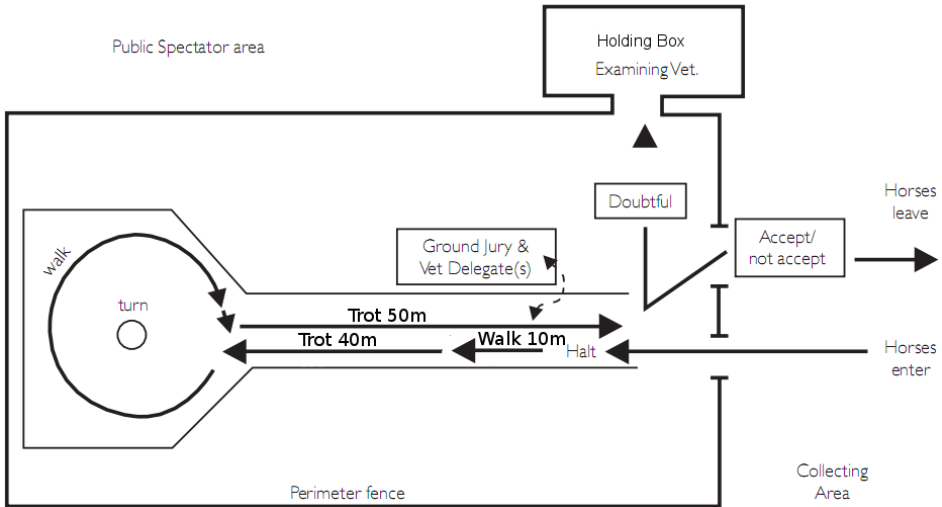
The Veterinarian shall report to the Ground Jury any horses considered to be unfit at either an Examination or at the inspection. If continuing participation is to be considered, such horses must be re-inspected by the Ground Jury together with the Veterinarian before they are allowed to complete. The President of the Ground Jury must also be informed of any horses which have been refused

permission to compete by the chief steward for Identification paper irregularities.

- 3.1.3. If the Ground Jury does not act on a recommendation of the Veterinarian not to allow a horse to compete the circumstances must be reported to the Appeal Committee
 - 3.1.4. Selection of Horses to be Sampled for Medication Control.
The President of the Ground Jury is responsible for the random selection of horses to be sampled during the event. In addition to horses selected at random, the President of the Ground Jury together with the veterinarian, may decide to select specific horses for sampling. The selection of specific horses may be made at any time during the event.
 - 3.1.5. A refusal or wilful obstruction by any person to submit a horse for sampling **must** be reported immediately to the President of the Ground Jury
 - 3.1.6. Abuse (Article 143 General Regs), (Article 243, page 31).
Any case of alleged abuse of horses must be immediately reported to the President of the Ground Jury. Confirmed cases are yellow card offences.
- 3.2. Appeal Committee
See Annex 13 (page 143)

4. Trot Up

For events that require a trot up the following diagram should be followed:



4.1. Procedure (horses must be wearing bridles)

Walk 10m

Trot 40m on loose rein

Turn right (clockwise) at walk

Trot 50m back on loose rein

4.2. Dress

If the trot up is held on the day of competition handlers are expected to be dressed ready to compete.

If the trot up is held the day before the competition dress can be more relaxed but neat, tidy and safety must be considered.

Annex 8 - Special Events

This annex contains;

A Island Jumping Championships

B New Zealand National Championships

C National Young Horse Jumping Championships

D Series Final Event

E Horse of the Year Show

General Conditions For all above Events

Article 1 - Objectives

1. Objectives
 - 1.1. Promote Technical Excellence
 - 1.2. To provide specific guidelines for the Organising Committee
 - 1.3. Provide a unique experience for competitors.
 - 1.4. Develop traditions
2. All jumping competitions must be organised under the General and Veterinary Regulations, the Rules for Jumping, or the F.E.I. and these special regulations.
3. Day memberships for athletes and horses/ponies do not qualify at any of these events.

Article 2 - Allocation

1. The Board of Jumping New Zealand will make allocation to an organising committee affiliated to the NF as per the Article 109, 110 and 117 of General Regulations (GR's). Special conditions may apply for the HOY show.
2. When allocating championships the footing in the arena and the horse facilities will be taken into account.

Article 3 - Organisation

1. Other championship events and HOY Jumping competition must comply in full with GR's Article 114 "Organisation of Events" and Article 118 "Ceremonies".

Article 4 - Schedules and Programmes

1. The organising committees of the championships and HOY Jumping competitions must comply in full with the details of GR's Article 115.
2. The DRAFT schedule must be sent to the New Zealand Jumping Board at least six weeks before it is to appear in the NF's bulletin and after the President of the Ground Jury or TD have reviewed it.
3. Special note needs to be taken of GR's Article 115.5. To quote "At national championships and at the HOY show all programmes must include the registered information of owners of all horses if such information has been provided on the entry form."
4. Special note needs to be taken of GR's Article 109.5. To quote "Championships and the HOY must use the official emblem of the NF on all posters and on the front cover of the programme."
5. The programmes at these events must include:
 - 5.1. The NF Welfare Code in a prominent position.
 - 5.2. Horses entered in individual championships over 1.30m and horses entered in the special and compulsory competitions at the HOY 1.30m and over and the Breeding Series Competitions must have their age, height, colour, breed, sire, dam and sire of dam displayed in the programmes.

Article 5 - Commercial Rights

1. ESNZ J may ask the championship or event organising committee's to enter into a "working agreement".

Article 6 - Entries

1. GR's Article 121 must be observed in full with the following additions.
 - 1.1. Where an entry fee has been made in full, an automatic refund must be made, less a flat fee or percentage if a horse has been withdrawn before 5 pm (1700 hours) on the day before the event or competition begins.
 - 1.2. All entry fees in the Championships and in the special and compulsory competitions at HOY must be five percent or less of the total prize pool allocated to a competition.

Article 7 - Allocation of Prizes

1. The value of the first prize either in cash or prize easily converted into cash, in team or individual competitions must never exceed one third of the total value of prize money and prizes easily converted into cash, offered for the whole competition.
2. In Championships, and special and compulsory competitions at the HOY, a minimum of six prizes is to be offered. The sixth prize must be double the entry fee.
3. Prizes must be distributed as set out in GR's Article 130.

Article 8 - Eligibility of Competitors

1. All competitors taking part in jumping competitions at these events must be current fully paid up financial members of the NF.
2. Particular championships **may** be restricted to New Zealand Citizens.
3. When the word season is used in these Special Regulations, it applies to events taking place after the 1st of August in one year and before the 31st of July in the following year.
4. Age eligibility for Young & Junior Riders, Pony, Children and Entry are included in Jumping Rules, Article 255, page 41.
5. Competitors may compete in championships on horses from the beginning of the calendar year they reach the age of 12. Any exceptions will be laid down in the particular Special Regulations (GR's Article 124.3).
6. Annex 4 needs to be considered.

Article 9 - Eligibility of Horses

1. Horses entered in any championships and the special and compulsory competition at the HOY must be six years old and over except where specified otherwise in a particular special regulation.
2. Horses must be currently registered with the NF with its identification page correctly filled in (GR's Article 139.1) and validated by the NF.
3. The breeding page of the identification papers should have at least the sire, dam and sire of the dam entered. The breeding age group championships will specify extra information needed for those competitions.

Article 10 - Privileges

1. Organising committees must provide owners with at least two admission passes for their horses entered in all Championships and the special and compulsory competitions at the HOY Show.

Article 11 - Jumping Rules

The following must be adhered to in the premier arena of championships and HOY

1. Arenas must be enclosed while a competitor is competing in the arena (Article 201, page 2).
2. A notice must be displayed at the entrance of the arena whether the arena is open or closed to competitors. (Article 202.1, page 2)
3. Flags must be in use to define the limits of obstacles (Article 207.1.2, page 7).
4. The start must have a sign next to the flags displaying the word “Start” and the finish must have a sign displaying the word “Finish” (Article 207 1.1 and 1.4, page 6).
5. All horses must wear their allocated event ID number at all times while on the grounds (Article 147). An incorrect number may be cause for disqualification.

Article 12 - Sponsorship

1. The organising committees of events designated Championships, and special and compulsory competitions must accept Jumping New Zealand arranged sponsorships conditions and any sponsorship policies that Jumping New Zealand may have.

Article 13 - Exceptions

1. The Board of ESNZ J may make exceptions to these Special Regulations at its own discretion.
2. The Technical Delegate and/or President of the Ground Jury in consultation with the course designer may then amend details regarding the size of obstacles, length of course and speeds if the footing and/or weather conditions could have undue influence on the competition.

Article 14 - Ground Jury, Technical Delegate and Course Designer

1. The President of the Ground Jury and the other members of the Ground Jury will be appointed by the Board of Jumping New Zealand in consultation with the organising committee of the event. The President of the Ground Jury and at least one other member must be official national judges or F.E.I. listed Judges. Other members of the Ground Jury must be Official National Judges or National Judges.
2. The Technical Delegate will be appointed by the Board of Jumping New Zealand in consultation with the organising committee. The Technical Delegate must be selected from the NF's list of Technical Delegates but preferably be an official national course designer.
3. With the mutual agreement of the organising committee and the Board of Jumping New Zealand the Course Designer must be chosen from the list of Official National Course Designers or F.E.I. listed Course Designers.

Article 15 - Appeal Committee Chief Steward and Veterinarian

1. The President of the Appeal Committee and its members will be appointed by the Board of Jumping New Zealand in consultation with the organising committees.
 - 1.1. The president of the appeal committee can be available by phone.
2. The Chief Steward will be appointed from the FEI list of Stewards by the Board of Jumping New Zealand in consultation with the organising committee. The organising committee in consultation with the Chief Steward will appoint assistants to the Chief Steward.
3. The official veterinarian will be appointed by the organising committee after consultation with the Board of Jumping New Zealand.

Article 16 - Expenses and Privileges

1. Jumping New Zealand is responsible for the traveling expenses within New Zealand of the President of the Ground Jury, the President of the Appeal Committee (unless agreed that phone contact is all that is necessary), Chief Steward, Technical Delegate and the Course Designer.
2. The Organising Committee is responsible for the accommodation and meals of the President and Members of the Ground Jury, the President and Members of the Appeal Committee, Stewards, Technical Delegate and the Course Designer.

3. The Organising Committee is responsible for providing transport for the President and Members of the Ground Jury, the President and Members of the Appeal Committee, Stewards, Technical Delegate and the Course Designer.
4. The Organising Committee is responsible for any daily fees involved.

A – Island Jumping Championships

Article 20 - Purpose

The purpose of the Island Championship is to promote the sport in all the areas of each Island of New Zealand.

Article 21 - Organisation

1. Island Championships will be rated as a three star event.
2. During the championship week no other three star jumping event may be held or at least not in the island where the championship is being held.
3. The Board of ESNZ J will allocate the championship by the procedure stated in the Chapter 2 General Regulations (Article 109) and the General Conditions of these special regulations. In the case of Island Championships the Board of ESNZ J may establish a rotation system for allocation of the championships.
4. The Championships will be held only once each summer season
5. the Championships will be held either outdoors or indoors.
6. the Senior, Young and Junior Riders Championship competitions must and other Championships should take place in the feature arena.

Article 22 - Championships

There will be Island Championships for the following:

Horses	Ponies	Riders
Senior 1 Star Speed 1.20m 1.10m	Pony 1.10m Speed (Optional)	Young Junior Amateur Pro Am

Article 23 - Conduct of Championship Competitions

1. The Senior, 1 Star, and Pony championship will be conducted in accordance with the Series Conditions for the Super League (Senior), 1 & 2 Star Grand Prix (One Star), and Pony Grand Prix (Pony) Series. These Championships may be conducted under one of the two round formulas in Article 273 (page 63) of the Jumping Rules decided by ESNZ J in consultation with the Organising Committee.
2. The Young, Junior, Amateur, Pro Am, Rider Championships and the Five, Six and Seven Year Old Horse Championships Competitions will be conducted under the series conditions for their respective Series.
3. The 1.10m Pony, 1.10m Horse and 1.20m Horse conditions for obstacles, speed and length of course will be the same as the National Championships.
4. The Island Speed Competition will be under Table C Article 239 (page 25).

	Maximum Obstacles	Height
Horses	13	1.20 - 1.30
Ponies	11	1.15 - 1.25

- 4.1. There will be a jump-off if times are equal.

Article 24 - Participation

The Organising Committee may organise qualifying competitions for any of the championships in another arena. (Note Annex 4, page 80)

Article 25 - Starting Order

There will be a draw for starting order in all Championships. If there is a qualifying competition the order will be in the order in which they qualified.

Article 26 - Prizes

The Senior Ponies and young riders prize money will be at least at the three star Series level. Other Championships prize money will be agreed by the Organising Committee and the Board of ESNZ J.

B – New Zealand National Championships

Article 30 - Purposes

1. The purpose of the New Zealand Senior Championships is to discover the best New Zealand jumping horse and rider combination.
2. In other New Zealand Championships it is to find the best combination of competitor and horse at their level.

Article 31 - Organisation

1. Every season between 1st December and the last day of February a New Zealand National Jumping Championship will be held.
2. The Board of ESNZ J will set the conditions and terms for applications and the allocation of the Championships whenever applicable.
3. A three star event will not be held on the weekend of the event in New Zealand.
4. The championship must be held out of doors.
5. Championships may hold Competitions open to Non-Championship horses. On the final day, Championship horses may not compete in Non-Championship competitions unless they have retired from the Championship.
6. The Senior, Pony, and One Star Championship must be held in the main arena.

Article 32 - Qualification

1. Horses
 - 1.1. For the senior Championships horses must be eight years old and over. For the 1.10m Championship Horse's may be five years old or over.
 - 1.2. For other championships Article 9.1 of these regulations apply.
 - 1.3. A horse may not take part in the 1.20m championship if it has gained points in a one, two, or three star Grand Prix series in the current season.
 - 1.4. A horse may not take part in the 1.30m championship if it has gained points in a two or three star Grand Prix Series in the current season.
 - 1.5. A Horse may not take part in the 1.10m championships if it has won prize money in competitions above 1.20m in the current season. Six year old horses are exempt.

- 1.6. A Pony may not take part in the 1.10m championship if it has won prize money in competitions above 1.20m in the current season.
- 1.7. A new combination can apply to the Jumping Board for a dispensation from above qualifications.
- 1.8. The conditions referred to in Articles 32.1.1.3, 32.1.1.4 and 32.1.1.5 apply to events prior to the beginning of this event.

2. Competitors

- 2.1. - Deleted AGM 2011
- 2.2. - Deleted AGM 2011
- 2.3. Competitors may take part in the New Zealand Senior Championships from 1 January of the year they turn 16 years of age.
- 2.4. For all other horse championships GR's Article 124 applies.

Article 33 - Participation

1. Horses and ponies may not take part in the championship competitions unless they are entered in the overall championship. On the final day horses and ponies taking part in Championships may not take part in non-championship competition unless they have retired from the overall championship.

Article 34 - Championship Competitions

1. The Championships comprise three competitions each taking place on a different day. The total penalties incurred in each of the three competition counts towards the individual championships.
2. The design and construction of all obstacles with regard to technical suitability must be approved by the Technical Delegate and Course Designer. Should a dispute arise relating to these obstacles the Technical Delegate has the final decision.
3. The New Zealand Championship event schedule of competitions must include the following championships:
 - 3.1. National Titles
 - 3.1.1. New Zealand Senior Championship
 - 3.1.2. New Zealand Pony Championship
 - 3.1.3. New Zealand One Star Championship (Horse)
 - 3.2. Championship Titles
 - 3.2.1. New Zealand 1.30m Championship (Horse)

- 3.2.2. New Zealand 1.20m Championship (Horse)
- 3.2.3. New Zealand 1.10m Championship (Horse)
- 3.2.4. New Zealand 1.10m Championship (Pony)

Article 35 - First Competition : New Zealand Senior Championship

1. Conduct and Table

The first competition (Round A) is conducted over a Table A course and judged under Table C (Article 239, page 25) without a jump-off in the event of equality for first place.

2. Obstacles and Speed

Maximum Obstacles	Height	Speed
13	1.40 - 1.45	Table C

3. Participation

Only horses entered in the overall championships may take part.

4. Starting Order

The starting order in the first competition will be as follows.

- 4.1. All horses that have taken part in the Super League Series will start in reverse order of points.
- 4.2. Horses with equal points will be drawn by lot to decide their starting order.
- 4.3. Any horse entering that has not competed in the Super League will start in the first group. These horses will be drawn by lot.
- 4.4. In the event of competitors having equality of penalties then the reverse order score of the first competition (A) will decide the starting order for those on equal faults and in the event of those with equality of faults in the first competition (A), then in their draw order of A.

5. Penalties

- 5.1. The scores obtained by each competitor will be converted into points by multiplying the score of each competitor by the co-efficient of 0.50. The score must be rounded up or down to the 2nd decimal place. The 2nd decimal place rounded up from .005 and rounded down from .004. (Score = Time of round plus time penalties for faults).
- 5.2. The competitor with the lowest number points after the conversion will be given zero penalties, the other competitors being credited with the number of penalties representing the difference in points between each

of them and the leading competitor. If a competitor is eliminated or has retired, the score of the most penalised competitor is increased by 20 penalties which will be added after the time difference has been converted into penalties.

- 5.3. Scoring Elimination or retirement gets worst score +20 but this only applies to round A. All other rounds E=E

Article 36 - Second Competition : New Zealand Senior Championship

1. Conduct and Table

The second competition is conducted over two rounds (Rounds B & C), the second round shorter than the first under Article 273.3.3 (Table A) (page 63) with the first not against the clock but with the second round being on time.

2. Obstacles and Speed

2.1. First Round (B) obstacles will be the same dimensions as the first competition (A) except that the number of obstacles will be reduced to a maximum of 12 and the speed will be at 375mpm.

2.2. Second Round (C)

Maximum Obstacles	Height	Speed
12	1.40 - 1.45	350

One combination.

A water jump may be used for the first round (B) but not the second round (C).

3. Participation

3.1. Only competitors who have taken part in the first competition (A) may start in the second competition (B & C).

4. Starting Order

4.1. The starting order in the first round of the second competition (B) will be in reverse order of the points in the first competition (A) as determined under Article 35.5.2.

4.2. The second round (C) starting order will be in reverse order of the total penalties of the first competition (A) and the first round of the second competition (B). Those horses that are equal will go in the order of the first round.

Article 37 - Third Competition (Final) : New Zealand Senior Championship

1. Conduct and Table

The third competition is conducted over two rounds (D) and (E) each judged under Table A not against the clock with a time allowed.

2. Obstacles and Speed

2.1. Round D

Maximum Obstacles	Height	Speed
12	1.40 - 1.60	350/375

A water jump should be used.

2.2. Round E

Maximum Obstacles	Height	Speed
10	1.40 - 1.60	350/375

No water jump allowed. Liverpools allowed.

3. Participation :

Competitors must have started in both the first (A) and completed second (B & C) competitions. Participation may be reduced if numbers are greater than twenty in the first and second round.

Starting Order and Placings

- 3.1. The starting order for Round D will follow the reverse order of total penalties incurred in the first (A) and second (B & C) competitions. In the event of equality of penalties the score of the first competition (A) will decide the starting order.
- 3.2. For Round E the starting order will follow the reverse order of penalties incurred over the first (A) and second (B & C) competitions plus those incurred in Round D. The competitor with the most penalties will start first. The competitor with the least penalties will start last. Competitors with equality of penalties then the score in the first competition (A) will decide their starting order.
- 3.3. The final placing is determined by adding together for each competitor the penalties of the first competition (A) as well as the two rounds of the second competition (B & C) and the two rounds of the third competition (D & E).
- 3.4. The competitor with the least penalties will be placed first and declared New Zealand Champion. In the event of equality for first place, there will be a jump-off against the clock at a speed of 400mpm over six to eight obstacles from the courses of Rounds D and E. The competitors will be invited to walk the course.

3.5. If after the jump-off there is an equality of penalties and time for first place they will be placed equal.

4. The Inspection of final Round (Course E)

Time may be allowed for Competitors to inspect the course for the Round E at the conclusion of the Round D. Time must be allowed to walk the jump-off course if it is required

Article 38 - Other Championships

1. All the conditions above are the same for the New Zealand Pony Championship, 1.10m Pony, 1.10m Horse, 1.20m Horse, 1.30m Horse and One Star in the Article 34 “Championships Competitions”, Article 35 “First Competition”, Article 36 “Second Competition”, Article 37 “Third Competition (Final)”, except for the paragraphs concerning obstacles, speed, and length of course.

2. Obstacle Dimensions

2.1.

2.1.1. All competitions will include either three doubles or a double and a treble obstacle.

2.1.2. In the above Championship competitions on the second and third days the obstacles may be raised if there are two or more clear rounds in the first round. (Exception Pony Championships which have their own conditions)

2.2. All speeds at 350m/m

2.2.1. Pony Championship : First Competition (A).

Maximum Obstacles	Height
11	1.20m - 1.25m

2.2.2. Pony Championship : Second Competition (B & C).

Maximum Obstacles	Height
1st Round (B)	
11	1.20m - 1.25m
2nd Round (C)	
11	1.25m - 1.30m

2.2.3. Pony Championship : Third Competition (D & E).

Maximum Obstacles	Height
1st Round (D)	
11	1.25m - 1.30m
2nd Round (E)	
9	1.25m - 1.35m

2.3. One Star Championship First Competition (A).

Maximum Obstacles	Height	Speed
13	1.35m	Table C

2.4. One Star Horse Championship Second (B & C) & Third Competitions (D & E).

	No's 1st Round	No's 2nd Round	Height	Speed
Max	12	10	1.40m - 1.45m	350

2.5. 1.30m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed
Max	12	10	1.30m - 1.40m	350

2.6. 1.20m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed
Max	12	10	1.20m - 1.30m	350

2.7. 1.10m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed
Max	11	9	1.10m - 1.20m	350

2.8. 1.10m Pony Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed
Max	10	8	1.10m - 1.20m	350

2.9. Water Jump:

A water jump may be used in the A, B & D rounds for the Pony Championship and Horse 1* Championship.

Article 39 - Prizes

1. The amount of prize money paid to each of the Championships must be approved by the Board of Jumping New Zealand and the Organising Committee. Should a dispute arise regarding amounts the Board of Jumping New Zealand's decision will be final.
2. The Rutherford Cup will be presented annually to the New Zealand Senior Jumping Champion.

3. The Mary Dalley Trophy will be presented annually to the “Horse One Star Championship” New Zealand Champion.
4. The National Jumping Pony Champion Trophy will be presented annually to the New Zealand Pony Champion.
5. Points: Note there is a special point allocation for national champs - see series conditions.

C – National Young Horse Jumping Championships

Read Annex 2 (page 76) also.

Article 40 - Purpose

1. This championship is to discover the best jumping horses in each age group of 4, 5, 6, & 7 year olds
2. Promote the breeding of better jumping horses in New Zealand

Article 41 - Organisation

1. During the championship week no other three star jumping event may be held or at least not in the island where the championship is held.
2. The Board of ESNZ J will either appoint an Organising Committee and/or be responsible for the organising of the event. The Board may allocate the championship to an Organising Committee by the procedures stated in the General regulations and the General Conditions of these Special Regulations.
3. The championships will not be held any earlier than November in any season.
4. The championships will be held outdoors
5. The championship competitions will not be opened to horses other than those horses taking part in the championships.
6. The schedule of competitions may include competitions for horses not taking part in the championships.
7. All championship competitions must take place in the feature arena.

Article 42 - Qualification

1. Horses
 - 1.1. To qualify for the four year old Young Horse Jumping Championship the horse must be four years old based on 1st August birth date.
 - 1.2. To qualify for the five year old Young Horse Jumping Championship the horse must be five years old based on 1st August birth date.
 - 1.3. To qualify for the six year old Young Horse Jumping Championship the horse must be six years old based on a 1st August birth date.

- 1.4. To qualify for the seven year old Young Horse Jumping Championship the horse must be seven years old based on 1st August birth date.
2. Age and Breeding.
 - 2.1. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder's information will be definitive.
 - 2.2. Competitors must present their horses IP to the Ground Jury of the competition. If their IP does not include proof of age and three generations of breeding, in the absence of a dispensation from the NF, they will not be allowed to start in the Championships.

Article 43 - Participation

1. This is a championship for horses.
2. A competitor may ride more than one horse in the championship.

Article 44 - Championship Competitions

1. The Championship comprises three competitions conducted under Article 238.1.1 without a jump-off, each taking place on consecutive days and the total penalties incurred in each of these competitions count towards the final result. The horse with lowest total penalties will be the winner. If there are horses with equal penalties over the three rounds there will be one jump-off against the clock. Other horses are placed according to their penalties in the first three rounds.
2. The design and construction of all obstacles with regard to safety and technical suitability must be approved by the Technical Delegate and the Course Designer. Should a dispute arise the Technical Delegate has the final decision.

Article 45 - First Competition

1. Conduct and Table:
This first competition will be conducted under Article 238.1.1 (A1) without a jump-off.
2. Obstacles and speed.
 - 2.1. Four Year Old

Maximum Obstacles	Height	Speed
10	0.95 - 1.10	325

- 2.2. Five Year Old
Refer to series conditions for obstacles etc.
- 2.3. Six Year Old
Refer to series conditions for obstacles etc.
- 2.4. Seven Year Old
Refer to series conditions for obstacles etc.

- 3. Starting Order:
There will be a draw for the starting order for all classes.

Article 46 - Second Competition

- 1. Conduct and Table:
The second competition will be the same as the first for each age group
- 2. Starting Order:
There will be a draw for the starting order for all classes.

Article 47 - Third Competition (Final)

- 1. Conduct and Table:
This competition will be conducted under Article 238.1.1 except there will be a jump-off against the clock if the penalties are equal over the three competitions for first place
- 2. Obstacles and Speed
 - 2.1. Four Year Olds - no change.
 - 2.2. Five year olds - no change.
 - 2.3. Six year olds - no change.
 - 2.4. Seven Year Olds

Maximum Obstacles	Height	Speed
12	1.30 - 1.40	350

- 3. Starting Order
The starting order is in reverse order to the penalties incurred in the first and second competitions. Horses with equality of penalties retain the same starting order as in the first competition.
- 4. Participation
The organising committee may qualify a set number of starters for the third competition based on the horses' penalties after the second competition. If a qualifying system is used, the horses not qualifying will be provided with an alternative competition.

Article 48 - Prizes and Points

1. Prizes
Minimum prizes for the Championship competition will be set each year by the Board of ESNZ J in consultation with the Organising Committee.
2. Point System for 5 and 6 year olds.
4 points per day per clear round
2 points per clear jump-off on final day.
1* points to overall place getters.
3. Point System for 7 year olds as per series conditions. (awarded 2 star points)

Article 49 - 8 Year Old Series

1. Name
The Series will be known as “The Eight Year Old Breeding Series”
2. Qualification
 - 2.1. To qualify for the Eight Year Old Breeding Series the horse must be eight years old based on a 1st August birth date.
 - 2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
 - 2.3. The identification page of the NF Identification Papers (‘IP’) must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a written application to the NF giving a full reason for the inability to establish the breeding. No reason needs to be given by the NF for declining to give permission for horses not having proof of breeding taking part in the series.
 - 2.4. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 and 2.3 above.
3. Participation
 - 3.1. This Series is for eight year old horses.
 - 3.2. Horses accumulate points throughout the season irrespective of riders.
4. Points

- 4.1. The eight year old horses may accumulate points in the Super League and the One and Two Star Grand Prix Series.
 - 4.2. Any placings in the Super League by an eight year old from sixth to first will be allocated three star points as per the General Conditions 3.1.
 - 4.3. The eight year old horse will be the horse with the highest number of points in the best 12 competition scores from the Super League and the One and Two Star Grand Prix Series.
5. Prizes
- 5.1. The winner of the series will be awarded the Zedco Cup.
 - 5.2. In the event of two or more horses accumulating equal points, they will be joint winners.
 - 5.3. Other prizes will be awarded at the discretion of the ESNZ J Board.

Article 50 - Top Ranking Mare Competition

1. Name
The competition will be known as “Top Ranking Mare Competition”
2. Qualification
 - 2.1. To Qualify for “Top Ranking Mare Competition” a horse must be a mare.
 - 2.2. The identification page of the NF Identification Papers (‘IP’) must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a written application to the NF giving a full reason for the inability to establish the breeding. No reason needs to be given by the NF for declining to give permission for horses not having proof of breeding taking part in the Series.
 - 2.3. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 above
3. Participation
 - 3.1. Mares accumulate points throughout the season irrespective of riders.
4. Competition
 - 4.1. The competition is for mares with the highest placing’s in the Super League Series, One and Two Star Grand Prix Series, 5,6,7,8 Year Old Series.
 - 4.2. If two or more mares are placed equally in different Series, the mare placed in the highest ranking series will be placed above the other.

4.3. If two or more mares are placed equally within the same Series the winner will be determined as the best placed mare from the Series held at the National Championships.

5. Prizes

5.1. Prizes will be awarded at the discretion of the ESNZ J board.

Article 51 - Leading NZ Jumping Stallion

1. Name

This competition will be known as "Leading NZ Jumping Stallion"

2. Qualification

2.1. To qualify for the Leading NZ Jumping Stallion the horse must be a Stallion.

2.2. The identification page of the NF Identification Papers ('IP') must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a written application to the NF giving a full reason for the inability to establish the breeding. No reason needs to be given by the NF for declining to give permission for horses not having proof of breeding taking part in the Series.

2.3. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 above.

3. Participation

3.1. This series is for Stallions.

3.2. Stallions accumulate points throughout the season irrespective of riders.

4. Points

4.1. The Leading NZ Jumping Stallion horses may accumulate points in the Super League and the One and Two Star Grand Prix Series.

4.2. Any placings in the Super League by a Stallion from sixth to first will be allocated three star points as per the General Conditions 3.1.

4.3. The Leading NZ Jumping Stallion will be the horse with the highest number of points in the best 12 competition scores from the Super League and the One and Two Star Grand Prix Series.

Article 52 - Showhunter

1. The NZ Show Hunter Young Horse Championships will be held in conjunction with the NZ Jumping Young Horse Championship.
2. There will be a preliminary round before the championships

Heights will be:

Age	Preliminary Round	Championship Round
Four year old	0.80m	0.90m
Five year old	1.00m	1.05m
Six year old	1.05m	1.10m
Seven year old	1.10m	1.15m

D – Series Final Event

Where the ESNZ J Board decides that a series final event is to be held and allocates it to an area the general conditions for all events must be followed (Articles 1 to 16) with the following additions;

Article 60 - Purpose

To decide the winner of each Series class

Article 61 - Organisation

1. The event will be a three star event.
2. All series classes must conclude at this event and all rules for series classes must be adhered to.
3. With approval of the board classes other than series may be organised at this event.

Article 62 - Qualification

1. Entry MAY be restricted to the top "n" on the series list at a stated time.

Article 63 - Starting Order

1. All final classes will be in reverse order of points as at the close of competition at the previous event.

Article 64 - Prizes

1. To be agreed by the organising committee and ESNZ J Board but will not be less than three star level.

E – Horse of the Year Show

Article 70 - Purpose

1. To maintain the traditions of the event
2. To promote the sport to the equestrian family and the general public.

Article 71 - Organisation

1. A three star jumping event may not be held on the weekend before or during the week of the HOY show.
2. The HOY Show may hold other jumping competitions other than the HOY Special Competitions.

Article 72 - Officials

Refer to general conditions for Special Events

Article 73 - Qualification

1. Horses/Ponies
 - 1.1. Where qualifying competitions are held for competitions that are a part of a series that are organised by ESNZ J a minimum of half of the final field must be made up of the leading horses/Ponies in the ESNZ J Series and the winners of the National and Island Championships must have automatic places in the final if they have completed the qualifying round. Numbers will be made up by the highest placed competitors who do not meet the above criteria. (Annex 4, page 80)
 - 1.2. Qualifying competitions must be conducted under Table A.
2. Competitors
 - 2.1. Competitions at the HOY Show are open to any competitor from any Nation who are in good standing with their NF except where specified in the particular competition conditions.
 - 2.2. Competitors may qualify for their series as per horses (31.1.1.)

Article 74 - Special Competitions

1. Major Class Early days of show

1.1. This competition's trophy will be for the Norwood Gold Cup.

1.2. Conduct and Table

This competition is conducted under Table (Article 238.2.2) with one jump off against the clock.

1.3. Obstacles and Speed

Maximum Obstacles	Height	Speed
13	1.35 - 1.45	350

2. Area Pony Team Event

2.1. This competition is for the "Saba Sam Shield"

2.2. This competition is organised under Official Teams Competition (Article 264, page 50), with the following exceptions: - There may be a significant gap between rounds (eg. different days) - The Second round maybe different from the first round

2.3. Up to six teams may take part in the second round.

2.4. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed
11	1.15 - 1.25	350

2.5. Competitors

2.5.1. A competitor may ride up to two ponies in the same team.

2.5.2. Ponies and competitors must be eligible for their areas as per Article 134 of the General Regulations.

2.6. Participation Area

2.6.1. The Team must be entered by the Area Jumping Delegate. If the delegate is unavailable the area must delegate in writing a Chef d'Equipe to make their entries. Only one team per area

2.6.2. If after all teams have made their entries Chef d'Equipe whose teams have only two or three competitors may request competitors from neighboring areas to compete for the depleted teams provided that those competitors have not been asked to compete for their own area.

3. Young Rider Of The Year

3.1. This competition is for the "Big Red Trophy"

3.2. Conduct and Table

This Table A competition will be conducted under Article 238.2.3 (AM6)

3.3. Obstacles and Speed
Refer to Series Conditions (page 124)

3.4. Participation
Competitors as per Article 255, page 41.

4. **Speed Horse of the Year**

4.1. This competition is for the “Blackmore Trophy”

4.2. Conduct and Table
This competition will be conducted under Table C Article 239 (page 25)

4.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed
13	1.30	Article 239 (page 25)

4.4. There will be a jump-off if times are equal

5. **Lady Rider of the Year**

5.1. This competition is for the “Merrylegs Cup”

5.2. Conduct and Table Article 238.2.2 (AM5)

5.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed
13	1.30 - 1.45	350

5.4. Participation in this competition is only open to female competitors.

6. **Pony Jumper of the Year**

6.1. This competition is for the “Somerset Fair Cup”

6.2. This competition will be conducted under the same conditions as the Jumping Horse of the Year Competitions (Article 273, page 63)

6.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed
12	1.30 - 1.35	350

6.4. Participation

6.4.1. Pony as per Article 138.2 General Regulations and Annex 8, Article 9 page 91

7. **Jumping Horse of the Year**

7.1. This competition is for the “Olympic Cup”

7.2. This competition is conducted under Table A Article 273 (page 63). The specific paragraphs of Article 273 will be decided by ESNZ J in consultation with the Organising Committee. Otherwise all other conditions are the same as the Super League Series.

7.3. Participation

7.3.1. Horses must be seven years and older

7.3.2. Competitors may ride no more than two horses. The Organising Committee may restrict the number of horses to one.

Article 76 - Points Prize for Jumping

1. This points prize will be for the “Nationwide Trophy” (This trophy may be presented at the AGM).
2. This prize will be awarded to the jumping rider gaining the most points in open jumping competitions at the HOY Show.
3. Points will be awarded as follows for all rings except the Premier Ring: First = 6, Second = 5, Third = 4, Fourth = 3, Fifth = 2, Sixth = 1.
4. Points for the Premier Ring are double those above.
5. Should there be equality of points the number of wins will decide.
Should there still be equality, the number of points scored in the premier ring will decide.

Article 77 - Points prize for the Event

1. This points prize will be for the “Lowry Medallion”
2. This points prize will be for the rider gaining the most points at the whole event whatever the discipline.
3. Points will be awarded as follows: First = 6, Second = 5, Third = 4, Fourth = 3, Fifth = 2, Sixth = 1.

Annex 11 - Jumping Series Conditions

General Conditions

1. Goals

- 1.1. Increase the participation in the events involved in the Series described below and in the discipline.
- 1.2. Promote the discipline to the media.
- 1.3. Promote excellence in equitation and all other technical aspects of the discipline.
- 1.4. Provide a competition structure which, by virtue of the Star rating, assists in the development of younger and/or less experienced riders, encourages the continued participation of older and/or more experienced riders, and also the further development of elite and potentially elite riders.

2. Principles

- 2.1. The term “Series” refers to a number of competitions held successively at different events leading to a final classification, or to qualify horses and/or combinations for a final event or competition. These General and Series Conditions shall be deemed to be Regulations for the purposes of General Regulations 100.6 & 101.9.
- 2.2. A Series cannot commence before 1st August and must conclude at the final event (“Final”) as defined in 2.4 below.
- 2.3. The Series may be restricted to horses or ponies and/or different categories of competitors. These qualifications will be specified in the particular conditions of each Series.
- 2.4. A Final event for each Series competition will be named as the last Series event each season by the Jumping New Zealand Board.
- 2.5. The Show Dates Card will be the Official Calendar. The Star rating cannot be increased, or Star Rated competitions added, unless it is amended by the Board of ESNZ J and published on the ESNZ Website and in the Bulletin . If the Horse Grand Prix Star rating is lowered, all classes at that Event are adjusted to the same Star rating as the Horse Grand Prix.
 - 2.5.1. 1* and 2* shows can alter the star rating of up to 2 individual series classes per show. This is to be applied for at the time the show dates are applied for. 3* shows must continue to run all series classes at 3* level.

- 2.6. Only one competition at each event will qualify for points in each Series (subject to any exception approved by the ESNZ J Board which must be published on the ESNZ Website and in the Bulletin in advance).
- 2.7. Only in extraordinary circumstances will events or competitions be added to the Series (other than pursuant to the Series Conditions exceptions referred to immediately above). Those possible exceptions will only be implemented with the permission of the ESNZ J Board and after publication on the ESNZ Website and in the Bulletin.
- 2.8. For the purpose of these Conditions, Equestrian Sports NZ (ESNZ) will be referred to as NF.
- 2.9. Riders gaining first round faults of 12 or more do not gain points in ANY series. At the national champs this applies B and D.

3. Points

Star Rating	1st	2nd	3rd	4th	5th	6th
* * *	30	25	20	15	10	7
* *	20	17	14	11	8	4
*	10	8	6	4	2	1

3.1. With the exemption of condition 5.7 of the Junior Rider Series Conditions, points will be awarded for each competition in the series on the following basis

3.2. Star Rating requirements for Events:

Star rating	HGP	YR	JR**	PGP	7YO*	6YO	5YO	AR*** ProAm
3 Star	3 Star C	3 Star C	3 Star C	3 Star C	1 or 2 Star C	C	C	1 Star O
2 Star	2 Star C	2 Star C	2 Star O	2 Star C	1 Star O	O	O	1 Star O
1 Star	1 Star C	1 Star C	1 Star O	1 Star C	1 Star O	O	O	1 Star O
Non-Starred	N/A	1 Star O	1 Star O	1 Star O	1 Star O	O	O	1 Star O

* The Star rating for the 7YO at the National Young Horse Jumping Championships, Horse of the Year, Island Championships and the National Championships shall be Two Star.

** The Star rating of the Junior Rider National Championship and all other Three Star Events shall be Three Star

*** The Star rating of the Amateur Rider and Pro Am National Championships, and the NZ series final show shall carry Two Star points.

C = Compulsory O = Optional

3.2.1. Three star events may organise a \$1000 or \$2000 competition that may count for the One and Two star Grand Prix Series (see 1 and 2 Star Grand Prix regulations).

- 3.2.2. Officials will be approved by ESNZ J in consultation with the Organising Committees in the case of the Three Star events.
- 3.2.3. The ESNZ J Board may in particular circumstances and on application make exceptions to these requirements.
- 3.3. Points won by competitors or horses that are placed equal are added and divided equally. Fractions of 0.5 or more are rounded up; fractions of less than 0.5 are rounded down.
- 3.4. Events which do not stage a Horse Grand Prix, may still be a Series Event and stage other Series competitions, but the maximum Star rating in such competitions will be One Star.
- 3.5. Where Article 238.1.1 (Table A1) with one jump-off competitions are used in the Breeding Series, the points will be awarded on the following basis:
 0 faults in the first round = 4 points
 0 faults in the first round and jump-off = 6 points
 At the NZ series final show Art 238.2.2 (page 24) will be used to find the winners.

4. Prizes

- 4.1. Prizes in cash or kind, must be paid out down to sixth place (minimum) with the winning horse or competitor not receiving more than one third of the total prize money offered in cash or kind (excluding competitions under Article 238.1.1). The sixth placed horse or competitor must receive double the entry fee.
- 4.2. The minimum amount of prize money paid out for each Star Rated competition shall be as follows:

	HGP	YR	JR	PGP	7YO	6YO	5YO	AR ProAm
3 Star	\$3000	\$1000	\$650	\$700	N/A	N/A	N/A	N/A
2 Star	\$2000	\$750	\$450	\$550	\$900	N/A*	N/A*	N/A
1 Star	\$1000	\$500	\$250	\$200	\$450	\$250*	\$150*	\$300

* See Condition 6.2 of Five and Six Year Old Breeding Series Conditions

- 4.3. The Series prizes will be announced on the NF's Website before the first of January of the year of the final, and in the immediately following edition of the Bulletin.
- 4.4. Every horse/pony competing in a series class that does not have their registration current will not receive prize money or points for that class. The prize money and points forfeited will be redistributed to the other qualified competitors.
- 4.5. Prizes should be awarded in a ratio of 1:7 placegetters to starters.

5. Timing

All Series competitions should, and the following Series competitions must be timed by an electronic timer.

- Super League (including World Cup)
- One and Two Star Grand Prix
- Young Rider
- Seven Year Old Series
- Pony Grand Prix

Notwithstanding the above, manual timing shall be permitted in the event of malfunction of the electronic timer or other unexpected circumstance, and shall be used as a back-up in all of the above classes. Failure of an Organising Committee to comply with this requirement shall result in a financial penalty being imposed on the Area responsible of an amount at least equivalent to the cost of electronic timing. However the Series points will be awarded in either circumstance.

6. Conduct, Obstacles and Courses

- 6.1. All Series competitions must be conducted in draw order, except for those conducted under Article 238.1.1.
- 6.2. All jump-offs shall be held after all competitors have completed their first round, or second round in two round competitions, and qualified competitors shall take part in draw order with the exception of competitions conducted under 238.1.1 and Article 273.3.3. (page 63)
- 6.3. The Ground Jury, after discussion with the Course Designer and Technical Delegate (if appointed), has the discretion to vary these Conditions in regard to the course and obstacles due to weather and footing conditions.
- 6.4. Where a maximum/minimum height is listed as the height for the class it is understood that the majority of the obstacles will be within this measurement.
- 6.5. For the purpose of determining the height of a class where a maximum / minimum is stated, the nominal height will be the average of the maximum and minimum heights.

7. Participation

7.1. Competitors

Competitors may take part in any of the Series only if they are paid up current members of the NF.

7.2. Horses

- 7.2.1. All horses that take part in the series must be currently registered with the NF and ESNZ J.
- 7.2.2. Horses born at any time from the 1st of August until the 31st of July the following year will be deemed to be born on the 1st of August immediately preceding the actual birth date.
- 7.2.3. All horses and ponies competing at an event must have their current ID book available for inspection at all times. All horses and ponies must display their allocated ID number at all times while on the grounds. Incorrect ID numbers may be cause for disqualification or fines.
- 7.2.4. Age of International Horses – Refer to Article 200.8, page 1 (FEI Ruling 2010)

8. Results and Publicity

- 8.1. Results to the first six places in any Series class, the amounts of the prizes and number of competitors who started in the competition must be forwarded by 5pm on the business day immediately following the Event to:
Jumping NZ Series Points
Equestrian Sports NZ
P O Box 6146 Wellington
Fax: 04 499 2899
E-Mail: Jumping Sport Manager
(address is found on <http://www.nzequestrian.org.nz>)
- 8.2. Official result sheets for Jumping must be sent to the Equestrian Sports NZ by 5pm on the business day immediately following the Event.
- 8.3. The publicity results form must be sent to the publicity officer as listed in the Jumping Show Dates Card.

9. Sponsorship Requirements

- 9.1. The sponsor of a Series will have naming rights to that Series e.g. The XYZ Six Year Old Breeding Series.
- 9.2. Provision must be made to display all sponsor's banners during the Series competition. ESNZ J will supply the banners.
- 9.3. The sponsor's logo must be displayed in the event programme. Logos are available from the NF office. These logos can be sent by disk, e-mail or photocopy.
- 9.4. The sponsor of a Series may supply a sponsored obstacle which must, if available, be used in the particular sponsor's Series Competition.

- 9.5. Organising Committees may contract with individual show sponsors for a Series Competition or the entire Show. However, the sponsorship must provide for reference to the Series Sponsors, including logos, of each Series Sponsor in the Show Schedules advertised in the “Bulletin” magazine, all event programmes and general advertising.
- 9.6. It is a requirement of ESNZ J that in the first instance a National Sponsor targeting a specific show be offered by the local Jumping group the opportunity of being the main sponsor including naming rights. Should that offer be declined then naming rights can be offered to a competitor company but with the ESNZ J national sponsor still retaining the right to be a trade exhibitor albeit in a lesser capacity.
10. Finals:
The format and date of the Series finals will be decided by ESNZ J by the 1st of January. These will immediately be advertised on the ESNZ J website and the following edition of the Bulletin.
11. Penalties:
Any horse/pony or competitor that is in breach of the NF Rules, General Conditions or Series Conditions will automatically lose any points they may have gained and may be fined and/or be open to further judicial action.
12. Judicial:
A panel of not fewer than three and not more than five persons (one of whom shall be appointed as Chairperson) shall be appointed by the Board of ESNZ J to a Judicial Committee. The Judicial Committee shall have the power to enquire into, hear and determine all objections in respect of Series competitions (such objections not being within the jurisdiction of the Ground Jury), disputes over eligibility of horses and/or riders, breaches of these Conditions, and issues arising from interpretation of these Conditions
13. Special Conditions may be applied to Island/National Champonships and HOY. These have to be approved by ESNZ J Board and will be printed in schedules for these Shows.

Super League Series Conditions

1. Name
 - 1.1. The Series will be named “The Super League Series”
 - 1.2. This Series will include any FEI World Cup Qualifying competitions with the exception of the first round of the Worldcup Final (speed class).
2. Qualification:
This Series is open to any competitor from the beginning of the calendar year they reach the age of 16.

3. Participation

3.1. Horses may have one or more riders during the Series and will retain their points. A rider may ride more than one horse.

4. Competitions

4.1. Competitions must be conducted under Article 261.5.1 OR 5.2 OR 5.3 Exceptions may be World Cup, Special Regulations for NZ Senior Championship and Island Championships.

4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2) Exception competitions run under Article 273.3.3 (page 63)

4.3. Obstacles, height and speed:
Maximum obstacles = 14 @ 1.40-1.60m, minimum speed 350mpm. (indoors 325)
Where run in conjunction with World Cup then the World Cup rules apply.

5. Points

5.1. The points for the Series will be allocated at Three Star Level

5.2. Points qualifying for the Series will be based on the following table:

Rounds Held	Rounds to count for points
15	10
14	9
13	9
12	8
11	8
10	7
9	7
8	6
7	6
6	5
5	5
4	4

5.3. Senior NZ Championship points will be double points.
All World Cup rounds points will be 1.5 points.

6. Prizes:

The minimum prize money for a Super League competition is \$3000

One & Two Star Grand Prix Series Conditions

1. Name

The Series will be named "The One & Two Star Grand Prix Series"

2. Participation

2.1. Horses may have one or more riders during the Series and will retain their points. A rider may ride more than one horse.

2.2. Horses may compete in both the Super League Series and the One & Two Star Series.

2.3. Horses may compete in a Super League and One & Two Star competition at the same event, but not on the same day.

3. Competition

3.1. All One and Two Star competitions must be conducted under Article 261, 5.1 or 5.2 or 5.3

3.2. Competitions shall be run in draw order with a jump-off (General Conditions 6.1 and 6.2) Exception being competitions run under Article 273.3.3. (page 63)

3.3. Special conditions may apply for Island, National Championships and HOY. These conditions must be approved by Jumping NZ board and printed in the show schedule.

3.4. Obstacles: (indoor speed 325mpm)
Two Star*

Max obstacles = 13 @ 1.40 - 1.50m, speed 350mpm.

* The exception is the National Derby which will be conducted under Derby Conditions Article 277 and counted as a Two Star competition

One Star

Max obstacles = 12 @ 1.35 - 1.45m, speed 350mpm.

4. Points:

4.1. The 12 best competition scores to count.

4.2. The 1 star championship class at the NZ Championships will receive 2 star points.

5. Prizes:

The minimum prize money shall be \$2000 for 2 Star and \$1000 for 1 Star.

Young Rider Series Conditions

1. Name:

The Series will be named “The Young Rider Series”

2. Qualification:

Competitors will be eligible to take part in this Series from the beginning of the season when they reach the age of 14 until the end of the season during which they reach the age of 21, the season being from 1 August until 31 July.

3. Participation

3.1. A competitor may ride a second horse at the discretion of the Organising Committee, but only the score of the horse ridden first (ie nominated horse) will count towards Young Rider points.

3.2. Where a competitor may ride two horses, once the competition has begun, a competitor may not change their nominated Young Rider horse. However prior to the beginning of the competition a competitor may change their nominated Young Rider horse if the originally nominated Young Rider horse is scratched from the competition. The newly nominated Young Rider horse competes in the same position in the starting order as the originally nominated Young Rider horse.

3.3. A Three Star event may organise a Three-Star and a One-Star Young Rider competition. A Young Rider may only compete in one Young Rider competition at a Three-Star event.

3.4. Competitors may not compete in the Junior Rider Series at the same event on the same horse.

4. Competition

4.1. Competitions in the Series must be organised under Article 238.2.2 (TAM5), with the exception of the NZ Young Rider Championship at the Horse of the Year (“HOY”).

4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).

4.3. Obstacles: (indoor speed 325mpm)

Three Star

Max obstacles = 12 @ 1.35m - 1.45m, speed 350mpm.

Two Star

Max obstacles = 12 @ 1.30m - 1.40m, speed 350mpm.

One Star

Max obstacles = 12 @ 1.25m - 1.35m, speed 350mpm.

5. Points:
The best 12 competition scores to count.
6. Prizes:
The minimum prize money shall be \$1,000 for 3 Star, \$750 for 2 Star, and \$500 for 1 Star.

New Zealand Universities Jumping Championship Series Conditions

1. Name:
The series will be named “The New Zealand Universities Jumping Championship” and will comprise of a New Zealand Universities Rider Championship competition and a New Zealand Universities Institute Championship competition to be run in tandem.
2. Qualification:
 - 2.1. Competitors will be eligible to take part in this Series when they are enrolled as a full or part-time student at any recognised New Zealand tertiary education institute and they have been issued with a photographic student identity card from that same institute through until the start of the following academic year or the completion of the Series Final (whichever date last occurs).
 - 2.2. Competitors will be required to register for this Series by emailing a copy of their tertiary student ID (or a copy certified by a New Zealand solicitor or JP) to the Jumping Sport Manager, megan@nzequestrian.org.nz, before obtaining any points in the Series.
3. Participation:
A competitor may only ride one horse in the Series at any particular show, but may ride different horse/s in the Series at other shows.
4. Competition:
 - 4.1. The Series will normally be run within an existing 1.20m or 1.30m class at nominated shows (the “host class”). Where it is run in a class of its own, competitions in the Series must be organised under Article 238.2.2 (Table AM5), in which case competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
 - 4.2. Special conditions may apply for Island, National Championships and HOY. These conditions must be approved by the ESNZ Jumping Board and printed in the show schedule.

- 4.3. Obstacles: Maximum obstacles as per the host class. Where it is run as a class of its own the maximum obstacles = 12 @ 1.20m or 12 @ 1.30m, speed 350mpm.
 - 4.4. Where practicable, the Series will not be held on the same day as a Young Rider competition.
 - 4.5. The Series will normally run during the main university summer vacation period (mid November to end of February), although subject to ESNZ Jumping Board approval, the Series competition may also occur outside this period as part of HOY and for the Grand Final.
5. Points:
- 5.1. New Zealand Universities Rider Championship competition: In all cases points will be at 2 Star level for 1.20m classes and 3 Star level for 1.30m classes. The best 6 competition points to count.
 - 5.2. New Zealand Universities Institute Championship competition: Each tertiary institute will win a point for each rider enrolled at that institute competing in the Series on the day plus any points earned by those same riders under 5.1.

Pony Grand Prix Series Conditions

1. Name:
The Series will be named “The Pony Grand Prix Series”
2. Qualification
 - 2.1. Ponies:
This Series is open to any pony registered with the NF with RAS life certificate or a current RAS height certificate and is six years old and over.
 - 2.2. Competitors:
Competitors will be eligible to take part in this Series until the end of the season during which they reach the age of 17, the season being from 1 August until 31 July.
3. Participation
 - 3.1. This Series is a pony competition so the pony retains the points regardless of the rider.
4. Competition
 - 4.1. All pony Series competitions must be conducted under Article 261.5.1 or 5.2 or 5.3 or 273.3.1 or 3.2 or 3.3.

- 4.2. Competitions shall be run in draw order and a jump-off (General Conditions 6.1 and 6.2) Exception competitions run under Article 273.3.3.
- 4.3. Special conditions may apply to Island and National Championships and the HOY. These must be approved by the ESNZ J board and included in the Show Schedule.
- 4.4. Obstacles: (indoor speed 325mpm)
Three Star
Max obstacles = 11 @ 1.25m - 1.35m, speed 350mpm.
Two Star(*)
Max obstacles = 11 @ 1.20m - 1.30m, speed 350mpm.
* The exception is the National Pony Derby which will be conducted under Derby Conditions Article 277 and counted as a Two Star competition.
One Star
Max obstacles = 11 @ 1.15m - 1.25m, speed 350mpm.
5. Points:
The 12 best competition scores to count.
6. Prizes:
The minimum prize money shall be \$700 for 3 Star, \$550 for 2 Star, and \$200 for 1 Star.

Amateur Rider Series Conditions

1. Name:
The Series will be named "The Amateur Rider Series".
2. Rule Deleted
3. Qualification
 - 3.1. Horses:
Competitors must ride horses that are registered with the NF in their name as owner or part owner or registered leasee.
 - 3.2. Competitors:
Competitors may take part in this Series from the first day of the season during which they reach the age of 22, the season being from 1 August until 31 July
 - 3.2.1. Competitors may not have won prize money in open classes higher than 1.25m in Jumping or competed in Advanced eventing competitions, during the current or preceding season. Riders cannot have been placed in the Young Rider Series in the current season.

4. Participation:
The competitor may ride more than one horse in the Amateur Series but must nominate the point scoring horse and ride it first.
5. Competition
 - 5.1. All competitions will be organised under Article 238.2.2 (Table AM5).
 - 5.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
 - 5.3. Obstacles: (indoor speed 325mpm)
Max obstacles = 11 @ 1.10m - 1.20m, speed 350mpm.
6. Points
 - 6.1. Points will be at One Star level with the exception of 6.3 below.
 - 6.2. The 12 best competition scores to count.
 - 6.3. NZ Finals, the NZ National Championship and Island championships will carry Two Star points.
 - 6.4. At the final of the series the draw order will be in reverse order of the points
7. Prizes:
The competition must allocate a minimum in cash or kind of \$300.

Pro Am Series Conditions

1. Name:
The Series will be named "The Pro Am Series"
2. Qualification
 - 2.1. Competitors must ride horses that are registered with the NF in their name as owner or part owner or registered leasee.
 - 2.2. Competitors may take part in this Series from the first day of the season during which they reach the age of 22, the season being from 1 August until 31 July; hence Competitors may not take part in the Young Rider Series at the same time.
 - 2.3. Competitors may not have won prize money in classes higher than 1.35m in jumping during the current season.
3. Participation
 - 3.1. The competitor may ride more than one horse in the Pro Am Series but must nominate the point scoring horse and ride it first.

3.2. Competitors may not compete in the Amateur Rider Series on the same horse at the same event.

4. Competition

4.1. All competitions will be organised under Article 238.2.2 (Table AM5).

4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).

4.3. Obstacles: (indoor speed 325mpm)
Max obstacles = 12 @ 1.20m - 1.30m, speed 350mpm.

4.4. The jump-off must include a vertical 5cm higher than the first round and an oxer 5cm wider and 5cm higher than the first round and the speed may increase.

5. Points

5.1. Points will be at One Star level with the exception of 5.3 below.

5.2. The 12 best competition scores to count.

5.3. NZ Finals, the NZ National Championship and Island Championships will carry Two Star points.

5.4. At the final of the series the draw order will be in reverse order of the points

6. Prizes

6.1. The competition must allocate a minimum in cash or kind of \$300.

Junior Rider Series Conditions

1. Name:

The Series will be named "The Junior Rider Series" and may contain an equitation component. If so the official date card will indicate "JRE".

2. Qualification:

Competitors will be eligible to take part in this Series from the beginning of the season during which they reach the age of 12 until the end of the season during which they reach the age of 18, the season being from 1 August until 31 July.

3. Participation

3.1. The competitor may ride more than one horse in each competition but must nominate the point scoring horse and ride it first.

3.2. Competitors may not compete in the Young Rider Series at the same event on the same horse.

4. Competition

- 4.1. Competitions in the Series must be organised under Article 238.2.2 (Table AM5.).
- 4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
- 4.3. Obstacles: (indoor speed 325mpm)

Three Star

Max obstacles = 12 @ 1.20m - 1.30m, speed 350mpm.

Two Star

Max obstacles = 12 @ 1.15m - 1.25m, speed 350mpm.

One Star

Max obstacles = 11 @ 1.10m - 1.20m, speed 350mpm.

5. Points

- 5.1. Rule deleted
- 5.2. All Three Star Events and the NZ Final (as distinct from the NZ National Championships) will be at Three Star level.
- 5.3. Equitation will be run at shows as determined by the ESNZ J board
These will be shown on the card as JRE.
- 5.4. The 12 best competition scores to count.
- 5.5. At the NZ Final entry to this class may be limited by the organising committee.
- 5.6. At the NZ Final the draw order will be in reverse order of points.
- 5.7. Points for equitation will be awarded 6,5,4,3,2,1 for the first six placings in the equitation section. These points will be bonus Junior Rider Series points and will not affect the outcome of the Jumping Class at each event.

6. Prizes:

The competition must allocate a minimum of cash (\$250) as per general conditions 4.2.

Seven Year Old Breeding Series Conditions

1. Name:

The Series will be known as "The Seven Year Old Breeding Series"

2. Qualification

- 2.1. To qualify for the Seven Year Old Breeding Series the horse must be seven years old based on a 1st August birth date. (See General Conditions 7.2).
- 2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder's information will be definitive.
- 2.3. The identification page of the NF Identification Papers ("IP") must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a written application to the NF giving a full reason for the inability to establish the breeding. No reason needs to be given by the NF for declining to give permission for horses not having proof of breeding taking part in the Series.
- 2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse's IP to the Ground Jury of the competition. If their IP does not include proof of age and three generations of breeding, in the absence of a dispensation from the NF, the prize money will be withheld and forwarded to the NF's National Office. This may be uplifted if proof of age and/or breeding is provided to the NF.
- 2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.

3. Participation

- 3.1. This Series is for horses.
- 3.2. Horses accumulate points throughout the season, irrespective of the rider.

4. Competition

- 4.1. All Series Competitions will be conducted under Article 238.2.2 (Table AM5) with the exception of the Seven Year Old Breeding Championships at the National Young Horse Jumping Championships, which will be conducted under its own Special Regulation (Annex 8, page 89).
- 4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
- 4.3. Obstacles and Combinations: (indoor speed 325mpm)
Two doubles or one double and one treble.
Two Star
Max obstacles = 12 @ 1.35m, speed 350mpm.
One Star
Max obstacles = 12 @ 1.30m, speed 350mpm.

- 4.4. A water jump or liverpool must be included in the course.
5. Points
 - 5.1. Points will be set at the One Star level for all Competitions except the National Young Horse Jumping Championships, NZ series final show, Island Championships and the NZ National Championships, which shall be Two Star.
 - 5.2. The 10 best competition results will count for each horse.
6. Prizes:

The minimum amount of prize money will be \$450 (except for the Two Star competitions referred to in 5.1 above which must have a minimum of \$900)

Six Year Old Breeding Series Conditions

1. Name:

The Series will be known as “The Six Year Old Breeding Series”
2. Qualification
 - 2.1. To qualify for the Six Year Old Breeding Series the horse must be six years old based on a 1st August birth date. (See General Conditions 7.2).
 - 2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
 - 2.3. The identification page of the NF Identification Papers (“IP”) must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a written application to the NF giving a full reason for the inability to find the breeding. No reasons need to be given for refusals to give permission for horses missing breeding from taking part in the Series.
 - 2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse’s IP to the Ground Jury of the competition. If their IP does not include proof of age and three generations of breeding or a dispensation from the NF the prize money will be withheld and forwarded to the NF’s National Office. This may be uplifted when proof of age and/or breeding is provided to the NF.
 - 2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.
3. Participation

- 3.1. This Series is for horses.
- 3.2. Horses accumulate points throughout the season, irrespective of the rider.

4. Competition

- 4.1. This Series must be conducted under Article 238.1.1 (Table A1) with one jump-off, with the exception of the NZ series final show, Island Championships and the NZ National Championships, which may organise competitions conducted under Article 238.2.2 (Table AM5). The Six Year Old Breeding Championships at the National Young Horse Jumping Championships will be conducted under its own special regulations. See Annex 8 (page 89).
- 4.2. Obstacles: (indoor speed 325mpm)
Before 1st January (Exception National Young Horse Jumping Championships, if applicable)
Max obstacles = 11 @ 1.20m, speed 350mpm.
1 or 2 double combinations.

From 1st January

Max obstacles = 11 @ 1.25m, speed 350mpm.
2 double combinations.

- 4.3. The jump-off must be a call back jump-off.
- 4.4. A liverpool, where possible, must be included in the course.

5. Points

- 5.1. In competitions conducted under Article 238.1.1 (Table A1), points will be awarded for clear rounds as per the General Series Conditions (paragraph 3.5).
- 5.2. The prize winners in the Six Year Old Breeding competitions conducted under Article 238.2.2 at the NZ series final show, Island Championships and the National Championships will be allocated One Star points. In addition all horses completing rounds without penalties in the first round and jump-off will be allocated points as per the General Conditions (paragraph 3.5).
- 5.3. All prize winners at the NZ Young Horse Jumping Championships will be allocated One Star points. Horses will, in addition, be allocated points for rounds without penalties completed in the first two phases and for the first round and jump-off of the third phase as per the General Conditions (paragraph 3.5). Refer to Annex 8 (page 89).
- 5.4. The 7 best competition results will count for each horse.

6. Prizes

- 6.1. In competitions conducted under Article 238.1.1 (Table A1) the total prize pool will be divided equally among those on the lowest number of penalties. The prize pool must be a minimum of \$250.
- 6.2. The Six Year Old Breeding Series competitions at the NZ series final show, the NZ National Championships, Island Championships and the National Young Horse Jumping Championships must offer a minimum total prize pool of \$700 and be allocated as per the General Conditions.

Five Year Old Breeding Series Conditions

1. Name:

The Series will be known as “The Five Year Old Breeding Series”

2. Qualification

- 2.1. To qualify for the Five Year Old Breeding Series the horse must be five years old based on a 1st August birth date. (see General Conditions 7.2).
- 2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
- 2.3. The identification page of the NF Identification Papers (“IP”) must be completed and the breeding must be completed to three generations. Any exceptions to this rule will only be made in a formal application to the NF giving a full reason for the inability to find the breeding. No reasons need to be given for refusals to give permission for horses missing breeding from taking part in the Series.
- 2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse’s IP to the Ground Jury of the competition. If their IP does not include proof of age and three generations of breeding or a dispensation from the NF the prize money will be withheld and forwarded to the NF’s National Office. This may be uplifted when proof of age and/or breeding is provided to the NF.
- 2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.

3. Participation

- 3.1. This Series is for horses.
- 3.2. Horses accumulate points throughout the season, irrespective of rider.

4. Competition

- 4.1. This series must be conducted under Article 238.1.1 (Table A1) with one jump-off with the exception of the NZ series final show, Island Championships and the NZ National Championships which may organise a competition conducted under Article 238.2.2 (Table AM5), and the National Young Horse Jumping Championship competition which will be conducted under its own special regulations. See Annex 8 (page 89).
- 4.2. Obstacles: (indoor speed 325mpm)
Before 1st January (Exception National Young Horse Jumping Championship)
Max obstacles = 10 @ 1.10m, speed 325mpm.
1 double combination.

From 1st January
Max obstacles = 10 @ 1.15m, speed 325mpm.
1 double combination.
- 4.3. The jump-off must be a call back jump-off.
- 4.4. Prior to Jan 1, a "liverpool" that preferably holds water is to be included as an optional jump to be jumped after the completion of the course. After Jan 1, where possible, the liverpool with a small vertical must be included within the course.

5. Points

- 5.1. In competitions conducted under Article 238.1.1 (Table A1), points will be awarded for clear rounds as per the General Series Conditions (paragraph 3.5).
- 5.2. The prize winners in the Five Year Old Breeding competitions organised under Article 238.2.2 (Table AM5) at the NZ series final show, Island Championships and the National Championships will be allocated One Star points. In addition all horses completing rounds without penalties in the first round and jump-off will be allocated points as per the General Conditions (paragraph 3.5).
- 5.3. All prize winners at the National Young Horse Jumping Championships will be allocated One Star points. Horses will, in addition, be allocated points for rounds without penalties completed in the first two phases and for the first round and jump-off of the third phase as per the General Conditions (paragraph 3.5). Refer to Annex 9, Article 47 (page 107).
- 5.4. The 7 best competition results will count for each horse.

6. Prizes

- 6.1. In competitions conducted under Article 238.1.1 (Table A1) the total prize pool will be divided equally among those on the lowest number of penalties. The prize pool must be a minimum of \$150.
- 6.2. The Five Year Old Breeding Series at the NZ series final show, the National Young Horse Jumping Championships, Island Championships and the National Championships must offer a minimum prize pool of \$500 and be allocated as per the General Conditions.

Annex 12 - Upgrading of Officials

Judges and Course Designers qualification

Purpose

This Annex is designed as a guide to enable Judges and Course Designers to progress through the various grades of achievement to a level where they feel comfortable. At no stage does ESNZ J Board (referred to as the Board) guarantee advancement just by completion of these academic records. At various stages practical tests need to be achieved since the aim is competence in all **practical** aspects of judging and/or course designing at jumping competitions. The succession plan for both Judges and Course Designers is as follows:

Candidate National

National

National / FEI Level 1

Official National

Official National / FEI Level 1

FEI Level 2

FEI Level 3

The National Federation (NF) will maintain a list of all qualified judges and will regularly update the list as the Board approves changes. This list can be found on the website <http://newzealandequestrian.org.nz>)

When an applicant feels they have enough experience to upgrade they should consult the Area committee and/or fellow officials for support and forward their CV to the Technical Committee for consideration. With the approval of the Technical Committee the application will be passed to the Jumping Board for approval.

Candidate National Judges

All intending judges must:

1. Be current members of ESNZ.
2. Have a sound knowledge of the General Regulations of the sport.
3. Have a sound knowledge of the rules of the sport.
4. Understand the following job descriptions:

- 4.1. Stewards Article 144
- 4.2. Judges Article 148
- 4.3. Course Designers Article 155
- 4.4. Ground Jury Article 163
- 4.5. Appeal committee Article 164
- 4.6. Learn the Article numbers that the common events are run under. e.g. AM3 = Article 238.1.2
5. Have been a writer for a Ground Jury (GJ)
6. Been assistant to or actual timekeeper for G.J. using both manual and electronic timers.
7. Apply to Area Secretary to be appointed by the Board of ESNZ J to the official list of Candidate Judges.

Promotion of Candidate National Judge to National Judge.

Requirements

1. Act as a candidate for 2 years.
2. Writer for Ground Juries (GJ).
3. Assistant to or actual timekeeper for GJ using both manual and electronic timers.
4. Regular member of a GJ at NF sanctioned events and events outside your area.
5. Act as assistant course designer.
6. Act as assistant to chief steward at NF events.
7. Be recommended by 2 National or Official National judges that have been part of the same GJ.
8. Attend an official course for National judges in the last 3 years.
9. Maintain a current CV of above activities that has been signed off by the relevant official.
10. Obtain a written recommendation from your Area and send it along with your CV to National Office.

Explanations

Item 2 : We would consider one episode of writing at a local show for one judge to be insufficient experience. We would expect that several efforts at various star* rated, local, NF and A+P shows with several different judges PLUS some experience at writing for less regular competitions such as 6 Bar, Top score, and Accumulator to appear on the CV.

Item 5 : Assisting a course designer is not just a matter of picking up poles but a genuine attempt to understand the reasons for related fences, direction changes, stride distances and the various types of fences.

Item 6 : Assistant to Chief Steward (CS) involves spending some time with a CS at a NF show so that an understanding of why stewards are expected to monitor warm up areas and what to look for under the heading of animal welfare. To assist in a bandage & boot control inspection

Item 8 : It is intended that at least every 2 years a seminar in each Island will be held for all category of Judges

Promotion of National Judge to Official National Judge

(All following to be obtained at 2* & 3* events)

Requirements:

1. Assistant course designer
2. Extensive experience as steward
3. Part of organising committees of NF events
4. Regular member of GJ at NF events and World Cup events and be capable of fulfilling role of President G/J at all NF events
5. Attend courses for Official National Judges and obtain sufficient marks to pass
6. Keep a current CV that records all of above
7. A thorough knowledge of the legal system in the General Regulations (Article 161-174)
8. Be familiar with the Medication Control Programme
9. Be capable of mentoring junior officials to enable them to progress towards promotion.

Explanations

Item 2 : Preferably to have attended and passed a NF (or International) Seminar for Stewards.

Official National Judges can be nominated to attend FEI Level 1 and proceed to the next step of FEI Candidate International and then on to International by obtaining approval directly from the Board.

The availability of these positions is dependent on the FEI who have a policy of restricting the number of positions in each country, depending on how many sanctioned FEI events the country runs.

Existing officials are expected to officiate at 2x3* events and regularly at other events annually and attend International seminars regularly to maintain that position. It is recommended that judges wishing to be promoted are under 55 years old.

Descriptions and more information about these positions can be found in the FEI Rule Book.

Candidate National Course Designers

Requirements to become a Candidate National Course Designer

1. Be current member of ESNZ
2. To have been a competitor or a regular assistant to a listed Course Designer
3. To be recommended by your Area Committee or National Course Designer to the Technical committee as a suitable candidate.
4. To have taken part in an approved course or seminar for Course Designers
5. Maintained a current CV of above activities that has been signed off by the relevant official

Candidates should gain as much experience as possible as designers in their own right and as assistants to National and Official National Designers at events sanctioned by the NF.

Once approved Candidates may design for all non series competitions.

Promotion of Candidate National to National Course Designer

Requirements:

1. To have acted as a Candidate for at least 2 years
2. To have acted regularly at NF sanctioned events

3. Part of organising committees of NF events
4. At least once as a member of a GJ at NF events
5. Been assistant to Chief Steward at a NF event
6. Attended courses for National Course Designers and obtained sufficient marks to pass
7. Kept a current CV that records all of above
8. To be recommended by your area or 2 National CD's that you have worked with

Note - Only National Course Designers may design courses for 1* and 2* series competitions.

Promotion of National Course Designer to Official National Course Designer

1. Promotion will be based on the candidates extensive experience and demonstrated proficiency as a Course Designer at high level competitions (2* and above).
2. Preferably been a competitor.
3. Preferably be a judge or acted as an assistant to a National judge.
4. Extensive experience as a steward.
5. Been on organising committees of NF sanctioned events.
6. Must attend a course for Official National Course Designers and obtain sufficient marks to pass.
7. Maintain a current CV of above activities.

Note - Only Official National CDs may act at 3* competitions and must attend an approved seminar at least every 3 years.

Only Official National and FEI level 1 Course Designers will be nominated to take part in FEI Courses with the chance to be recommended for promotion to the next step of FEI Level 2 and then on to FEI Level 3. Approval is directly from the Board.

The availability of these positions is dependent on the FEI who have a policy of restricting the number of positions in each country, depending on how many sanctioned FEI events run in that country.

Existing officials are expected to officiate at 2 x 3* events and regularly at other events and attend International seminars regularly to maintain that position. Course Designers recommended for promotion to FEI status should be under 60 years old.

Descriptions and more information about these positions can be found in the FEI Rule Book.

Example of Documentation

This is an example of the documentation required to support your application for upgrading.

ACTIVITY RECORD

Candidates Name

Area

Membership No & Date

PARTICIPATION AT (Tick one)

- Local Events
- Ground Jury
- Star rated Events
- Assisting Course designers
- Stewarding
- Seminars

Explanation of Participation:

.....
.....
.....

This activity must be signed off by the relevant official

- Secretary of Local Event
- President Ground Jury
- National Course Designer
- Seminar Organizer
- Another Qualified Official

Print Name :

Signature :

Annex 13 - Job Specifications

President of the Ground Jury

1. Overall Role

To have an overall understanding of both the rules and the organising of an event and to be able to assist the Organising Committee in maintaining the appropriate standards. The person in the role must have the relevant experience to be able to assist both the Course Designer and the Organising Committee. Ideally the person in this role would be in contact with the Organising Committee well before the event. This may involve a visit to the event site and **must** approve the schedule before it goes to print.

2. Temperament

One of the most important qualities that any person in this role should demonstrate is the ability to communicate and deal with sensitive situations in an appropriate manner. Mentoring of junior officials to enable them to progress to promotion is essential.

3. Functions

The following is a useful reminder to outline the key aspects in which a person in the role will have to concentrate:

Review the schedule **before** it goes to print

Secretarial - officials information. Be present at draws Articles 252,279, pages 39, 69

Entries - system of checking registrations and membership

Judges - briefing each morning

Debriefing - at end of each day, especially if problems have occurred

Stewards - timetables, qualification, confirm availability

Medical - event does not start until St Johns or ambulance is in attendance.

Timetable - provisional timetable, number of competitors

Officials - key personal, accommodation, food, transport (if needed)

Safety - availability of medical first aid personnel, access to areas, liaise and advise health and safety, public/horse segregation

Veterinary - availability, euthanasia (including screens), selection of candidates for Medication Control

Exercising - practice arenas, practice obstacles

Media facilities - TV management and position (if applicable), photographers position

Communications - public address system, communications for Ground Jury, course designer, call steward

Jumping Arena - arena fence, arena surface, jump material, ring crew, timing systems, stop watches, spare jump material, emergency services

Results - publication and distribution of results and score sheets.

Check that results going to National Office are correct.

Schedule and Programme - check for ambiguities in particular series conditions, make sure changes are announced over the PA system more than once if considered necessary

Welfare of horses and safety of competitors and public at all times.

Check venues as suitable for Medication Control.

Check on ID books; a) Current. b) Horse description filled in and signed by Vet. c) National stamp.

Where a T/D has been appointed the two will agree on which of the above areas each will cover.

4. President of Ground Jury - Report to Jumping Board

Within 10 days of the event the President of the Ground Jury at all 3* events, Island and National Championships, Horse of the Year and Young Horse Jumping Championships will write a report for the Jumping Board that will cover the following activities.

The date and name of the event, where held and weather conditions.

Were St. Johns or other medical officers continually present

A list of all officials

Ground Jury President

Ground Jury Members (3)

Appeal Committee President

Appeal Committee Members (3)

Were the judging conditions satisfactory?

Course Designer (Article 155)

Was the work carried out in a professional manner?

Was the Course Designer conscious of the series conditions when planning these classes?

Chief Steward

Was any boot and bandage control done?

Were practice areas suitable?

Were warm up areas patrolled?

Were stabling areas patrolled?

Any Medication Control Testing? If so attach any relevant comments from the testing officials

Medical Services -First Aid/Paramedics or a Doctor on duty and report on their efficiency

Accident reports

Schedule & Programme

Did the programme concur with the schedule?

If there were changes? Why?

Can you suggest any changes?

Facilities for Riders and Grooms - were they adequate?

Toilets and showers

Truck parking

Stabling and warm up areas

Prize money (Articles 128-130)

Was prize money paid out as per the schedule and the rules? e.g. Series Conditions

Technical Aspects

Ground conditions

State of the equipment

Filling and cups - were they adequate?

Yellow cards issued

Any other matters that were unique or of interest.

Technical Delegate

1. This position is now required for all 3* events and the 6 major events in NZ (2 Island, National, HOY, Young Horse Jumping Show and Series Final Show) and any International events. The appointment must be made in time for the ground to be inspected and to enable that person to approve the schedule before it goes to print.
2. The Technical Delegate's role;
 - is there to help the Organisers run a successful event.
 - to approve the technical and administrative arrangements.
 - to see that the event is run according to the rules of the federation.
 - to make sure the riders comply with the rules.

to approve the courses and arenas and see that they are suitable for the standard of competition taking place.

to supervise the briefing and conduct of all technical personnel.

to advise the Ground Jury and the riders

3. The Technical Delegate is responsible for;

All those duties of the Pres. Ground Jury if one has not been appointed or is not available but cannot take the place of Pres. G/J.

Ground conditions in arenas and practice areas.

Safety and suitability of equipment used.including safety cups.

All aspects of the welfare of the horse,riders & public.

Construction of courses in relation to Series Conditions.

All aspects of discontent between riders and Judges/Course Designers.

Regular communication with Appeal Committee and G/J.

Checking aspects of calculations for presentation of cups or trophies.

Be available (and visibly labeled) for competitors to consult.

Should advise on all technical matters.

Assist the President of the G/J to prepare the report to ESNZ J and if a Pres. G/J has not been appointed then the T/D is responsible for that report

Appeal Committee

1. President of the Appeal Committee

Can be chosen from:

Retired FEI Judges or Course Designers

Persons on ESNZ J list of Technical Delegates

Persons on ESNZ J list of Judges

Persons on ESNZ J list of Course Designers

Members of the Jumping Board

Persons with judicial or legal experience

2. Persons not eligible to be President of the Appeal Committee:

Members of the Ground Jury, Technical Delegate, Veterinarian, Course Designer involved in the Event

Team officials or instructors of competitors in the Event

Competitors or owners of horses in the Event

Any person with conflict of interest

Duties as per Article 164 General Regulations

Area Delegates - Job Specification

Area Delegates are responsible for;

1. All delegates must be members of ESNZ. Delegates are the communication voice between the National Discipline and Area Members
2. Reporting to their area committee on matters happening nationally, including rule-changes, registration requirements and any other matters pertaining to jumping.
3. Putting forward remits from area to the ESNZ J conference
4. Representing their area's vote at Annual AGM on remits and any other matters requiring a vote
5. Supplying a calendar of all affiliated events within their area, to the sports manager of Jumping
6. Representing ESNZ J, promoting National Series sponsors at events. All corflutes and banners must be displayed in the correct manner
7. Must be associated with the running of at least one event in the area they represent
8. Encourage area to have a designated Publicity Officer. Where possible promote your local events to the media. By liaising with their area publicity officer and supplying results to the Jumping official publicity officer. (This role should not fall to the event secretary) Diana Dobson North Island; Annie Studholme South Island
9. Promote membership to ESNZ in local area. Recruiting of new officials, judges and course designers. New and Upgrading of Officials must go to ESNZ J board for approval via Technical Committee.

Area Delegates will be reimbursed their airfare up to a maximum set by ESNZ J for their attendance at the Annual Conference and AGM. GST invoice or air tickets are to be sent to the Jumping NZ Sport Manager, prior to the conference.

Stewards

1. Key Competencies - Candidate National and National Stewards

Appointed by the Board from National or Official National Judges list.

Attend a Stewards seminar and understand Stewards role (Article 144)

Demonstrate a knowledge of practical matters, e.g. boot & bandage inspections

Be familiar with the Medication Control Programme and have helped a Medication Control Official

Keep an activity diary up to date

2. FEI Stewards

2.1. Appointed by the FEI after nomination from the ESNZ J board from the list of National stewards who :

Have attended an FEI Stewards seminar

Passed the examination necessary for upgrading

3. Stewarding Duties on the Day

3.1. General

3.1.1. When appointed as a steward, be familiar with who all the other officials are and if you need extra stewards arrange that before the event.

3.2. Practice Arenas

3.2.1. Arrive early before competitors begin using the practice jumps

3.2.2. Check the ground conditions for the practice arenas (a rake may be needed) and make sure that sufficient material is available remembering that at 1.30m you will need extra rails. The equipment should be good quality not just the left over rubbish. We have made available a set of simple rules (laminated) for the use of practice arenas – make sure they are placed in a visible position.

3.2.3. Where possible have plenty of breakaway cups – compulsory for back rails but nice for other rails and make sure you know how to reassemble them – if you don't, see a course designer.

3.2.4. Having read the schedule you will know what heights are being jumped in each ring so using different coloured tape to mark the heights on the stands that pertain to that ring. No point marking 1.50m for a pony ring. You should be able to see the height from outside the ring. You can use premarked plastic conduit pipe that you attach to the stands.

3.3. Medical Cover

- 3.3.1. Having spoken to the Secretary about the medical arrangements go find those people and have a discussion about what you want them to cover. They should be able to see all practice rings and have some communication with the Truck Park and wash down area. If they want to operate a phone system try it then to see that it works. No event should be allowed to start without Medical cover.
- 3.4. Veterinary cover
 - 3.4.1. You should have the on duty vets phone number and perhaps rung to see that the arrangement is organised.
 - 3.4.2. Know where the screens are (preferably have your own) and what transport is available to remove a dead horse from all arenas.
 - 3.4.3. You should know by now if drug testing (horses & competitors) is to take place so consultation with the President of the Ground Jury (Pres. G/J) will enable you to know which classes and how the selection will be done. You will need paperwork signed before the selection.
 - 3.4.4. Arrange a suitable stable or as a last resort a quiet yard that will be empty at the allotted time. When the test Officials arrive discuss with them what they expect of you.
 - 3.4.5. If a trot-up is required the Pres. G/J will tell you the time required so make arrangements for the necessary area and plants etc to make the turn point – if you use buckets fill them with water. You are required to assist the G/J and Vet Delegate by handling the passports open at the correct page for the vet ID examination. You should have checked that the book is current as you open it.
 - 3.4.6. If a Boot & Bandage control is necessary the Pres. G/J will advise you so you will need a mat that is thick enough so that the studs will not penetrate and cause a panic. Rubber is good but not always available-carpet upside down is an option. The object is to see what may fall out of the boots. A set of scales is necessary to weigh the boots. The operation is conducted by the Vet Delegate but you may be asked to remove the boots.
- 3.5. Regular Patrols
 - 3.5.1. The whole time that the practice rings are operating there must be regular patrols taking place. You are responsible to see that the area around the practice jumps does not cut up and the regular moving of the obstacles should be carried out at APPROPRIATE times. A rake should always be available for grooming arenas made of loose material The truck park must also be inspected on a regular tour and the wash-down area.

- 3.5.2. You should not have to enter a practice ring if all is well and you can see that the competitors are obeying the rules. The less interference the better.
 - 3.5.3. At the end of the day the cups must be removed from the practice fences but provision made for their return for an early start the next morning. Those competitors wishing to use the practice area for purposes other than to warm up should have made arrangements with the O/C in advance and you should be informed.
- 3.6. Yellow Cards
- 3.6.1. Know where they are but do not issue or threat to use one until you have spoken to the Pres. G/J.
- 3.7. ID Book inspections
- 3.7.1. If the Pres. G/J or the secretary require an inspection of the ID books arrange for the required books to be delivered to the secretary and before that event takes place inspect the books and any that are out of order make the arrangements with the Pres. G/J to have the competitors dealt with.
 - 3.7.2. Some events are allocated inspections of Silver Ferns and Sponsor logos – this is your job.
 - 3.7.3. Horse event ID numbers should be on every horse on the grounds at all times and clearly visible.

Chief Stewards Duties

If you are appointed the Chief steward you will have all the above duties as well as the following

1. You are expected to be training those on the candidate list so arrange for as many as can be gainfully employed to be there to assist you.
2. Allocate them the areas where you need support but dont expect them to spent all day doing the same task. Have a roster that allows them the opportunity to experience areas that they may not have done before but you must supervise and explain the procedure before they start.
3. You are expected to complete a Stewards report (can be downloaded from ESNZ website) and return it to our Sport Manager within 10 days.
4. You will have either been part of the O/C before the event OR have been in touch to ascertain that things that you require will be available and confirmed the arrival of Ambulance, Vet, Blacksmith etc and if a visiting team is involved their needs need to be considered.

At all times the president of the Ground Jury is the person you consult and take instructions from.

Communication is your best assistant.

You are there to see that there is a level playing field for all competitors.

You will be on your own for most of your activities and you need to be very fit. It is not unusual to see stewards on bicycles because of the mileage you will have to cover at some events.

More detailed information can be found in the ESNZ “Manual for Jumping Stewards”