

# PCAWA



## *SHOWJUMPING MANUAL*

*JULY 2008*

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## PREAMBLE

The Showjumping Sub-committee is enthusiastic about developing knowledge of various Showjumping Competitions and Course Building skills within the PCAWA.

The Manual is aimed at coaches, parents and members with a view to improving their overall knowledge of showjumping competition, course design and basic rules. It is not intended to be a Rule Book. Reference should be made to the EFA and FEI Rules for Showjumping:-

<http://www.efanational.com/content/attachments/rules>

for any eventuality not covered in this Manual. Rule books for Showjumping may be obtained from:-

[http://www.equestrian.org.au/site/equestrian/national/downloads/2005/jumping/701\\_Addendum-7.pdf](http://www.equestrian.org.au/site/equestrian/national/downloads/2005/jumping/701_Addendum-7.pdf)

- ❖ The Jumping Equitation Manual is available from the EFA.

**Every club should have a copy of these rules.**

These guidelines have been drawn up in the broadest possible terms, to help Pony Club members compete confidently in competitions, knowing what is required of them and to help clubs organise successful, varied programmes.

*These guidelines will be up dated from time to time.*



## REFERENCES

EFA and FEI Showjumping Rules  
Threshold Picture Guides  
EFA (Vic Branch) Jumping Equitation Manual  
PCAWA Rules for Eventing 2007



DATE OF ISSUE July 2008

## SHOWJUMPING - A BRIEF INSIGHT

Showjumping is a comparatively recent development in the 3000 year history of men riding horses.

Hunting is generally thought to be the first form of competition jumping. Usually the hunters were raced over the flat, but as jumping became more accepted, so the hunters were tested over a few obstacles before the actual race began.

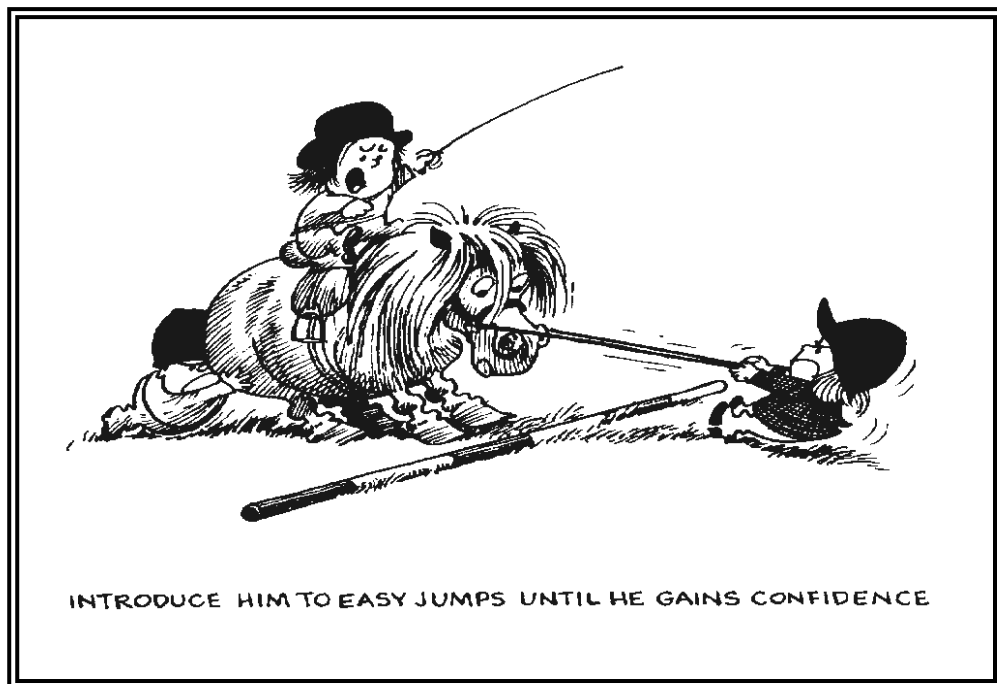
In the 1880's competitions for showjumping horses were organised as far afield as Dublin, Paris and Russia and in the following decade the sport became popular in Britain.

Within a few years 'leaping' classes were introduced to agricultural shows.

The 1900 Olympic Games in Paris included three jumping competitions, High Jump, Long Jump and Prize Jumping.

The first International Horse Show was held in London in 1907 and five years later equestrian events became part of the Olympic Games, though only Army officers were permitted to ride.

The Federation Equestre International (FEI) was formed in 1921 from which all showjumping rules are adapted.



**A GUIDE TO PROCEDURES  
WHEN COMPETING IN A  
SHOW JUMPING COMPETITION**

- Firstly** Arrive early, with correct uniform and gear (Refer Page 41).
- Secondly** Locate the Office and confirm your nomination.
- Thirdly** The Course will be open for walking before the events. It should be WALKED on the EXACT LINE you intend to RIDE. 'Be confident and expect to WIN'. Walk the JUMP-OFF COURSE. Competitors must be CORRECTLY DRESSED, **BOTH** when walking the Course and when riding in the events and **for presentation of trophies when you are successful!!**

**PRACTICE OBSTACLE (FEI Article No 202)**

At least two practice obstacles (one straight and one spread) must be provided and correctly flagged. To save time and inconvenience in the warm-up area, a third obstacle which has only crossed rails (and must be kept that way), should also be provided, material permitting.

These obstacles must be no more than **10cms** higher than the height of the competition and after use, be returned to the original height and spread.

Jumping the practice obstacle in the wrong direction incurs disqualification from the competition.

**ACCESS TO THE ARENA (FEI Article 202.1)**

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

**COMMENCEMENT OF COMPETITIVE ROUNDS (FEI Article 252)**

A draw for sequence of starting position will be held and it is the COMPETITOR'S RESPONSIBILITY to ascertain his or her position. When called, report to the Steward at the gate to the arena and when told, enter MOUNTED, approach the Judge, SALUTE as in dressage by **taking the reins in the left hand, right arm straight down by side and incline head forward.**

Give the Judge, or Penciller, the HORSE'S NAME in a clear voice and be prepared to spell it, then, when given the nod by the Judge, proceed towards the start line. After the Judge blows the whistle or rings a bell, you have 45 SECONDS to pass through the start flags and commence jumping. It is not usually necessary to salute the judge on completion of the Course, but you **MUST** leave the arena MOUNTED, unless you have had a fall, in which case you must leave the arena on foot, leading your horse. **DON'T FORGET THE FINISH FLAGS!**

**TYPES OF COMPETITION**

There are two main types of competition 'TABLE A' and 'TABLE C'

Faults in a 'TABLE A' competition are recorded as penalties for each fault committed during the round.

Faults under 'TABLE C' are penalised in seconds that are added to the time taken by the competitor to complete the round.

The letter 'M' in a 'Table A' competition indicates a mixed competition, that is, time may be the deciding factor.

**'TABLE A' COMPETITION (FEI Article No 236-238)**

- 238.1.1 (A1)** Competition not against the clock but with time allowed. The competitors with equality of penalties share the prizes. Depending on the conditions of the competition, there may be one or two jump-offs not against the clock for those with equality of penalties for first place (except 6 Bar see page 5).
- 238.2.1 (A2)** Competition against the clock. Competitors with equality of penalties for any place are placed in accordance with time taken to complete the round. In the event of equality of penalties and time for first place, a jump-off against the clock may take place.
- 238.1.2 (AM3)** One round not against the clock. Competitors with equal faults, for first place jump off against the clock.
- 238.1.3 (AM4)** One round not against the clock. Competitors with equal faults for first place jump off, not against the clock. If still equal, a second jump-off, against the clock
- 238.2.2 (AM5)** One round not against the clock. If equal faults for first place, a jump-off against the clock; remaining competitors placed according to faults and time in the first round.
- 238.2.3 (AM6)** One round not against the clock. The same as **238.2.2 (AM5)** but competitors equal for first place after the first jump-off have a second jump-off, against the clock. Other competitors are placed according to penalties and time in the first jump-off
- 245.3 (AM7)** In this competition, a competitor with a clear round rides the jump-off course, against the clock, before leaving the arena. The competitor has **45 seconds** only to go through the starting flags after the Judge sounds the bell for the jump-off. The 245.3 (AM7) jump-off may include two (2) new obstacles in the course.

## **OTHER COMPETITIONS**

### **TOP SCORE (FEI Article No 270)**

There will be 8 – 12 obstacles in the arena. Each obstacle will display a points value. Each obstacle may be jumped twice in either direction, but points will be awarded twice only for each fence jumped. Refusals will not be penalised. Jumping a knocked down obstacle or part thereof will attract no score. Jumping an obstacle for a third time will attract no score. Competitors will commence their allocated time by crossing the start-finish line. When the allocated time has elapsed a whistle or bell will be sounded and the competitors must cross the finish line as quickly as possible. Time taken will count for placings if there is an equality of points accrued.

An obstacle may be nominated as the “joker”. If this obstacle is jumped correctly the competitors will score 200 points. If knocked down, 200 points will be deducted from the competitors’ total. Any fall of horse or rider will be cause for elimination.

### **SIX BAR (FEI Article No 262)**

The course consists of six identical upright obstacles composed of rails in a straight line 11 metres apart. All obstacles may be the same height or at progressive heights; some of the obstacles are raised after each round. If a competitor incurs a refusal or run-out they must restart at the obstacle where the fault occurred. If there are competitors with equal faults after the third jump-off (4th round) and there is no clear winner, the judge (Jury) may stop the competition. After the fourth jump-off (5th round) the competition *must* stop. The competitors with equal penalties are placed equal first. There is no 'time' for this event. This competition may be run as a three x three or a four x two.

### **FAULT AND OUT (usually time fault and out in pony club)**

Run over a normal Table A course except combinations are not allowed. The round finishes at the first fault or expiration of time. A time is set between 60 and 90 seconds.

The course must be jumped in numbered order. Should the competitor complete the course before the time is reached, they restart the course. When a knockdown occurs or the time is reached, the bell is rung and the competitor must jump one more obstacle to record a time. This time is only used if points scored are equal.

If the time is reached as the horse is taking off, this obstacle will count and one more obstacle must be jumped to record time. If the fault is a disobedience, no extra obstacle is jumped and this competitor is placed last of those with equal number of points.

2 points are scored for each obstacle jumped  
1 point is scored for each obstacle knocked down

A similar competition can be run over a set number of obstacles in which case finish flags are used to record the time.

## **HIT AND HURRY**

Similar to the Fault and Out competition but the competitor does not retire on a fault but continues, scoring 2 points for a clear jump and 1 for a knock down. After two disobediences or one fall the competitor must retire. No combination allowed.

## **TAKE YOUR OWN LINE (FEI Article No 271)**

Competitors may jump obstacles in any order and from either direction, unless otherwise directed. All obstacles must be jumped - Time recorded by crossing the start and finish line from either direction and is the competitor's total time taken to jump all obstacles. Refusals do not count but are penalised by loss of time; however, THREE consecutive refusals at the same obstacle will incur elimination (No combinations allowed.) Scored as for Table A or Table C.

## **JIGSAW PAIRS (FEI Article No 268)**

Very popular in Pony Club. A speed competition.

A course is built of say 10 or 12 obstacles divided in half with start and finish flags in the middle. On the whistle, two riders, one to jump each half of the course simultaneously, pass through the start/finish flags in any direction. After jumping their half in any order they must pass through the start/finish flags in any direction. The time is taken from when the first horse crosses the starting line until the second horse crosses the finishing line. Penalties as per Table A.

## **RESCUE RELAY (FEI Article No 268)**

Normal Table C rules apply. The first rider starts through the starting flags. If the first rider completes the course without a fault, the second rider commences their round as soon as the front feet of the first riders' horse touch the ground over the last fence of the course. The second rider, upon completing the course, must pass through the finish flags.

If an obstacle is knocked down, either by a horse refusing and sliding into the obstacle or a horse knocking down the rails whilst jumping, the second rider commences the course by jumping the next obstacle. The rider does not wait for the obstacle to be re-built.

If the first rider has a refusal, the second rider must jump the obstacle the first rider refused and continue around the course. If the second rider has a refusal, the first rider will commence the course from that obstacle.

The horse which jumps the last obstacle of the course does not jump the first obstacle in the second round i.e. - if the first rider has a fault and the second rider completes the first round, the first rider must then commence the second round.

## **POWER AND SPEED (FEI Article No 274)**

A one round competition, judged in two parts with two set of start and finish flags. The course to consist of 10 to 12 obstacles. The first 5 or 6 obstacles are of maximum height and spread. The last 5 or 6 obstacles are of lesser height and spread.

Competitors must jump the first 5 or 6 obstacles clear to continue onto the last 5 or 6 obstacles, which are judged against the clock. A whistle or bell will sound at the end of the first 5 or 6 obstacles if penalties have been incurred and the competitor leaves the arena.

## OFFICIALS

The following officials are necessary for all Jumping competitions:

- Judge/s
- Course Designer
- Penciller
- Time keepers
- Gate marshal
- Arena party (Equipment helpers/stewards)
- Practice jump steward
- Gear checker

The judge's equipment

- Score sheets
- Stop watches (at least two, preferably three)
- Calculator
- Pencil / Biro
- Note Pad
- Whistle / Bell

## JUDGE/S

One or more Judges forming a Ground Jury controls every jumping competition.

**Before the competition starts the Judge will: -**

- Walk the course to be satisfied that it is fair and suitable for the particular competition.
- Measure and agree the heights and spreads of the obstacles.
- Measure the course and calculate the 'Time Allowed' and the 'Time Limit'.
- Check the plan of the course, which will be displayed for the riders, for accuracy.

## RULES

### Entering and leaving the arena.

When their number is called, a competitor must always enter the arena mounted, and having completed the course must leave the arena mounted unless special permission is given or they have had a fall.

### Starting signal

The signal to start will be given by the bell or whistle, from the judge. This signal will also be used to stop the competitor during a round or to send him out of the arena. The competitor has 45 seconds to go through the starting flags once the signal to start has been given.

The timing of the round will commence 45 seconds after the start signal has been given, even if the competitor has not crossed the start line.

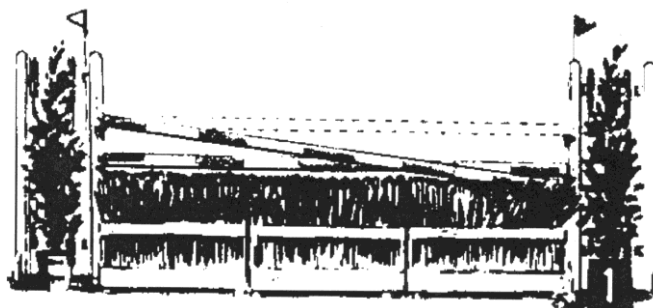
### Obstacles knocked down (FEI Article No 217)

An obstacle will be considered to have been knocked down, if any portion, including any wing boundary flag is dislodged from its support. Even when the falling part is arrested in its fall or when one of its ends only is dislodged.

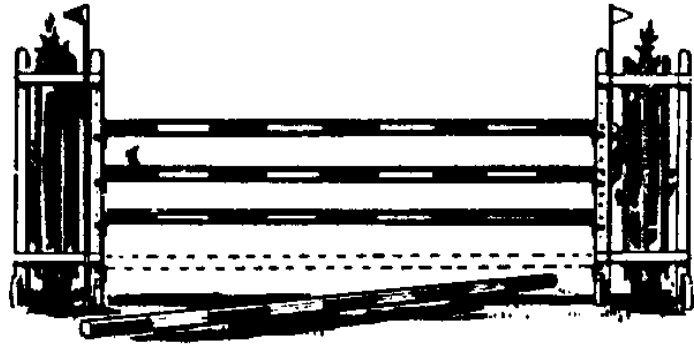
Where there are several elements placed one above the other in the *same vertical plane*; for example when three or more poles are fitted on the same stand, then the dislodgment of the *top pole only is penalised*. Should the bottom rail or part fall, there will be no penalty.

When a spread obstacle which requires only one jumping effort, comprises elements which are not positioned in the same vertical plane, the fall of one or several elements only counts as one fault whatever the number and position of the elements which have fallen. Trees, hedges etc. used as filling are not liable for penalties, except if the fill is higher than the top rail.

As with the vertical fence the rider is only penalized if the height OR spread of the fence is lessened. For example if an obstacle comprises three or more poles on the same stand as well as a second set of stands with a single back pole, rails (other than the top rails, which define the height of the obstacle) may be dislodged from the front section and land between the two sets of stands. In this case the obstacle height and spread remain unchanged and therefore there is NO penalty.



*It is a knock-down even if the falling part is stopped in its fall by any other part of the obstacle.*



*Where all the parts of an obstacle are in the same vertical plane the dislodgment of the top part will be penalised. The dislodgment shown above incurs no fault.*

**DISOBEDIENCES (FEI Article No 221)**

The following are defined as disobediences and will be penalised as such:

**(a) Rectified error or deviation of the course**

There is an error of the course if the rider does not follow the course as on the plan, disregards any of the compulsory turning flags, or misses an obstacle. To rectify an error of the course the rider must, before jumping another obstacle, return to the correct course or its extended line.

**(b) Refusal (FEI Article No 233)**

A horse is said to have refused if he stops in front of an obstacle. Stopping in front of an obstacle, without knocking it down and without stepping back, followed immediately by a standing jump, is not a refusal.

If the halt is sustained, or if the horse steps back even a single pace, a refusal has taken place.

Should the horse, in refusing, knock down an obstacle, the clock will be stopped at once and 6 seconds will be added to the total time taken.

If a competitor knocks down one part of a multiple obstacle and then refuses or runs out at the next part without knocking it down, the clock is stopped as for a knockdown resulting from a disobedience and the penalty of 6 seconds is applied. After the signal to start, the rider must go in a straight line to the obstacle, as a circle will be penalised as a technical refusal.

If a horse, having knocked down an obstacle in refusing, jumps the obstacle before it is re-erected, he is eliminated.

**(c) Run-out. (FEI Article No 220)**

A horse is said to have run-out should he, not being under proper control, avoid the obstacle which should have been jumped. If the horse jumps an obstacle outside the flags marking the extremities, it will be considered a run-out. Having run-out the horse must return and jump the obstacle, should he not do so he will be eliminated.

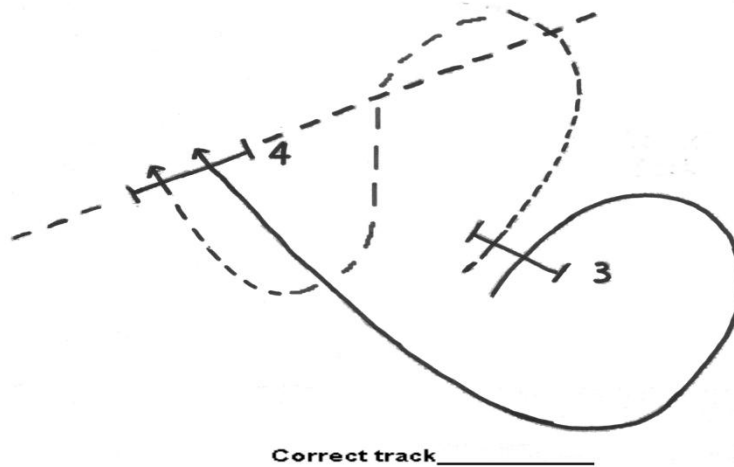
**(d) Resistance. (FEI Article No 233)**

It is considered a resistance, if the horse, wherever he may be, refuses to go forward, stops, naps, steps back or turns round, etc.

**(e) Knocking down a flag** that marks a compulsory turning point is not penalised.

**(f) Rectifying an error of course** without crossing tracks but going past the line of the fence will incur penalties.

Incorrect track -----  
Crosses the extended line of fence



**FALLS (FEI Article No 224)**

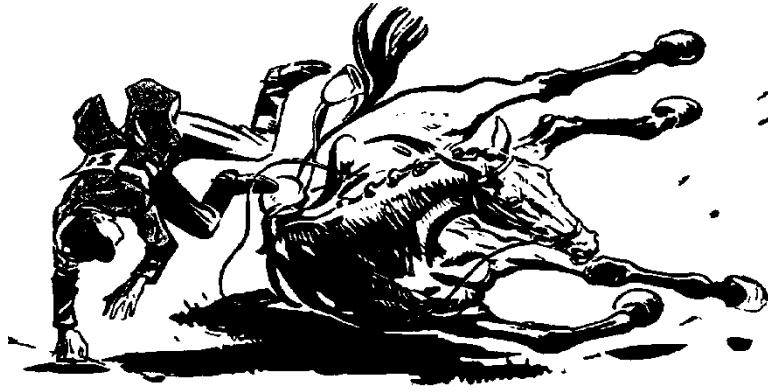
***In all Pony Club showjumping competitions the first fall of horse and/or rider is ELIMINATION***

**(a) Fall of rider.**

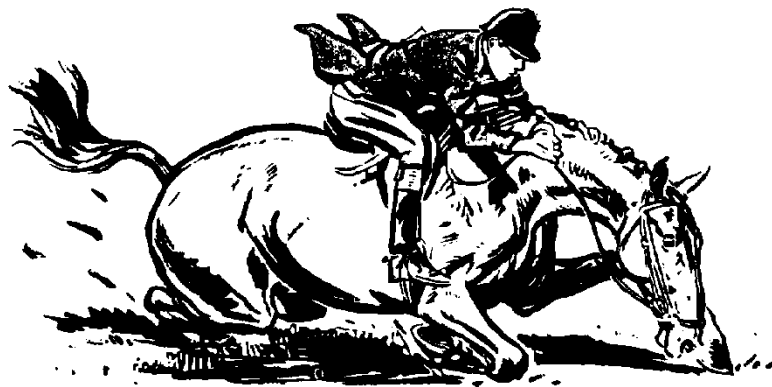
A rider is considered to have fallen when he/she is separated from his/her horse, which has not fallen, so that he/she has to remount.

**(b) Fall of horse.**

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



*The fall. If the shoulders and quarters have touched the ground, it is a fall.*



*A nervous moment, but no penalty.*

### **RELATED FENCES**

Obstacles are **directly related** when they are in a **straight line**, individually numbered and no more than six (6) non-jumping strides apart.

Obstacles on a **curve**, which are no more than six (6) non-jumping strides apart, individually numbered, are said to be **indirectly related**.

### **FLAGS**

Flags may be used to mark the limits of an obstacle and obstacles must be jumped between these flags. **A red flag will always be used on the right, a white one on the left.** These flags may be independent of the stands or wings of the obstacle and in this case they must be fixed in the ground. They may also be attached to the uprights or the wings or to the columns of the wall.

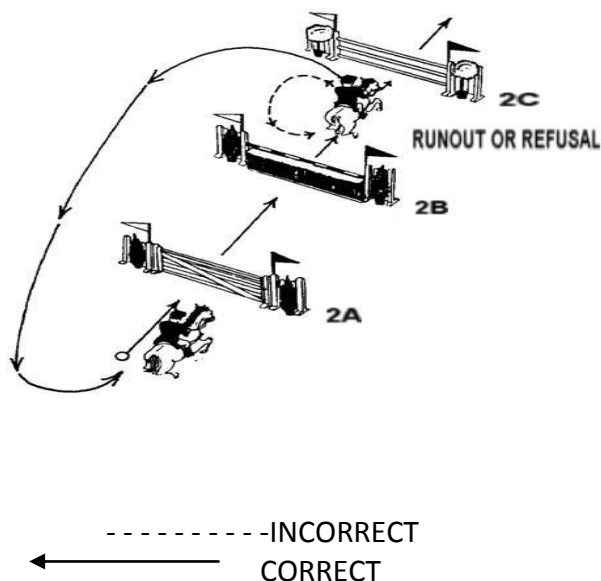
## **UNAUTHORISED ASSISTANCE (FEI Article No 225)**

Any **physical** intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or his/her horse is considered to be unauthorised assistance. Unauthorised assistance will be penalised by elimination at the discretion of the Judge.

To hand a mounted competitor his/her headgear and/or spectacles during his/her round is not considered to be unauthorised assistance.

## **FAULTS AT COMBINATIONS (FEI Article No 240)**

Clearing an obstacle which is a double or treble constitutes a particular test, and the obstacles cannot therefore be separated. Consequently should a horse refuse, or run out, between any of these obstacles, **the rider must re-start at the first obstacle of the combination.** Faults at each obstacle of the combination are totaled.



## **ACCIDENTS (FEI Article No 241)**

- (a)** A competitor who is injured after the commencement of his/her round cannot be replaced.
- (b)** An injured horse cannot be replaced.
- (c)** Headgear of the current approved standard must be worn at all times when mounted.

## **SPEED**

For the recommended speeds for pony club competitions (rider age and pony/horse height) refer to table of Championship events Page 42

## **TIME ALLOWED (FEI Article No 229)**

The '**Time Allowed**' is the time within which the competitor must complete the course to avoid being penalised. The '**Time Allowed**' is calculated on the speed and the length of the course.

## **TIME LIMIT (FEI Article No 229)**

The '**Time Limit**' is **double** the 'Time Allowed' and exceeding this time entails elimination.

## **FAULTS AND TIME PENALTIES**

### **'Table A' (FEI Article No 238)**

1st Disobedience	4 penalties
2nd Disobedience	8 penalties
3 <sup>rd</sup> Disobedience	Elimination

**Faults for disobedience are cumulative, not only at the same fence, but also throughout the same round.**

Fence knocked down 4 faults

One or more feet in the water 4 faults

(Landing on the marking tape is penalised as for in the water.)

Fall of horse or rider or both Elimination

Knocking down an obstacle as a result of a disobedience 4 penalties plus 6 seconds added to rider's time taken

Exceeding the 'Time Allowed' - 1 **(one) fault** for every 4 **(four) seconds** commenced.

Exceeding the 'Time Allowed' in all **jump-offs against the clock** -1 (one) fault for every one (1) second commenced .

Exceeding the Time Limit = Elimination



## CALCULATION OF TIME ALLOWED

SPEED 325 METRES PER MINUTE

For Example Length of Course 350m Time Allowed 65 Seconds

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	19	21	23	24	26	28	30	32	34	36	Hundreds
2	37	39	42	43	45	47	48	50	52	54	
3	56	58	60	61	63	<b>65</b>	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	

## CALCULATION OF TIME ALLOWED

SPEED: 350 METRES PER MINUTE

For Example Length of Course 410m Time Allowed 71 seconds

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	18	19	21	23	24	26	28	30	31	33	Hundreds
2	35	36	38	40	42	43	45	47	48	50	
3	52	54	55	57	59	60	62	64	66	67	
4	69	<b>71</b>	72	74	76	78	79	81	82	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	

## CALCULATION OF TIME ALLOWED

SPEED: 400 METRES PER MINUTE

For Example Length of Course 380m Time Allowed 57 Second

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	15	17	18	20	21	23	24	26	27	29	Hundreds
2	30	32	33	35	36	38	39	41	42	44	
3	45	47	48	50	51	53	54	56	<b>57</b>	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	

**'Table C' (FEI Article No 239)**

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

The penalty for each jumping fault is fixed in seconds.

FIVE (5) seconds per rail.

The speed for Table C competition is set at 325 mpm (outdoors) and 300 mpm (indoors)

**Penalties under Table C**

Obstacle knocked down while jumping	4 seconds
First disobedience	None
Second disobedience	None
Third Disobedience	Elimination
Fall of horse and/or rider	Elimination
Disobedience <b>and</b> knocking down an obstacle	6 seconds
Exceeding the time allowed	One penalty for each second commenced
Exceeding the time limit	Elimination

*FOR EXAMPLE*

Length course	315 m
Speed	325 mpm
Time Allowed	58 seconds (Refer to chart page 14)
Time Limit	116 seconds

The competitor had one refusal, three rails down.  
Completes the round in the recorded time of 62.34 sec.

Time for the round	62.34 sec
One refusal	No Penalty
Rails	12 seconds (3 rails @ 4 seconds per rail)
Time penalty	5 seconds (4.34 secs over the time allowed {rounded up} @ 1 penalty point for every commenced second.)
TOTAL	<u>79.34 sec</u> Score for the competition.

**PLEASE NOTE:  
IN TAKE YOUR OWN LINE AND TOP SCORE COMPETITIONS  
REFUSALS DO NOT COUNT**

(THE COMPETITOR MAY SAY THEY HAD CHANGED THEIR MIND).

**However, three consecutive disobediences at the same obstacle will incur elimination**

## ELIMINATIONS AND DISQUALIFICATIONS (FEI Article No 241 & 242)

Elimination means that the competitor may not continue in the current competition.

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

### 1. Elimination must be applied in the following cases

- 1.1 Jumping or attempting to jump an obstacle in the arena before the start of the round. (FEI article 202.3);
- 1.2 Starting before the signal is given to commence the round and jumping the first obstacle of the course. (FEI article 202.5. and 203.1.2);
- 1.3 Omitting to cross the starting and or finishing line between the flags or omitting the compulsory turning points;
- 1.4 Jumping an obstacle that does not form part of the course during the round (FEI article 220.1.5);
- 1.5 Omitting to jump an obstacle in the course (FEI article 220.1.5);
- 1.6 Jumping an obstacle in the wrong order (FEI article 220.1.4);
- 1.7 Jumping an obstacle in the wrong direction (FEI article 220.1.4);
- 1.8 Exceeding the time limit (FEI article 236 and 239);
- 1.9 Jumping an obstacle that has been knocked down before it has been rebuilt;
- 1.10 Jumping or attempting to jump an obstacle after an interruption without waiting for the bell (FEI article 203.3);
- 1.11 Not jumping all the fences of a combination again after a refusal or runout (FEI article 212.3), except in the case of the closed part of a combination (FEI article 214);
- 1.12 Not taking each element of a combination separately and consecutively (FEI article 212.2);
- 1.13 Jumping the first obstacle of a competition while omitting to cross the starting line between the flags in the correct direction (FEI article 220.1.2);  
Not crossing the finishing line mounted before leaving the arena (FEI article 226.2);
- 1.14
- 1.15 Competitor and/or horse leaving the arena without permission of the Judge/Ground Jury, including prior to starting;
- 1.16 A loose horse leaving the **enclosed** arena before the end of the round, including prior to starting;
- 1.17 Accepting while mounted any object whatever during a round except headgear and/or spectacles;
- 1.18 Using a whip of more than 75cms in length or weighted at the end, in the arena, the exercise and schooling areas or elsewhere on or in the immediate proximity of the showground;
- 1.19 An accident to a competitor or to a horse which prevents either from completing the competition (FEI article 258);
- 1.20 Not leaving a closed combination in the right direction or displacing a closed combination.
- 1.21 A loose horse leaving a closed combination.
- 1.22 Third disobedience during the course of a round.
- 1.23 Fall of horse or rider during the round (FEI articles 224, 236 and 239);
- 1.24 After a run out, failing to attempt to jump the obstacle where the fault was committed.
- 1.25 If the Judge/Ground Jury feels that for any reason horse and rider is unfit to continue in the competition.

- 1.26 Not Wearing headgear complying with the Standards listed in the PCAWA Gear Checking Manual.
  
- 2. **Elimination is left to the DISCRETION of the Judge/Ground Jury in the following cases.**
  - 2.1 Not entering the arena when the competitor's number is called.
  - 2.2 Not entering the arena mounted or leaving the arena mounted.
  - 2.3 All unauthorised assistance except for paragraph 1.17
  - 2.4 Not stopping when the bell is rung during the round.
  - 2.5 Not saluting the Judge
  - 2.6 Not correctly attired.
  
- 3. **The Judge/Ground Jury MAY disqualify a competitor in the following cases.**
  - 3.1 Entering the arena on foot once the competition has started.
  - 3.2 Exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Judge/Ground Jury
  - 3.3 Jumping or attempting to jump the practice obstacle in the arena more times than authorised by the Judge.
  - 3.4 Jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition.
  - 3.5 Retiring, before a jump-off, without permission of the Judge/Ground Jury or without valid reason.
  - 3.6 Rapping horses.
  - 3.7 Exercising horses during the course of an event over obstacles different from those provided by the Organising Committee.
  - 3.8 Jumping in the wrong direction the obstacles in the exercise and schooling areas and the practice obstacle, if any in the arena.
  
  - 3.9 All cases of cruelty and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a Steward.
  - 3.10 All cases laid down in the Veterinary Regulations.
  - 3.11 Riding a horse in the arena in a manner considered dangerous to the Horse or Rider (including excessive speed)



***A MOUNTED RIDER AT A SHOWJUMPING COMPETITION RIDING WITHOUT AN APPROVED SAFETY HELMET OR WITH AN UNFASTENED RETENTION HARNESS WILL BE ELIMINATED.***



**ABUSIVE LANGUAGE**

***The use of bad and/or abusive language by a competitor, the Team Manager, Club Official or Parent may entail disqualification from any Pony Club event.***

## NOTES FOR THE COURSE DESIGNER

Your aim is to present a challenge to the rider and horse combination that is safe and rewarding for the competitor.

### OBJECTIVES

- To produce a high standard of jumping and an exciting finish.
- To give riders a sense of achievement, even if they incur faults.
- To cause as few eliminations as possible, and achieve a number of clear rounds.

### ACHIEVED BY

- Dimensions of arena.
  - Location of entrance, exit, marshalling yards, natural features, judges' box, stands etc.
  - List of materials available.
  - Number of entries and starters in each class.
  - Details of helpers and assistance available.
1. Keeping the track simple to encourage bold, flowing, rhythmical jumping.
  2. Making sure there is plenty of room to approach obstacles.
  3. Encouraging bold jumping into a line of obstacles or combinations (a fair approach to an inviting obstacle will produce good jumping).
  4. Including at least one change of direction, preferably two.
  5. Making sure the jump-off has a change of rein but ensure riders can still jump fluently and rhythmically.
  6. Varying obstacles – verticals, spreads, walls, obstacle difficulty

The vertical (gate etc.) is the most difficult.

The spread is made easier when the front rail is lower than the back.

A true parallel is a difficult obstacle.

A staircase (rising / ascending oxer / spread) is the easiest.

A narrow obstacle / stile is a test of accuracy.

Try to start the course towards the entrance.

Be consistent in size throughout the course, all obstacles should be a similar height or rising in height from the start of the course.

Don't use traps or eliminators (faults should be distributed over all obstacles).

Don't break the rhythm of your course, let it flow.

### INITIALISING PLANS

Mark out arena

Judges' position

In/out gate (position of warm up area)

Permanent structures and spectators' position.

## *Begin with main class*

Mark out obstacle positions (one pole on the ground indicates an upright - two poles on the ground indicates a spread - to help assistants)

Decide on combination positions

Decide on obstacle types and on distances

Develop jump-off

Decide on obstacle materials/colours

Preliminary and speed classes are adapted from the main class.

## **SETTING UP**

Arrive early and observe all conditions

Check plans will fit - make alterations

Arrange wings and fix heights

**Starting and finishing lines may not be less than 6m or more than 15m from the first or last jump respectively.**

Final check, with reference to jump-off.

Measure courses and check spare equipment

## **SETTING UP THE JUMP-OFF**

Options/opportunities - competitors may determine their own line

If a combination is in the first round, it **must** be included in the Jump -off.

Combinations in jump-off, you can remove A or C **BUT NOT B.**

If horses in the jump-off have had faults, the obstacles in the jump-off must not be raised but may be lowered.

**For safety** do **not** put a sloping rail over the obstacle to indicate it is not in the jump-off course.

Place rails down or flags crossed or number in front, if an obstacle is not in the jump-off.

The jump off course must be a minimum of six obstacles and may be jumped in a different order

In **245.3 (AM7)**, two new numbered obstacles, not previously jumped, may be included.

Be careful of deliberate sharp turns after obstacle.

## **POINTS TO NOTE**

Make it a challenging but enjoyable course

Allow 2 minutes per horse for programme scheduling

Always have at least 5 -7 strides between 1st and 2nd obstacles

Check your start and finish flags, distance and position

Simple pale blue or black poles do NOT jump well

Yellow and white obstacles do not jump well

Glossy blue plastic, bordered with white to represent water.

Do not try to be too clever. What may work in a World Cup event *may not suit* Pony Club.

## THE COURSE AND THE OBSTACLES

Since a jumping competition is decided on the way the horse jumps the obstacles, the chief consideration must be the layout of the course and the building of the obstacles. It must always be remembered that the intention of the builder is to promote good, natural jumping. Although the obstacles may be big, they should encourage the horse and rider to meet them with confidence.

Neither the Equestrian Federation of Australia (E.F.A.) nor the Pony Club Association of Western Australia wish to regularise courses or obstacles, and recognise greater variety creates a precious element of interest, which should at all times be encouraged. There is no set type of course or obstacles and it is important that each course designer develop their own characteristics and style.

Generally the course will vary from 300 - 500m, and in this will include 9 - 12 obstacles. Obstacles should be strong and heavy in appearance; and should be bright and cheerful in order that they may be pleasing both to the spectator and the rider. Further, it must be remembered that the obstacle must be so coloured that it will stand out in any light against a background of innumerable faces, coloured dresses and motor cars around the side of the arena.

There are certain definite terms used when discussing obstacles and courses. The main are as follows:

### THE TRACK

The track is the path that must be followed by the rider to complete any course. The distance of the course is measured along this track and must be correct.

### THE OBSTACLES

Each obstacle requires the horse to make one single jump or effort. (Banks excepted).

Faults are always recorded at each obstacle.

Obstacles will be varied, but in the main they may be divided into two major categories;

#### 1. *THE STRAIGHT OBSTACLE*

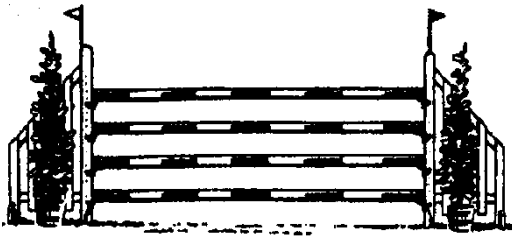
The straight obstacle is one so built that all the elements of which it is composed are placed vertical to the ground and one above each other in the same plane.

The more common straight obstacles are; Post and Rails, Dazzle Boards or Planks, Walls and Gates.

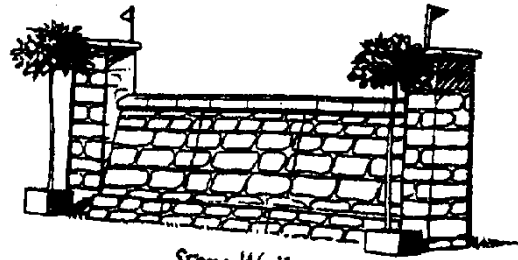
These are varied by their construction and colouring. The heights will vary, but a white gate is indeed a formidable obstacle. The wall, if well built, should provide little difficulty.

**Any obstacle to be jumped must NOT have sharp edges capable of wounding a horse. They must be beveled or rounded.**

TYPICAL 'STRAIGHT' OBSTACLES



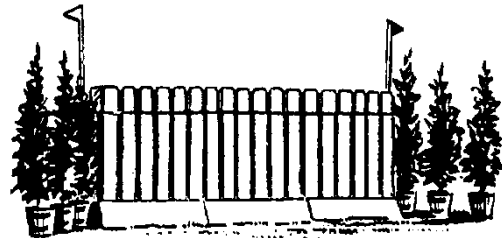
*Post and Rails*



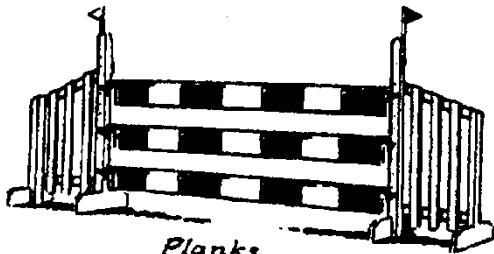
*Stone Wall*



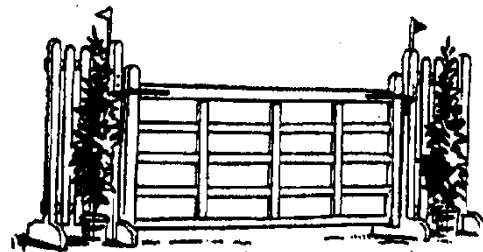
*Rustic Post and Rails*



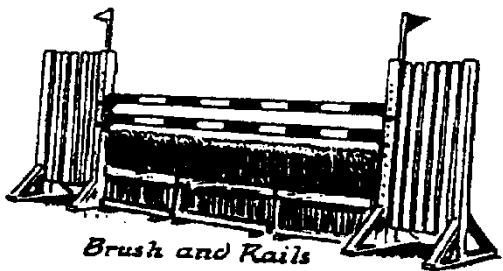
*Sleepers*



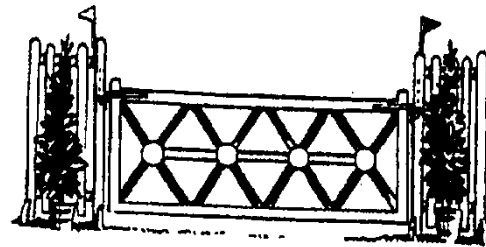
*Planks*



*Gate*



*Brush and Rails*



*Fancy Gate*

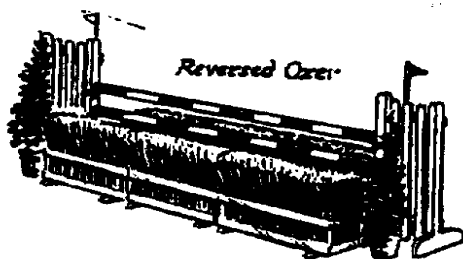
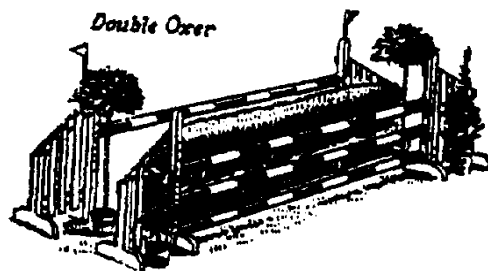
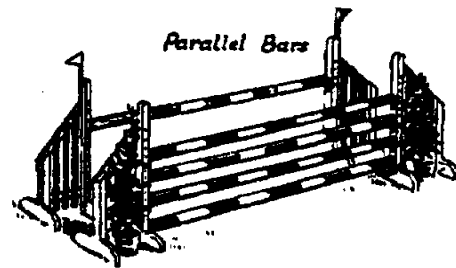
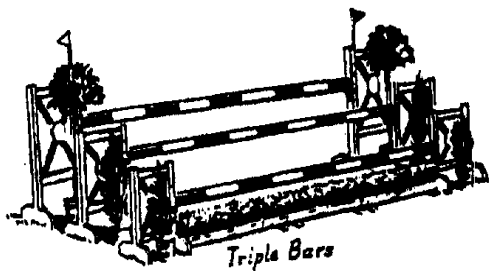
## 2 THE SPREAD OBSTACLE

The spread obstacle is so built that it necessitates the horse jumping width as well as height.

Among the 'spread' obstacles the most usual are: Triple Bars, Box-Oxer, Parallel Bars and Water.

Rails may be added to the wall or other common straight obstacles making them into spreads. As in the case of straight obstacles, the height and spreads will vary considerably. A triple bar of 1.20m (4ft) with a spread of 1.80m (6ft) will easily be jumped by a good horse, where as parallel bars standing at 115m (3ft 9ins) with a spread of 1.35m (4ft 6ins) will be more difficult to jump. Water as an obstacle is not encouraged for this level of competitor. However water may be used as part of an obstacle, such as a 'Liverpool'.

### TYPICAL 'SPREAD' OBSTACLES



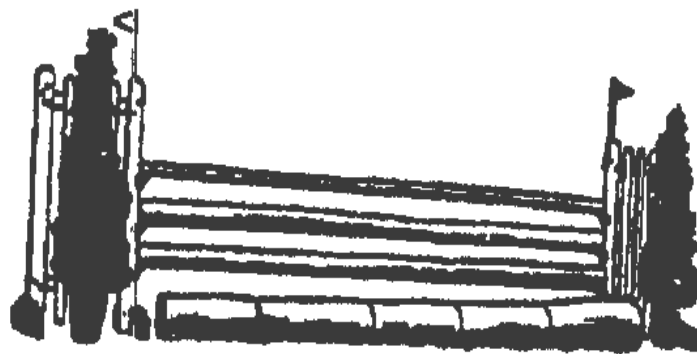
## THE GROUND LINE

When approaching an obstacle, the horse judges the point at which he intends to take off by looking at the line at the base of the obstacle, which is called the **Ground Line**.

In order to jump with success, a horse must take off at the correct spot. An obstacle, such as the wall, which rests on the ground, has a distinct ground line.



*An obstacle such as the wall has a distinct ground line*



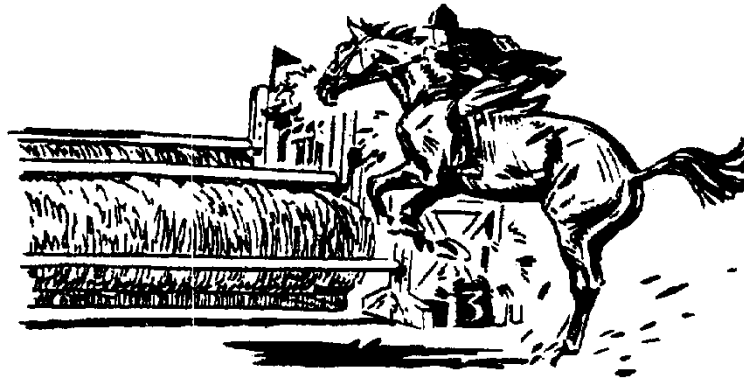
*This obstacle is made easier since the ground line is slightly on the approach side of the obstacle*

In novice competitions the **Ground Line** must be clearly defined. A loose rail on the ground must be pegged down or placed in a 'cup' at one end.

The horse will judge his take-off from the ground line, which should never, therefore, be set back from the foremost vertical plane. A filler set in front of the obstacle will assist the horse to make a more rounded, easier jump, whilst gates, hanging panels, planks etc. with no ground line require a greater degree of accuracy.

Whenever the lowest rail is NOT at the front of the jump the horse is being deceived about the best place to 'take-off', and may be drawn in too close to the jump to be able to clear it. This is known as a **False Ground Line**.

**False ground lines should ALWAYS be avoided. Course builders should always be aware of the effect of shadows cast *BEHIND* a front rail which is too high above the ground.**



*False ground line*

## **COURSE BUILDING**

Each obstacle should provide a definite test to the rider. It should always be made as wide as possible, i.e. from wing stand to wing stand. Care must be always be taken that the obstacle is free, and that if hit hard, no part of it will become entangled with the upright or wings. Certain main components are common to practically every obstacle. They are: Stands, Wings, Poles/ rails, cups in which the poles rest and flags.

In addition, brush obstacles, gates and a variety of walls are used. With the help of these and poles almost any obstacle may be built.

*The wings* are to show clearly to the horse the extremities of the obstacle. They should be carefully placed slightly in front of the obstacle, to encourage the horse towards the centre of the obstacle. All gaps in wings must be blocked out with pillars or shrubs or other decoration.

*The poles* are used to represent the rails of the natural obstacle. They are usually held in cups. The poles should be solid and about 10cm (4ins) in diameter. They are usually made of pine and a 3.6m (12ft) pole will weigh between 14 - 18kg.

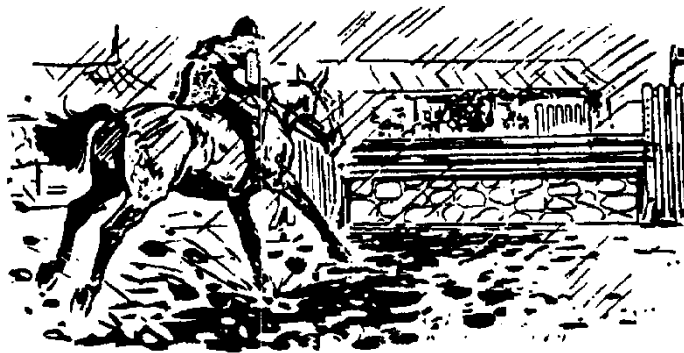
*The cup* in which the pole rests is made of steel, cast iron or plastic and has sufficient depth to hold the pole when touched or tapped. As a guide, the diameter of the cup must be slightly greater than that of the rail and about a third of the circumference, without gripping it. The rail must be able to roll freely on the cup.

## THE HEIGHT OF THE OBSTACLES

It is quite impossible to give any set measurements for obstacles as these depend upon a variety of circumstances governed by the conditions of the competition.

However, these are certain principles applicable to all courses.

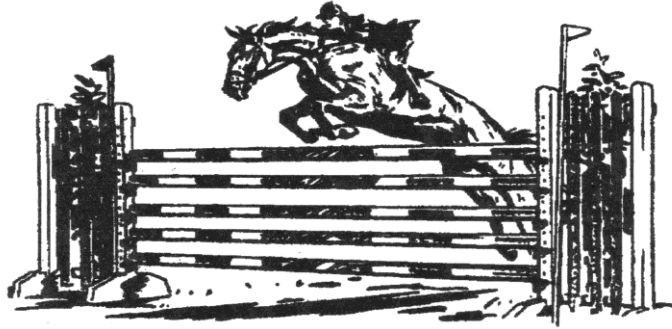
1. Whatever the competition, at its conclusion at least one competitor should have jumped the course without fault, as otherwise it can truly be said that the course was too severe.
2. The faults should be found to be distributed evenly between all the obstacles with the exception of the first two or three.
3. The first obstacle, and the second, should be simple and minimal in height as the horse must be encouraged to jump with confidence.
4. In competitions that are designed for speed, the obstacles should never be too high. These competitions are a test of jumping obedience at speed, not height, and with the additional assistance of time; a result is always obtained after one round. Such competitions are 'Fault and Out', 'Take Your Own Line', and 'Scurry'.



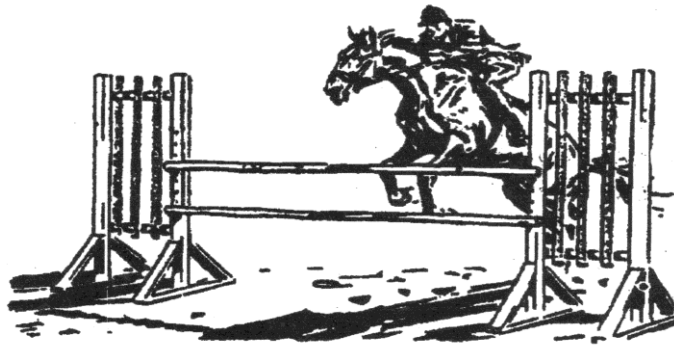
*When the 'going' is bad, the heights will be lower.*

There are certain factors that must always be taken into account when considering the height of the obstacles.

1. The condition of the ground.
2. The position of the obstacle in the course. If placed early it should be smaller than if it is to be met when the horse and rider have got into their stride.
3. The setting of the obstacle. If it is placed immediately after a sharp turn, with only a short approach or the background makes the obstacle difficult to see, the obstacle should be small.
4. The nature of the obstacle, and the material with which it is made. A well made obstacle, solid in appearance, and attractive to jump, can be built larger than a flimsy one which suggests to the horse that it is easier to knock it down than to jump it.



*A well made obstacle can be built larger than....*



*....a flimsy obstacle which suggests to the horse  
that it is easier to knock down than jump.  
This type of obstacle should not be used.*

### **COMBINATION OF OBSTACLES**

If two or more obstacles are placed so that they follow directly one after the other, and if the inside distance between any two does not exceed 12m (39ft 6ins), whether there are two or more obstacles, they will be regarded as a combination and except in special cases, will be numbered as one obstacle. The minimum distance of a combination must not be less than 7m (23ft).

Combinations should be included in all Table A courses as these obstacles test the suppleness and obedience of the horse and not only provide variety but a good spectacle.

The distance between the obstacles is varied (but not in training rounds). It may be arranged so that it is easy for either one or two non-jumping strides of the horse. On the other hand it may be difficult and the rider must then decide how to deal with the problem. The rider will either have to shorten or lengthen the stride of the horse by checking, decreasing or increasing the speed.

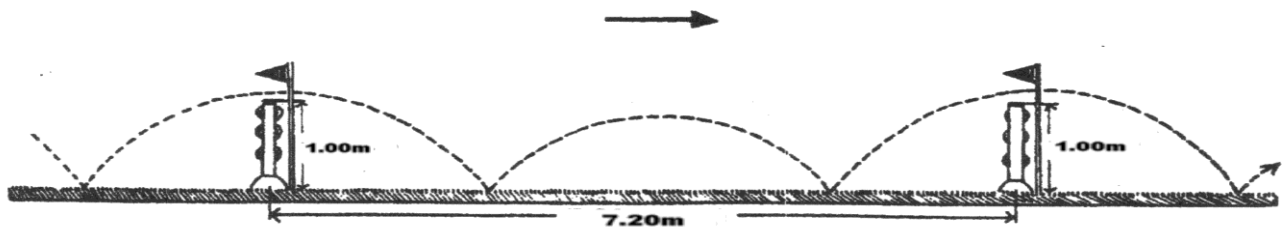
The distance between the obstacles will depend on three main factors:

- 1 The number of non-jumping strides it is intended that the horse should take.
- 2 The height and nature of the obstacles and how they are placed.
- 3 Position of the obstacle considering the condition of the arena - *soft, hard, up hill (shorten stride) OR down hill (lengthen stride)*.

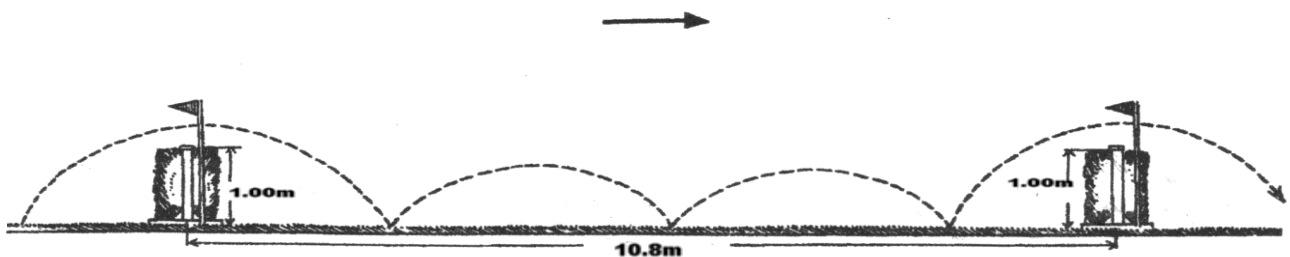
A non-jumping stride means the stride taken by the horse after landing and before taking off at the next obstacle. The stride of the horse will vary according to its size and the way of 'going'. The average stride may be taken as 3.6m (12ft). Should the horse be going slowly it may be less, whereas if he is 'moving' forward it may be more.

The height and nature of the obstacle will decide where the horse will take off and land. When jumping a small obstacle the horse will not land as far away as if jumping a higher obstacle. Should the obstacle be a 'spread' he will land further over, as he will be going at a faster pace in order to jump the spread.

Between two 'straight' obstacles 1.00m (3ft 3ins) high, the easy distance for a horse to take one non-jumping stride is 7.20m (24ft). The distance for two non-jumping strides is 10.80m (36ft).



*The easy distance for one non-jumping stride*



*The easy distance for two non-jumping strides*

These distances can be varied on based on the type of jumps in the combination. If the combination is composed of a 'spread' obstacle, followed by a 'straight' obstacle, the distance will be increased. The horse will have to approach the first, a 'spread', on a forward stride and will therefore land further out into the double. On the other hand, if the first is a 'straight' and the second a 'spread', the distance will be reduced, otherwise the horse will have to 'reach' for the second obstacle.

If the competition requires that the horse should jump at speed, the distances may be lengthened or shortened by an experienced course designer.

Combinations may consist of any type of obstacle and when two or more are included in a course, they should vary both in distance and arrangement. On one occasion the 'straight' obstacle will be placed before the 'spread', on another the 'spread' will be first. For green/young horses, keep combinations simple i.e. 'straight to straight'.

Distances should vary for the length of stride as this will necessitate the rider thinking carefully how he will approach the obstacles. The distance between obstacles is always of interest and the designer of the course will watch the first few horses with excitement, wondering whether his measurements are correct for the test he has set. From outside the ring, the experienced rider, whose turn is yet to come, will watch the other competitors so that he can decide the best way of jumping.

## THE PLANNING OF THE COURSE

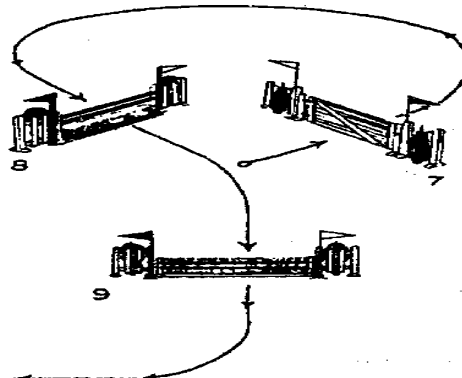
There is no standard size for a showjumping arena, but one of approximately 70m (77yds) wide and 100m (110yds) long is excellent.

The planning of a good course requires much time but the designer will derive pleasure and pride from his finished production. The provision of well-made obstacles and carefully planned courses will always produce jumping of a high standard, which will give pleasure to the competitors and the spectators.

The following principles should be observed:

1. As many obstacles as possible should be used. A course should have at least nine or ten obstacles, as well built as the equipment allows. ***However, it is ALWAYS better to have fewer, well built jumps, than to have many sparsely equipped, flimsy obstacles.***
2. The course should always necessitate at least one change of direction, if possible two.
3. 'Vertical' and 'spread' obstacles should be alternated where practicable.
4. There should be at least one combination, and in more advanced classes, two if possible.
5. The simple obstacles should be placed early in the course so that horse and rider are given confidence as they warm up.

6. The **starting line** may not be more than **15m nor less than 6m** from the first obstacle. The **finishing line** may not be less than **6m nor more than 15m** from the last obstacle.
7. The maximum length of the course must not exceed the number of obstacles multiplied by 60m.



*The course should always include at least one change of direction*

Every obstacle should be placed with a particular test in mind: the combination to test the horse for obedience and suppleness; the stile jump to test him in obedience when approaching the narrow obstacle; and the high wall to test his ability to jump great height.

The distance between obstacles should vary. As a *general rule* they should not be less than 15m (50ft) and obviously a longer approach will be required before a large 'spread'.

The course having been carefully built the course designer checks each obstacle, takes notes of the position of each part of the obstacle in case it is knocked down and checks the position of the flags and numbers.

## MEASURING THE COURSE

This is done with a measuring wheel following the actual track that would be followed by a careful rider not wishing to take chances by cutting corners.

## THE PLAN OF THE COURSE

A plan of the course must be displayed near the marshalling area before the commencement of the competition. The plan is to show clearly the direction in which the obstacles are to be jumped but not the line of approach. Each obstacle is numbered but the nature of the obstacle is not indicated. Any special conditions of the competition are stated on the plan and it will include the details of the jump-off, if there is to be one. The Distance, Time Allowed and Time Limit *must* be shown on the plan. For a competition under C, the time penalty *must* be shown.

## TIME AND SPEED

The element of time in a jumping competition adds to the interest of both competitors and spectators. It improves horsemanship and encourages the rider to acquire a good-quality and well trained horse. The speed required in a competition is always stated in the schedule and this enables the competitor to enter his/her horse in the competition best suited to him.

The speed will vary according to the object of the competition. There are competitions for the horse that, ridden slowly, has the greatest ability to jump heights and there are competitions that provide a test of obedience at speed in addition to jumping. In the first case, although there will be an element of time, it will be slow because high jumping is required.

According to the speed required and length of the course, the 'Time Allowed' is set, thus if the speed required in a competition is 275m per minute, and the length of the course is 275m, the 'Time Allowed' would be 60 (sixty) seconds. The 'Time Limit' in all jumping competition is twice the 'Time Allowed' and therefore in this case would be 120 (one hundred and twenty) seconds.

The time of a round is the time taken by a competitor to complete the round. It starts at the precise moment when the mounted competitor passes the starting line and finishes the moment when the mounted competitor crosses the finishing line. Both these lines must be crossed in the direction indicated on the plan, except in certain special competition where the recording is made differently.

The time is recorded in seconds and hundredths of a second. Each competitor must be timed by the same system or by means of the same timing equipment.

In conclusion, the element of 'Time' adds considerably to the interest of the spectators and surely the horse that can jump his obstacles with precision at speed, deserves the credit. Further, the 'Time' element not only adds variety to the programme, but it gives the chance of success to more than one type of horse.

## **WALKING THE COURSE**

The rider must always be permitted to walk the course, dismounted, at a time prior to the commencement of a competition but once the competition has started no further inspection will be permitted, even before the jump-off. The rider should never miss this opportunity of preparing himself for the competition because this is just as important as the actual ride.

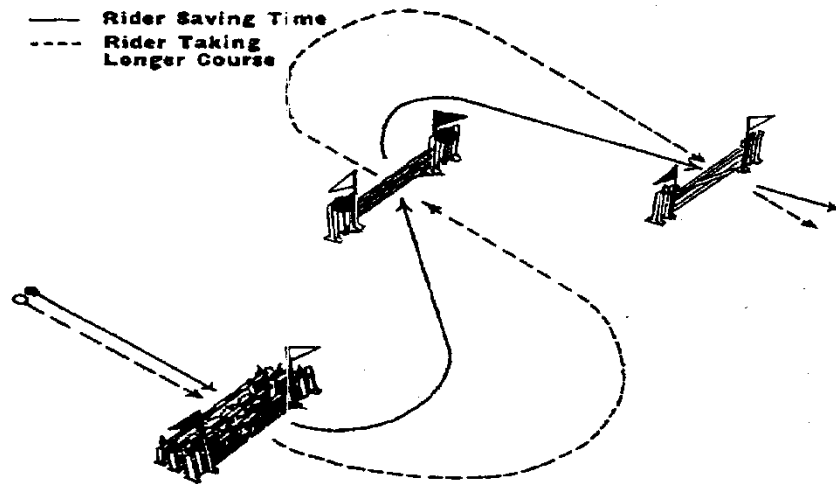
As time is often short, competitors should realise this is not an occasion to meet friends and have a pleasant chat in the arena. It is the chance to study the course over which they will shortly compete. Having studied the plan of the course and the conditions, the competitor should walk it conscientiously from beginning to end along the exact track to be ridden. Remember to walk the *jump-off course* at this time as the course will not be 're-opened' before the jump-off.

The competitor should study each obstacle and its nature and how it will ride. Combinations must receive particular attention and the distances between the obstacles should be examined, because these will decide the length of stride of the approach.

The rider should plan in advance the turns to be made throughout the round; the course should come to him as second nature.

The solidity of the obstacle is important. The rider must examine the obstacles carefully to ascertain which obstacles must be approached straight, and deciding where time can be 'made up'. To make time, corners may have to be cut and this possibly will mean taking an obstacle at an angle. If the obstacle is straight this should not present any great difficulty. If the obstacle is

a spread it must be remembered that it may be dangerous, as the greater the angle, the wider the spread will become.



## STRIDING

In many events where many different sizes of ponies and horses are involved there is going to be a wide variety of strides distributed amongst the competing animals and these must for practical purposes be reduced to a representative set of values when designing courses.

The establishment of correct distances between elements of combinations is not as important for ponies as for horses, as ponies can adjust their striding more easily and the obstacles are correspondingly lower.

### RELATED OBSTACLES

Distances under good conditions  
between individual numbered obstacles in a straight line.

3 Strides	14.40m
4 Strides	18.00m
5 Strides	21.60m
6 Strides	25.20m

The course designer may vary these distances (longer or shorter) to suit different conditions, height of obstacle, class of horse, type of competition, sloping ground and the severity of the test.

## GUIDELINES FOR EQUITATION COMPETITORS

### *Equitation: a correct method of riding over fences.*

Presentation is the overall smartness of the rider and horse including correct gear and the manner in which the rider presents to, and salutes the judge. There is not a detailed look into the cleanliness of the horse.

Pony Club competitors ride a wide variety of horses/ponies with differing lengths of stride. The actual number of strides between related fences is not so important provided the stride is even, rhythmical and maintained. Some mounts may put in four strides and others five. In either case the stride should not be rushing or short and proppy. The horse/pony should not put in four and a half strides.

Corners should remain rounded and smooth with the balance and rhythm being maintained. It is very important that the horse/pony does not cut corners or 'hang out'.

When marking the jumping of the obstacles/fences, consideration will be given to the approach, negotiation of, and departure from the fence.

It is expected that a good line would be followed throughout the round, with no weaving.

### *RIDER POSITION*

Whilst the ultimate position may be two point, in Pony Club it is more important to be slightly forward (shoulder over knee over toe), with the seat close to the saddle (three point) for safety, following the movement.

Contact must be maintained through the round, with release given over fences. *Fixed hands will loose marks.*

The rider must remain balanced on the corners and the eyes must be looking to the line. The legs just behind the girth, maintaining a steady position.

The mark for overall impression is given at the end of the round with the emphasis being place on the control, balance, smoothness, rhythm, tempo and line ridden.

Neville Westlund

**JUMPING EQUITATION SCORE SHEET**

Name of Pony Club.....

Date.....

Event..... Class .....

No.....

Name of rider.....Horse.....

	Jumping Penalties	Points 0 - 10	Judge's Comments
Presentation/Preparation Horse/Rider – Cleanliness Neatness, fitting of tack Entry into Ring, Salute Approach to Start	4 – Knockdown 4 – 1 <sup>st</sup> Disobedience 8 – 2 <sup>nd</sup> Disobedience E – 3 <sup>rd</sup> Disobedience E – Fall Horse/Rider		
Fence			
Fence			
Fence			
Fence			
Fence			
Fence			
Fence			
Fence			
Fence			
Correct position of rider and influence over the horse X 2			
Overall impression of round – fluency, rhythm and tempo X 2			
Deduct jumping penalties from marks given			
<b>TOTAL SCORE</b>			

10 Excellent	8 Good	6 Satisfactory	4 Fairly Bad	2 Very Bad
9 Very Good	7 Fairly Good	5 Insufficient	3 Bad	1 Not Executed

**EVENTING - JUMPING PHASE**

**RULES**

The jumping test consists of one round of the course, judged under the rules of the F.E.I., Table A, except where modified below. There is no jump-off.

The test is not an ordinary Show Jumping competition, nor a test of style or endurance. Its sole objective is to prove that, after a severe test of endurance, the horses have retained the suppleness, energy and obedience necessary for them to continue.

The nature of the course, its length, the speed demanded and the dimensions of the obstacles depend not only on the degree of difficulty of the whole competition, and on the quality and state of preparation of the competitors, but also on the relative influence the jumping test is required to exert on the whole event. (See current PCAWA Rules for Eventing)

**COURSE**

Within the limits shown in standards specified for ODE Jumping Phases, course designers are free to plan a course suitable to the quality and standard of the competitors.

Red and white flags mark the start and finish but need not be used to mark the extremities of the obstacles provided these are clearly defined.

The plan of the course, showing the Time Allowed, must be posted not less than one hour before the jumping commences. The course will be available for inspection at least half an hour before the start of the test.

Before the commencement of each class, a break of ten (10) minutes minimum should be allowed for competitors to walk the course, as the nature of Eventing causes scheduling conflicts which cannot be avoided.

**PENALTIES**

1	Faults at Obstacles	
	Knocking down an obstacle, touching boundary mark of water or feet in the water	4 penalties
	First disobedience in whole test	4 penalties
	Second disobedience in whole test	8 penalties
	Third disobedience in the whole test	Elimination
	First fall of rider	8 penalties
	Second fall of rider	Elimination
	First fall of horse	Elimination

2 Time Faults

The length of the course and the speed demanded determines the Time Allowed. Completing the course in less than the Time Allowed is not rewarded, but exceeding the Time Allowed is penalised by *one* (1) penalty for each second, or part of a second, in excess of the Time Allowed up to the Time Limit, which is twice the Time Allowed. Exceeding the Time Limit involves elimination.

Time Corrections

The following time correction should be added when disobedience results in an obstacle or flag being knocked down and time off is required.

6 seconds will be added to the time of the rider for a knock-down with a refusal, no matter where this occurred on the course.

**OBSTACLES**

There will be approximately eight (8) to thirteen (13) numbered obstacles, including at least one combination, as solid and imposing in appearance as available materials allow. Heights and spreads are according to Eventing grading.

**JUMPING SPEED**

The Tests must be carried out at a speed stipulated for the grade.

**STANDARDS**

P.C.A.W.A GRADE A PLUS

and E.F.A NOVICE AND JUNIOR NOVICE JUMPING TEST

Should now require the horse to demonstrate his ability to jump accurately and recover quickly. Related distances should be used. Two doubles OR one double and one treble can be used.

P.C.A.W.A. GRADE A

and E.F.A. PRE-NOVICE AND JUNIOR PRE NOVICE JUMPING TEST

May include one double or treble combination and should be designed to allow a horse plenty of recovery time between obstacles. All obstacles should have a clear ground line.

P.C.A.W.A. GRADE B

and E.F.A. PRELIMINARY JUMPING TEST

Will be 300-500m long, with nine to ten (9-10) obstacles that may include one double combination to be ridden at speed of 300m per minute. All obstacles should have a true ground line and tight turns are discouraged at this level.

**SPECIFICATIONS FOR ONE DAY EVENTS****JUMPING**

<b>GRADES</b>	<b>A PLUS</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
LENGTH OF COURSE	300-450m	300-450m	300-450m	300-450m	300-450m	300-450m
SPEED	350 mpm	325 mpm	300 mpm	300 mpm	250 mpm	250 mpm
NUMBER OF OBSTACLES	10-13	9-10	9-10	9-10	8-10	8-10
MAXIMUM HEIGHT	1.15m	1.05m	0.95m	0.80m	0.65m	0.45m
MAXIMUM SPREAD AT HIGHEST POINT	1.40m	1.20m	0.95m	0.80m	0.65m	0.45m
MAXIMUM SPREAD AT BASE	1.90m	1.80m	1.20m	1.00m	0.80m	0.60m
COMBINATIONS	2 DOUBLES OR 1 DOUBLE & 1 TREBLE	1 DOUBLE	1 DOUBLE	1 DOUBLE	1 DOUBLE	1 DOUBLE

**JUMPING LESSON AT A PONY CLUB RALLY**

**SUGGESTED FORMAT**

1. Gear Check. **Safety First:** - Comfort of the mount and correct gear. (i.e. PCAWA Regulations). Ensure all gear is safe to allow riders to begin the lesson.
  
2. Rider Position The aim is a secure and stable position. The requirements are similar to those for flat work but with shorter stirrups, so as to close the two angles, shoulder-hip-knee, hip-knee-ankle.
  
3. Suppling exercise on the flat and over small fences  
Riders must be able to ride a given line both straight and curved, maintaining rhythm and tempo. Trotting poles (grids) are to be used to reinforce rider position, as well as lines and controlling the pace.  
Include work over trotting poles, between wings, cross rails and small fences. Vary the distances between related fences and use bounces. (10 to 15 minutes only)
  
4. Riding Lines Test of simple principles (position, line and control).  
DIRECT AND INDIRECT LINES and include a variety of fences.
  
5. Ride a Course.
  - All jumping lessons should end with a course being ridden with emphasis on spreads rather than height.
  - Include start and finish flags, fence numbers etc.
  - Judge according to a normal **238.1.2 (AM3)** class to give riders experience and confidence with rules and conduct. (Ensure a suitable height and speed is employed for each group.)

For 'D' group, a slower pace, perhaps trot only.

REFER -

NEW ZEALAND MANUAL NO. 1 PAGE 88 FOR GRID SUGGESTIONS  
NEW ZEALAND MANUAL NO. 2 from PAGE 180.

Neville Westlund

## **PONY CLUB UNIFORM FOR SHOWJUMPING**

Whilst the actual EFA and FEI rules for competition are normally observed, the gear for Pony Club Riders as defined by the 'Safety of the Rider and the Comfort of the Horse' gear checking manual are enforced for the Pony Club rider and horses/ponies taking part in Pony Club competition.

*Correct uniform must be worn whilst walking the course, in the warm up arena, when competing and for presentations.*

### **GEAR CHECKER**

The choice of a knowledgeable person with the ability to be reasonable in all situations is essential. Riders preparing for competition should not be subjected to ***unnecessary and lengthy criticisms***. The Gear checker should not alter or adjust any equipment.

### **PCAWA MEDICAL POLICY**

***All active participants (riders, competitor, officials etc.) at PCAWA events are strongly advised to carry on them, or have with an accompanying adult, up to date information regarding current or previous medical conditions which could require treatment in the future (e.g. epilepsy, asthma, diabetes and head trauma) or affect the emergency treatment of serious accidents (e.g. allergies). The wearing of medical armbands is not compulsory.***

**SHOWJUMPING AT THE  
PONY CLUB STATE CHAMPIONSHIPS**

Each financial club of the PCAWA may put forward to their Zone officials, the names of competitors who have qualified for the Zone Team.

***Age of rider is as at 1<sup>st</sup> January in the year of Championships.***

Horses/ponies must be owned or leased by a member of the Club that the rider represents. The horse and rider combination must have attended three (3) working rallies of a Pony Club, two of which must have been at the club which they will be representing, since close of championship entries of the previous year.

The horse and rider combination may elect to qualify for a competition at a lower level of difficulty than that at which they may have previously have been competing. *However the competition they wish to enter must be clearly stated prior to competing at the Zone run off.*

No horse or pony under four (4) years of age is eligible to enter any stage of these competitions. Riders may enter no more than two horses in Championships Competitions.

DRESS - Riders must wear Pony Club uniform with Club / Zone pullover/vest (may be removed at Judges discretion) and safety helmets. Authorised spurs may be worn. Whips must not exceed 75cms (30") overall.

Clubs in each Zone will decide when and where the Zone selection will be held and appoint a **ZONE ORGANISER**. Before the Zone selection, the relevant **DECLARATION FORMS** must be handed to the Zone Organiser, together with the relevant fees set by the Zone for that day.

**THE ZONE SECRETARY**

The Zone Secretary shall forward to the PCAWA the name, address and telephone number of the Zone Organiser, the date and place of the Zone Finals, which must be held in time for the results to reach the PCAWA Office by 5 pm on date of the closing of entries for that years' Championships. All clubs within the Zone will also require this information.

**THE ZONE ORGANISER**

The Zone Organizer shall liaise with the host club for the Zone selection to make sure the duly accredited course designer and the judge are appointed and are supplied with the necessary information. The Zone Organiser must ensure that the course for each competition **meets the required standard** and that clubs have provided the Declaration Forms for each competitor.

**TEAMS WILL NOT BE ACCEPTED UNLESS ALL REQUIRED DOCUMENTATION, CORRECTLY COMPLETED, IS SUBMITTED.**

## CHAMPIONSHIP AND ZONE SELECTIONS

The specifications for the four competitions are listed below. The course must consist of 10 -12 obstacles and half of this number must be spread obstacles. The heights and spreads must be up to the required standards.

This is a Table A (not against the clock) competition run under FEI Rules for Jumping Competitions. Competitors will jump two rounds over the same course on the same day. The faults of both rounds will be added together and the competitor with the least number of faults will be the winner. In the event of an equality of faults over the two rounds **for any placing**, there will be a jump-off over a reduced number of obstacles, which may be raised. If there is an equality of faults in the jump-off, time will be the deciding factor. Heights will be unchanged for the second round, but the jump-off may be raised by up to 10cm. A rider with a total score of 20 faults or more **will not be eligible** for team selection.

*At the Zone selection there must be two officials, an experienced Judge and an experienced Course Designer*

The Zone shall appoint Team Managers to be responsible for the team at the Championship.

From 2009 onwards, zones having 3 or less riders for their run-off may apply to the Sub-committee to have their nominations accepted with proof of competency at the required height. A 'Proof of Competency' form will be available on the PCAWA web site. This form must be completed and signed by the judge on the day, to show the rider has completed 2 rounds at the required height, at 2 different venues, within the six months leading up to the Championships. If these requirements are met, then a zone run off will not be necessary.

## CHAMPIONSHIPS

*Teams will not be accepted unless the Zone Organiser has forwarded all the required documents, correctly completed.*

Where a Zone cannot field a full team, the Showjumping Sub-committee has the authority to make up a composite team from two or more Zones.

A reserve combination may be named for any team, provided they have reached the required standard and that the horse and rider combination comply with the three working rally rule, and have competed at the Zone Selection Day.

## TEAM MANAGER

*MUST* be provided for each Zone Team and *MUST* be nominated on the Entry Form. If a *Team Manager is not present prior to the event, that Team WILL NOT be permitted to compete.*

<b>PLEASE NOTE:</b>	All riders who enter the Zone Finals <b>must sign</b> that they are prepared to jump at the Championships.
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**Specifications for Zone Team events at Pony Club Championships**

	<b>1.15cm</b>	<b>1.05cm</b>	<b>.95cm</b>	<b>.85cm</b>
Length of Course	300 – 500 m	300 – 500 m	300 – 500 m	300 – 500 m
Number of Obstacles	9 - 12	9 - 12	9 - 12	9 - 12
Speed	325 mpm	325 mpm	300 mpm	300 mpm
Maximum Height	1.15 m	1.05 m	0.95 m	0.85 m
Maximum Spread at top of Obstacle	1.15m	1.05m	.95m	0.85m
Maximum Spread at Base of Obstacle	1.90m	1.80m	1.50m	1.20m
Combinations	Two Doubles OR one double and one Treble	One Double	One Double	One Double
Rider Age	14 – 25 years	25 years & under	16 years & under	13 years & Under
Height of Horse / Pony	Any	Any	Any	14.2 hh & under

NB: Maximum height refers to the obstacles in the *second* round. Please be aware that heights *may not* be raised by more than 10cm in the jump-off round.

**HELPERS**

***Every rider must have a nominated a helper. A helper cannot be nominated for more than one rider. Duties will be allocated to clubs and the clubs in turn are responsible for ensuring an adequate number of helpers. Failure to complete duties allocated will result in elimination of the clubs riders for the entire championships.***

## JUMPING EQUIPMENT

*A suggested set of jumping equipment*

46 Wings  
138 Cups (Ordinary)  
10 Cups (**Flat** for gates, road closed boards and dazzle boards)  
60 Poles (rails) in sets of colours  
6 Boards - hanging (dazzle boards or road closed)  
2 sets of Brush boxes (free standing)  
1 set Picket fence (free standing)  
1 Dutch gate  
Wall  
1 set of numbers (including 2 sets of A, B, C)  
A least two sets of red and white flags (start and finish lines).

### POLES

The ideal length of a jumping pole is 4m; however the popular length of 3.6m (12ft) is adequate. Poles should have a regular diameter of approximately 8-10 centimetres. The poles should be solid, usually made of pine and a 3.5m pole will weigh between 18 - 23kg.

### WINGS

Wings support the poles using cups. They can be made with wood or metal or plastic. Generally the dimensions are 2m high by 0.60m - 0.90m wide. The holes in the wings to take the cups are generally 7.5cm (3") apart. The cups must fit snugly around the upright.

### CUPS

The cup in which the pole rests is made of steel, cast iron or plastic and has sufficient depth to hold the pole when touched lightly. As a guide, the diameter of the cup must be slightly greater than that of the rail and about a third of the circumference, without gripping it. The pole must be able to roll freely on the cup.

### DRESSING

Flower pots, witches hats (road cones), weighted plastic buckets or boxes all make excellent decoration to aid the spectacle for the viewers, as well as to add distraction for the horse and supply some variety of ground lines.



# P.C.A.W.A. Showjumping Championships

Class No.: 2

TEAMS COMPETITION

Competition against the clock

Saturday.

Start: 13:00

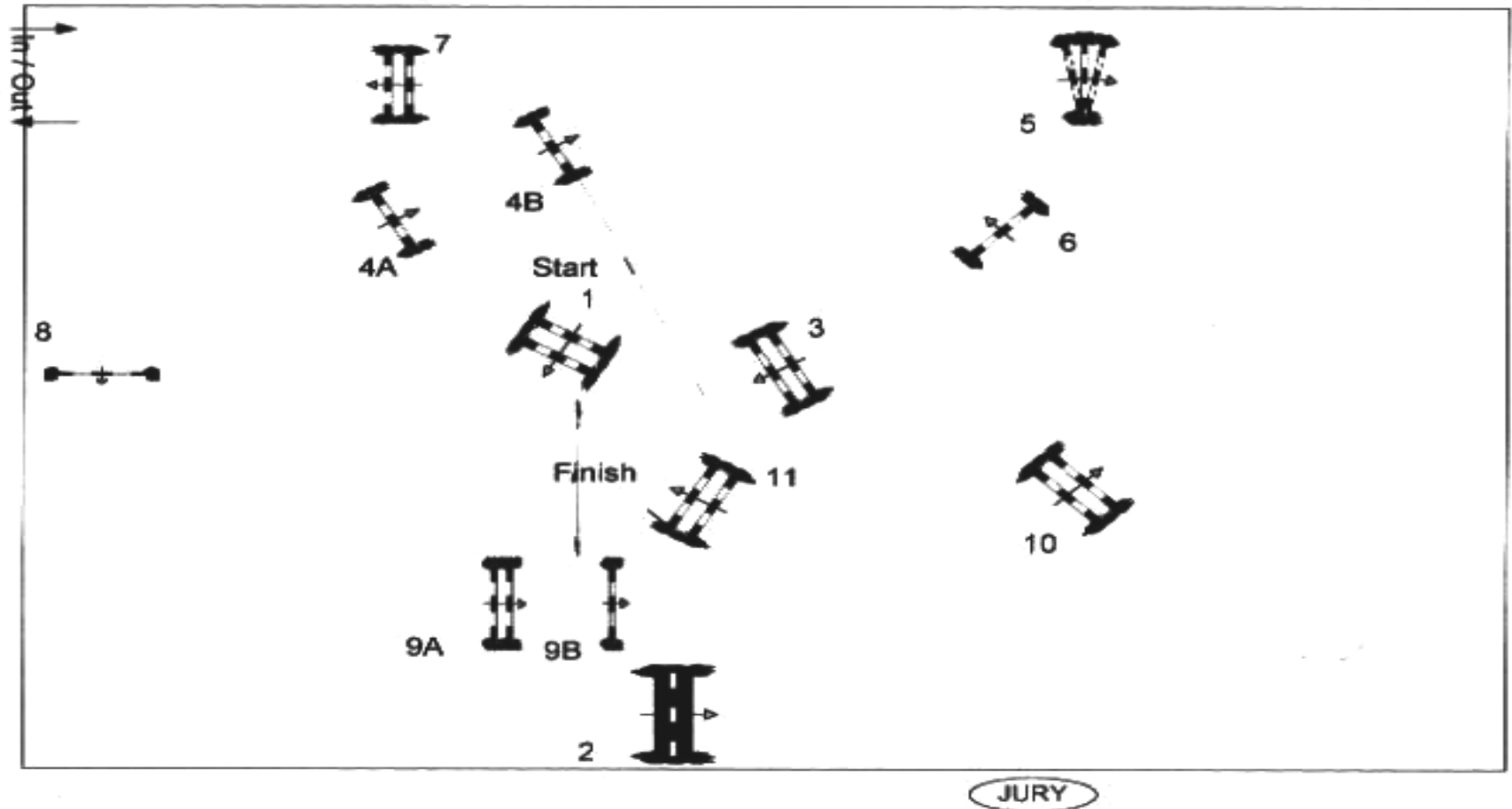
Table: A  
National RG:  
FEI RG / Art. 238.  
Height: 115cm m

Speed: 350 m/min  
Length: 520 m  
Time allowed: 90 sec  
Time limit: 180 sec

Obstacles: 11  
Efforts: 13  
Penalty sec:  
Closed combination:

1st Jump-off: 2 3 1 6 7 4A 4B 5  
Length: 320 m  
Time allowed: 55 sec  
Time limit: 110 sec

2nd Jump-off:  
Length: 0 m  
Time allowed: 0 sec  
Time limit: 0 sec



JURY