



RULES FOR JUMPING EVENTS

22nd edition, effective 1st January 2006

Corrections made on 20 February 2006 are shown in bold in Art. 204.3, 207.5, 231.2, 236.1 and 277.2

Corrections made on 23 June 2006 are shown in bold in Art. 254.5

Corrections made on 20 December 2006 are shown by a strikethrough in Art. 257.2.1 and in bold in Art. 239.2 & 257.2.2

Lines in left margin refer to the changes made for this 22nd edition.

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Preamble

The present Rules for Jumping Events are effective on 1st January 2006. As from this date, with the exception of the Memorandum for international Jumping Events and of the Manual for FEI Stewards, all other texts covering the same matter (other editions, and all other official documents) issued previously are superseded.

Although this booklet sets out the detailed rules of the FEI for international Jumping Events, it must be read in conjunction with the Statutes, the General Regulations and the Veterinary Regulations.

It is not possible to provide for every conceivable eventuality in these Rules. If there is no rule to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on common sense and fair play, using all technical assistance available including official video-recordings (an official video recording is considered to be a recording made by a TV network or a video company hired by the organising committee) thus reflecting as closely as possible the intention of these Rules and of the General Regulations.

Note: Due to the complete revision of the rules, new text and changes are marked with a vertical line on the left side of the paragraph. Close attention must be paid to the fact that text has been deleted and to the numbering of articles which may have changed.

PART I THE JUMPING EVENTS

Chapter I Introduction

Article 200 GENERAL

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

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

3. It is not intended to standardise jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs.

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

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 the FEI has authorised certain relaxations which are justified by local conditions.

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

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

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

(Note: The term "penalties" (instead of "faults") is used throughout the English text of the Rules as this term is used in the Rules of the other FEI disciplines.

The term "fault" is used to cover all incidents during a round that are liable to penalties).

7. Age of Horses

Horses entered for Olympic Games and World Championships must be at least 9 (nine) (eight years for the 2006 WEG) years of age.

Horses entered in Regional Games, Continental Championships and World Cups Finals must be at least 8 (eight) years of age. Horses entered for CSIO 3* – 5* events and CSI 3* – 5* events must be at least 7 (seven) years of age. However, competitions limited to the participation of six year old horses may be held at these events. Horses entered for CSIO 1* / 2 * and CSI 1 / 2 * events must be at least 6 (six) years of age.

8 The maximum height of obstacles in the first round of any competition which takes place within the frame of an event classified according to Art. 106.5 of the General Regulation as CSI 1* cannot exceed 1.40 m., whilst, if the event is classified as a CSI 2*, the respective height cannot exceed 1.45m. The above does not apply for Six Bar and Puissance competitions.

Chapter II Arenas and Schooling Areas

Article 201 ARENA

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

An indoor competition arena must have minimum size of 1'200 sq m with a minimum width on the short side of 20m. An outdoor competition arena must have a minimum size of 4'000 sq m with a minimum width on the short side of 50m. An exception to this rule may be granted by the FEI Jumping Department.

Article 202 ACCESS TO THE ARENA AND PRACTICE OBSTACLE

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

2. 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 facultative or practice obstacles are not allowed in any competition.

4. The obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60 m in spread or a vertical obstacle not exceeding 1.40 m 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 entails a fine in addition to the possible disqualification (241.2.3 and 242.1.5).

Jumping the practice obstacle in the wrong direction may incur disqualification (241.2.8).

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 an attempt. 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 his 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 he must cross the starting line in the correct direction within the 45 seconds; failure to do so will start the time of the round (203.1.2).

5. 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 (241.2.4).

6. 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 (202.1) and to signal that the inspection time is over;

1.2. to give the signal to start and to activate a 45 seconds countdown shown in the time equipment in the scoreboard or in another display beside the arena.

The 45 seconds countdown sets the time that the competitor can spare before commencing his round. The Ground Jury has the right to interrupt the 45-second countdown if unforeseen circumstances occur. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalized.

After the bell has 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, give a new signal to start and restart the count-down

1.3 to stop a competitor for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption (233);

1.4 to indicate to him that an obstacle knocked down following a disobedience has been replaced (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, he may be eliminated at the discretion of the Ground Jury (240.4.5) except where specifically provided for under article 233.2.

3. If, after an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (240.3.14).

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 mounted competitor must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.

2. In Championship classes, Olympic Games, Nations Cups and Grand Prix, the President of the Ground Jury or his deputy must ensure that the Course Designer has properly measured the course. In exceptional cases, the Ground Jury may alter the time, if the conditions as mentioned in article 204.3 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, having completed the course without a **fall** or disobedience or any other interruption and before the next competitor has started. In this case, the Ground Jury has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.

4. If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the schedule, before the start of the first competitor of the competition.

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 15 m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).

7. The round starts when the competitor crosses for the first time in the correct direction the starting line after the bell has been 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 indicate the following:

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

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

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

4.4. the track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;

4.5. the table of penalties to be used;

4.6. the time allowed and time limit, if any; or the fixed time in certain special competitions;

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

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

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 force of circumstances make it necessary to alter the plan of the course after it has been posted up, the change may only be made after agreement of the Ground Jury. In this case the Chefs d'Equipe and all individual competitors must be advised of the alterations.

2. Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc) it must

subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Nations Cup, article 264.3.6 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 cancelling jumping penalties and time corrections incurred thereat. 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.

1.1. the starting line; it is obligatory to place also a marker S (204.6);

1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) areas (244) or of the practice obstacle in the arena (202.3); in the schooling (exercise) area it is also allowed to use wings/uprights with a red or white top, instead of flags;

1.3. compulsory turning points;

1.4. the finishing line; it is obligatory to place also a marker F (204.6);

2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the competitor must pass between the flags (red on his right and white on his left).

3. If a competitor passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated (220.3).

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 the finishing line has been knocked down following a disobedience / resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the competitor must continue his round and the obstacle /compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next competitor will be given the signal to start.

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, (211.8) 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.

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 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 cause an unpleasant surprise to foreign competitors.

Subject to the provisions of article GR-136.3 a sponsored obstacle is any obstacle inside the flags of which there is advertising material or a sponsor's product or representation of a product. If advertising material or product on the wing of an obstacle is more than 0,5 sq. m., the obstacle is also considered to be a sponsored obstacle. No more than 30%, rounded up to the next whole number of the efforts may be sponsored obstacles.

This present rule applies for World and Continental Championships and World Cup Final. The Technical Delegate must approve the design and construction of all obstacles with regard to safety and technical suitability.

In agreement with the Chairman of the Jumping Committee, FEI Sports Director, FEI Commercial Director and the Manager of the Jumping Department the number of sponsored efforts may be increased up to 50%.

3. Under no circumstances, except in Puissance, in Power and Skill Competitions or in a High Jump Record may any obstacle exceed 1.70 m in height. Spread obstacles must not exceed 2 m in spread with the exception of triple bars which may have a maximum spread of 2.20 m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50 m in spread including the take off element with the exception of the water jump for the Long Jump Record.

4. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; in this case the support must have a depth of 18 mm minimum and a depth of 30 mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.

5. The limits on the height and spread of obstacles laid down by these Rules and in the definite schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally

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

6. The approximate dimensions of obstacles in competitions other than those, which are specially laid down in the Rules, must be stipulated in the schedule.

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

A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. FEI-approved safety cups must be used as support for the back poles of spread obstacles and in case of a triple-bar to support the centre and back poles of the obstacle. Safety cups must also be used in the exercise area.

It is the responsibility of the Foreign Judge or the Technical Delegate to establish through the Organising Committee before the event commences whether the safety cups in use have been officially approved by the FEI. However the organiser will also be required to inform the Foreign Judge or the Technical Delegate before the event begins whether the safety cups in use have been supplied by an approved manufacturer. The name of the company which supplies the FEI approved safety cups, to be used at the event, will be mentioned in the schedule.

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 of 2.50 metres.

2. A take-off element (brush, small wall), with a minimum height of 40 cm. and a maximum height of 50 cm., must be erected on the take-off side. The width of the front of the water jump, which may include (floral) decorations, must be at least 30 percent more than the length.

3. At Olympic and Regional Games, Championships, CSIOs and CSIs, and World Cup Finals the landing side of the water jump must be defined by a lath, at least 6 cm in width and not exceeding 8 cm, covered with a bed of white plasticine, or coloured plasticine painted white, about 1 cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with extra plasticine so that a lath, which has been marked by a horse, may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground.

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 or the fetlock joint or boot touches the lath and leaves an impression;

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.

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

9. The water jump Judge must register the identification number of horses penalised at the water jump and the reason for the penalties.

10. Only a vertical obstacle of not more than 1.50 m in height having any number of poles but with the use of FEI approved safety cups can be placed over a water jump. The vertical obstacle must not be placed further than 2m from the front of this obstacle. This obstacle is judged as a spread obstacle and not as a water jump. For this reason a lath or other arrangement may not be used to define its limits.

11. If water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (incl. the water) may not exceed 2.00 metres.

Article 212 COMBINATION OBSTACLES

1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7 m minimum and 12 m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7 m) which require two or more 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, run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination (214) or a six bar or obstacles-in-line competition.

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

5. In a combination obstacle a triple bar may only be used as the first element.

Article 213 BANKS, MOUNDS, AND RAMPS

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

Article 214 CLOSED COMBINATIONS, PARTIALLY CLOSED AND PARTIALLY OPEN COMBINATIONS

1. A combination is considered to be completely closed, if the sides, which surround it, can only be surmounted by jumping.
2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury. 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 (219):

- 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 (240.3.15).

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, he refuses the 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 rider resumes his round.

3. The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
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 carry the same number, the competitor has the choice of jumping either one of the obstacles:
 - 1.1 if there is a refusal or run-out without a knock-down or displacing of the obstacle, at his next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice;

- 1.2 if there is a refusal or run-out with a knock-down or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice;
2. Red and white flags must be placed at each of the elements of this alternative obstacle.
3. The Joker is a difficult obstacle, but must not be unsporting. It may only be used in an Accumulator competition or in a Top Score competition.

Chapter IV Penalties during a round

Article 216 PENALTIES

During a round, penalties are incurred for:

1. Knocking down an obstacle (217) and a foot in the water or any imprint on the lath defining the limits of the water jump on the landing side;
2. A disobedience (219);
3. A deviation from the course (220);
4. A fall of a horse and/or competitor (224);
5. Unauthorised assistance (225);
6. Exceeding the time allowed or the time limit (227; 228).

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 the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle (218.1);
- 1.2. at least one of its ends no longer rests on any part of its support.

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

In the event of the displacement of any part of an obstacle, (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 corrected by time in accordance with article 232.

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

4. If any part of an obstacle, which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.

5. If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalised in accordance with the table in use 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 part is penalised.

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

Article 219 DISOBEDIENCES

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

1.1. a refusal;

1.2. a run-out;

1.3. a resistance;

1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. 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 if the obstacle has to be rebuilt or not) to get into position to jump an 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 (240.3.6 and 240.3.17);

1.3. omits a compulsory turning point (240.3.7);

1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (240.3.10 and 240.3.11);

1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a competitor for jumping an obstacle not forming part of the course.

2. An uncorrected deviation from the course incurs elimination (240.3.6-11 and 240.3.17).

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 it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt (232 and 233).
 - 4.1. If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then 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 his stride, it does not entail elimination or any further penalty should he 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 competitor and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass.
2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly, the competitor is penalised as for a run-out and he 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 of an element of a combination, or of the finishing 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 his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (233.3.2). A resistance is penalised as for a refusal except in the circumstances set out in article 240.3.3.

Article 224 FALLS

1. A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.

If it is not clear that the competitor has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the competitor.

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 crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the competitor or his horse is considered to be 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 another person, without this being considered as unauthorised assistance.

3. Any help given to a mounted competitor to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted competitor his headgear and/or spectacles during his round is not considered to be unauthorised assistance (240.3.20).

Chapter V Time and Speed

Article 226 TIME OF THE ROUND

1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by a competitor to complete the round, plus the time correction (232) if any.

2. It starts at the precise moment when the mounted competitor passes the starting line in the correct direction providing the starting signal has been given, or at the moment 45 second count-down expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle.

3. A display board beside the arena, clearly visible for the competitor, must show the 45 second count-down.

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 and Annex III.

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.

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 all Olympic and Regional Games, Championships, World Cup Finals, CSIOs and CSIs. The timekeeper is required to record the number of the horse and the time taken to complete his round.

2. Three stopwatches, which can be stopped and restarted without the hand returning to zero, must be provided. Two digital watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance. The President or a member of the Ground Jury must have a digital stopwatch.

3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a back up.

4. In case of a breakdown of the automatic timing equipment, the time of any competitor affected by the breakdown shall be determined by a stopwatch in hundredths of a second (for details see the Memorandum for International Jumping Events).

A video recording may never be used to establish the time of a competitor's 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 at both of these lines to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Ground Jury box.

Article 230 INTERRUPTED TIME

1. While the clock is stopped, the competitor remains free to move around until the ringing of the bell gives him permission to start again.

The clock is restarted when the competitor reaches the place where the clock was stopped. Exception, in the case of a disobedience with a knock-down article 232 applies.

2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.

3. The automatic time keeping should not only register the time ridden by the competitors but also the time, including time corrections, if any.

Article 231 DISOBEDIENCES DURING INTERRUPTED TIME

1. The time of a round is interrupted only under the provisions of articles 232 and 233. 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 2nd refusal following a refusal with a knock-down.**
3. The provisions concerning elimination remain in force during interrupted time.

Article 232 TIME CORRECTIONS

If, as the result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. 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 a time correction of 6 seconds is added to the time taken by the competitor to complete his 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 the knock-down 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.

Article 233 STOPPING DURING THE ROUND

1. In the event of a competitor not being able to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped.
2. If the competitor does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Ground Jury must decide whether the competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the competitor is not eliminated, and is allowed to continue his round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.
3. If the competitor stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the competitor, he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.
 - 3.1. If the dimensions are correct and the obstacle in question has been properly built or if the so-called unforeseen circumstances are not accepted as such by the Ground Jury, the competitor will be penalised as for stopping

during the round (223.1) and the time of his round will be increased by 6 seconds;

3.2. if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the competitor is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the competitor takes up his track at the point where he stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.

Article 234 SPEED

1. The speeds for international competitions are as follows:

1.1. 350 m per minute minimum and 400 m per minute maximum. In indoor arenas the speed may be reduced to 325 m per minute.

1.2. Puissance / Power and Skill competitions: no minimum speed required.

1.3. Grand Prix: 375 m. per minute minimum and 400 m. per minute maximum outdoors and 350 m. per minute indoors

1.4. Nations Cup: 400 m. per minute for 5* and 5* Nations Cup competitions outdoors; 375 m per minute for 3*Nations Cup competitions outdoors, 350 m. per minute for 2* and 1* Nations Cup competitions and also for all indoor Nations Cup competitions.

Chapter VI Tables of Penalties

Article 235 FAULTS

1. Faults made between the starting line and the finishing line must be taken into consideration.

2. Disobediences committed during the time when the round is interrupted (231.3) 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 in this Chapter.

First disobedience	4 penalties
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 fall of horse or competitor or both in all competitions	Elimination

Second disobedience or other infringement laid down under article 240	Elimination
Exceeding the time limit	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 a jump-off against the clock	1 penalty for each second or fraction of a second

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 his round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the competition.

Article 238 METHODS OF DETERMINING THE SCORES UNDER TABLE A

1. Competitions not against the clock

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

1.2. A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other competitors are placed according to their penalties in the first round.

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

2. Competitions against the clock

2.1. Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the schedule.

2.2. A competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other competitors are placed according to their penalties and time in the first round. For minor competitions the jump-off may be run according to table C, if thus provided in the schedule.

2.3. A competition against the clock as for 2.2, but if, in the first jump-off against the clock there are competitors with equal penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties and time in the first jump-off and if necessary according to their penalties and time in the first round.

3. In all competitions when the placing 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 (245.6).

4. If in a jump-off against the clock two or more competitors obtain exactly the same score, a second jump-off may not take place. The competitors are then placed equal.

5. In no circumstances may the number of jump-offs in the same competition under paragraph 1.1 and 2.1 above exceed two.

Article 239 TABLE C

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

2. Penalties under Table C

Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side;

4 seconds (3 seconds for two phase competitions, knock-out competitions and for any jump-off under table C)

An exception to the rules for competitions run under Table C may be permitted by the FEI Jumping Department Director allowing indoor competitions to be run with two seconds added for a knock down.

First disobedience

None

First disobedience, with a knock down

and/or displacing of an obstacle

time correction 6 seconds

Second disobedience or other infringement

laid down under article 240 or both

Elimination

First fall of horse or competitor or both in

all competitions

Elimination

3. There is no time allowed under Table C. Only a time limit of:

- 3 min., if the length of the course is more than 600 m.

- 3.7. omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan, precisely;
 - 3.8. attempting to or jumping an obstacle which does not form part of the course during the round (220.1.5);
 - 3.9. omitting to jump an obstacle of the course (220.1.5) 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 (220.1.4);
 - 3.11. jumping an obstacle in the wrong direction (220.1.4);
 - 3.12. exceeding the time limit (236 and 239);
 - 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 (203.3);
 - 3.15. not jumping all the elements of a combination again after a refusal or run-out (212.3), except in the case of the closed part of a combination (214);
 - 3.16. not taking each element of a combination separately and consecutively (212.2);
 - 3.17. not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena (226.2);
 - 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 75 cm in length or weighted at the end, in the arena, the exercise and schooling areas or elsewhere on or in the immediate proximity of the showground. No substitute for a whip may be carried. (For exception to this article refer to article 257.2.2);
 - 3.22. an accident to a competitor or to a horse which prevents him from completing the competition (258);
 - 3.23. not leaving a closed combination in the right direction or displacing a closed combination;
 - 3.24. second disobedience during the course of a round (236 and 239);
 - 3.25. fall of competitor or horse during the round (224, 236 and 239);
 - 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 OC in advance;
- 4.5. not stopping when the bell is rung during the round (203.2. and 233.2).

Article 241 DISQUALIFICATIONS

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

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 (202.2, 5 and 6);
- 2.3. jumping or attempting to jump the practice obstacle in the arena more times than authorised (202.4, 242.1.5. and 262.1.9);
- 2.4. jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (202.5);
- 2.5. retiring, before a jump-off, without permission of the Ground Jury or without valid reason;
- 2.6. rapping horses (243.3);
- 2.7. exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (242.1.4. and 244);
- 2.8. jumping in the wrong direction the obstacles in the exercise and schooling areas (244) and the practice obstacle, if any, in the arena (202.4);
- 2.9. all cases of abuse and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a steward (General Regulations - Abuse of horses);
- 2.10. all cases laid down in the Veterinary Regulations.

Article 242 FINES

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

- 1.1. a competitor who has been eliminated or at the end of his round does not leave the arena without delay;
- 1.2. a competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena;
- 1.3. a competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (202.6);
- 1.4. a competitor who uses in the exercise and in the schooling areas obstacles different from those provided by the Organising Committee (241.2.7. and 244);

- 1.5. a competitor who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (202.4, 241.2.3. and 262.1.9);
 - 1.6. a competitor who does not salute the Ground Jury or the official personalities on entering the arena (256.2.1);
 - 1.7. failure to display the identification number in case of repeated offence (252.5);
 - 1.8. a competitor who disrespects the advertising rules or does not comply with the rules laid down under article 256.1.8;
 - 1.9. a competitor who disrespects the directives of the Organising Committee;
 - 1.10. a competitor who touches an obstacle to the effect of changing it;
 - 1.11. a competitor who does not follow orders of officials or shows incorrect behaviour towards officials (GR-174.6.4);
 - 1.12. a competitor who repeats offences after a warning;
 - 1.13. a competitor who disrespects the rules regarding dress and saddlery;
 - 1.14. All cases of abuse of horses (GR-174.6.3).
2. All fines imposed by the Ground Jury are invoiced to the NF concerned by the FEI-secretariat and are paid to the FEI.

Article 243 ABUSE IN TRAINING OF HORSES

1. All forms of cruel, inhumane or abusive treatment of horses, including, but not limited to the various forms of rapping, are strictly forbidden in all exercise and schooling areas as well as elsewhere on the grounds of the event (241.2.6, 241.2.9. and 241.2.10).
2. The term "rapping" is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the competitor - and/or dismounted assistants, for whose behaviour the competitor is responsible - either hitting the horse's legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.
3. It is forbidden to jump unauthorised obstacles or to rap a horse in any way and in any place on the grounds of the event or to leave the grounds of the event for any purpose during the period of the event (GR-101.5).
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 vertical and one spread obstacle. The ground has to be in good shape. When there are many competitors and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However the flags may be replaced by tape or paint in order to provide a white and a red top to the wings or uprights.

Where space permits and the number of competitors is large, a separate schooling area may be designated.

2. Practice Obstacles

The use of obstacle material not provided by the Organising Committee is forbidden under penalty of disqualification and/or fine (241.2.7 and 242.1.4). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be held by anyone.

2.1. Ground lines may be placed directly underneath the first part of an obstacle or up to 1 m away on the take-off side. If there is a ground-line in front of the obstacle, a ground-line may be used behind the obstacle at an equal distance up to max. 1 m.

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

2.3. The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.

2.4. Obstacles in the practice arena may not exceed in height and width 10 cm more than the maximum height and width of the obstacles of the competition in progress, that is if the maximum height of obstacles during that competition is 1.40 m or less. If the obstacle height of the competition in progress is greater than 1.40 m, the obstacles in the practice arena may not exceed 1.80 m in width and 1.60 m in height.

2.5. Walking poles may only be used if at least two other obstacles are available for schooling.

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

3.2. Gymnastic Poles: if there is enough space only single trotting poles may be used and placed not closer than 2.50 m to a vertical obstacle not exceeding

1.30 m in height. A trotting pole not closer than 2.50 m on the landing side may be used.

3.3. Exercising and Training: whenever possible provision should be made for competitors to exercise and train in the presence of a steward for several hours in the morning. Competitors may change obstacles providing articles 244.2, 244.3 and 244.4 are not contravened.

4. Combinations are permitted as long as there is enough space and if they are built with correct distances. The Organising Committee must provide the material.

When training areas are crowded competitors may only use single obstacles.

5. Stewarding – Boot and Bandage Control

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

It is obligatory to carry out boot and bandage control on all horses taking part in the Grand Prix, Nations Cup competition, and during the competition with the highest prize money at each event. It is recommended that boot and bandage control be carried out during other competitions. Refer to the Jumping Stewards manual for the procedure for boot and bandage control.

Chapter VIII Jump-Offs

Article 245 GENERAL

1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. 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 jump offs 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 203.1.2 are applicable. Competitors, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for competitions under table A, according to article 238.1.2 and 238.2.2 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 the rule book.

Horses which lose a shoe prior to starting in the initial round of a one round competition with a jump-off will be given a later starting position. In a jump-off a horse that loses a shoe prior to starting will be given a new starting place three positions later. If the horse in question has not had its shoe replaced by this time it will be left to the discretion of the Ground Jury to decide whether the horse in question should receive a later starting place or be eliminated.

6. In the event of equality of score for the first place, a jump-off may take place according to the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it will be considered that the competition is run with no jump-off.

Article 246 OBSTACLES, DISTANCE

1. The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), without exceeding the limits laid down in article 208.3, if the competitors sharing first place have completed the previous round without jumping penalties.

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 and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the 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 course.

6. In a jump-off, the distance between the elements of a combination obstacle 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 from 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 take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organising Committee will award the trophy by lot and the prize money will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is not followed by competitors, no trophy will be awarded and the competitors will each only receive the prize money and the lowest placing for which they would have jumped-off.

Chapter IX Placing

Article 248 INDIVIDUAL PLACING AND PRIZE GIVING

1. The placing of an individual competitor is decided according to the table in use and the instructions of the general programme for the competition or amendments noted on the course plan.

2. Any competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during his round.

3. Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions.

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. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse, to take part at the prize giving ceremony, the Ground Jury, at its discretion, may decide to withhold his prize. Therefore, the Organising Committee must publish in the schedule and programme the number of prize winners required to take part in the ceremony. If the schedule or programme does not indicate the number that must be present, then all competitors and horses 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 this rule.

Chapter X Competitors and Horses

Article 249 INVITATIONS TO CSIOs

1. The official invitation sent to the NF must be extended to an official team comprising a Chef d'Equipe, a minimum of 4 and a maximum of 6 competitors, a minimum of 8 and a maximum of 15 horses and one groom per competitor.

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

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

If less than five Nations have entered teams for a CSIO the invitation can be extended to include two teams per nation (including the home team). Before the start of the event, at the latest at the technical meeting, each Nation with two teams must decide which team competes for Nations Cups points.

2. CSIO Events in Europe

If ten or more teams are invited (home team included), the OC may invite foreign individual riders in accordance with article 249.5.

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

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

3. CSIO Events in North America

If five or more teams are invited (home team included), foreign individual riders may be invited in accordance with article 249.5. If four teams are invited (home team included), only a maximum of two foreign individual riders may be invited. If there are less than four teams invited (home team included), no foreign individual riders may be invited.

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

5. One or two individual competitors in addition to those belonging to the teams or to NFs which can not send a complete team may be invited under the same conditions as the official teams. No personal invitations are allowed for individuals at CSIO events.

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

7. CSIO events with a 5* / 4*Nations Cup, must at least invite seven foreign teams. Only in very exceptional circumstances and with the express permission of the FEI Secretary General, may less foreign teams be invited.

8. The FEI has the right to nominate one of the foreign teams to be invited by the OC as a wild card.

Article 250 INVITATIONS TO CSIs

For CSIs, it is the responsibility of the Organising Committee with the approval of its NF to lay down in the schedule and the invitation, the number of individual competitors and horses to be invited.

Article 251 ENTRIES

1. Entries for events up to and including CSIOs must be made as follows:
 - Entries in principle. Entry in principle is a statement of intention.
 - Nominated Entries (optional). These entries consist of twice the number of riders' names as indicated on the definite entries.
 - Definite Entries. These entries consist of names of competitors and horses that will take part at the event.

and must be received by the Organising Committee at the dates mentioned in the schedule.

2. For all other events, entries must be made in accordance with article GR-121.

3. In the absence of a satisfactory explanation, NFs having made entries in principle and not represented by competitors may be fined.

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

5. A CSN which allows more than 15 foreign competitors from more than four different NFs to take part is automatically considered to be a CSI with all the implications that this entails, in accordance with the FEI Rules and Regulations

Article 252 STARTING ORDER

1. The draw for the starting order.

1.1. Championships/CSIO – Team and Individuals

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

1.1.2. A second draw will then take place to decide the order in which the Nations, which have entered teams, will start. Each Chef d'Equipe will then fix the order in which he wishes his team competitors to start in the order of the Nations. These competitors will be inserted in sequence in the remaining spaces between the individual competitors.

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

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

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

3 The starting order may not be drawn in alphabetical order of the names of the competitors or of the horses.

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

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

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

6. Rotating the starting order in individual competitions

Rotation is mandatory, the system of rotation is optional. In order to achieve the rotation of the starting order in the individual competitions included in the programme, it is recommended that the procedure as laid down under Annex VI of the present Rules be followed.

7. Order of starting in Grand Prix Competitions

The title "Grand Prix" may only be used once during an event; the order of start in all Grand Prix competitions is determined by a separate draw.

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

The Organising Committee may also divide competitors into three groups. There must be a draw to establish the starting order in each group. The top riders on the FEI computer list are permitted to start in the last group. The President of the Ground Jury must be present during the draw.

The method to be used must be mentioned in the schedule.

Article 253 DECLARATION OF STARTERS

At CSIOs, on the day before the first competition, the Chefs d'Equipe will designate in writing to the Secretariat the members of their team (competitors and horses) and the names of individuals together with the names of their horses (249). In the event of accident or illness preventing a competitor and/or his horse being declared as a starter in the team, Chefs d'Equipe may

substitute for him/them from among the individuals (if there are any), one hour at the latest before the start of the first competition of the event. A competitor or a team horse, which has been substituted, may not start as an individual. At all events, Chefs d'Equipe (CSIOs) or individual competitors (CSIOs, CSIs) will declare to the Secretariat at a time fixed by the Organising Committee the starters for the next day's competitions.

Article 254 PARTICIPATION AND NUMBER OF HORSES

1. The schedule must specify the number of horses allowed for each competitor at CSIOs and CSIs but this number must be limited to a maximum of three. If the schedule includes a Puissance competition and/or special competitions for 6 and/or 7-year-old horses and/or for stallions, the schedule may allow an additional horse for each of these competitions. Participation of these additional horses is limited to these competitions only.

2. At CSIOs the Chefs d'Equipe have the right to make changes to the horses belonging only to the official team throughout the duration of the event, on condition that each competitor rides the maximum number of horses as specified in article 254.1. A change made in this manner is irreversible.

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

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

5. This also applies at CSIs. However, if in the Grand Prix or in similar competitions listed in paragraph 4. above, there are **20** competitors or less entered, the Organising Committee may allow each competitor to ride two horses in the competition concerned.

Article 255 JUNIORS AND YOUNG RIDERS

1. Competitors may take part in certain competitions for Seniors from the year in which they reach their 16th birthday with the express permission of their NF.

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

3. Before the year in which they reach their 18th birthday (Young Riders, Junior Regulations) competitors may not take part in a Nations Cup, a Grand Prix, a World Cup competition, a Power and Skill competition, a Derby, and the competition with the highest prize money if this is not one of the competitions listed. Junior competitors may participate in Grand Prix competitions at CSI* and CSI** events, provided that they have reached their 16th birthday.

Article 256 DRESS AND SALUTE

1. Dress

1.1. Competitors are required to wear correct dress as laid down in the General Regulations (GR-127) and are required to dress in accordance with paragraph 1.5. and 1.6. of this article when they are competing or during the presentation of prizes.

1.2. When inspecting the course, dress must be neat and tidy. In any case, riding boots, white breeches, a white or lightly coloured shirt and a white tie must be worn. In all cases the collar and cuffs must be white.

1.3. In bad weather, the Ground Jury may allow the wearing of a greatcoat or waterproof. In very warm weather, the Ground Jury may allow competitors to ride without a jacket.

1.4. It is compulsory for anyone jumping a horse to wear a properly fastened hard hat with three point retention harness, including members of the armed services, police, gendarmerie, members of military establishments and national studs. This is strongly recommended also for anyone working a horse in the exercise and schooling areas or anywhere on the showground. Notwithstanding the above, protective headgear, secured by a three point retention harness, is compulsory for juniors, children and is recommended for young riders, at all times when mounted.

1.5. Civilians are required to wear the uniform or dress approved by their NF, a red coat or a black coat, white or light fawn breeches, black boots or black top boots. A white tie, or choker, or a hunting stock and a white or lightly coloured shirt must be worn. Shirts may have long or short sleeves and must have a white collar and white cuffs. If a jacket is not worn shirts must have sleeves, either short or long sleeves are permitted.

1.6. Subject to the provisions of article 136 of the General Regulations, civilians are allowed to bear the logo of their sponsor vertically in the middle of their hard hat. Said logo must not be longer than 25cm and wider than 5cm.

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

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

1.9. Only the NF-official jacket may be worn by competitors in Nations Cup competitions, at FEI Regional, Continental and World Championships and during the competitions at Olympic and Regional Games. Team member jackets must be the same colour. Competitors not complying with this rule will be fined with CHF 1,000.00. In addition, the competitor will be requested to leave the arena and will not be permitted to return until the jacket complies with the rules for participation.

2. Salute

2.1. Each competitor must salute in accordance with the General Regulations (GR-127). The Ground Jury may refuse to start a competitor who has not

saluted. The Ground Jury may also fine the competitor (242.1.6). OCs may decide whether or not riders are required to salute prior to the commencement of each competition.

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

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

2.4. Male 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. Standing martingales are permitted for horses in children's horse competitions.

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 3 cm in diameter measured from the horse's face.

1.5 The use of a tongue-strap is forbidden.

1.6 Draw reins (running reins) are forbidden in the competition arena.

2. Anywhere within the grounds of the event (restricted area) under control of the OC:

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. ~~There must be no other restrictions or attachments of any kind.~~ The competitor must not directly or indirectly tie any part of his 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 weighed down at the end at any time, or to carry or use one which is more than 75 cm in length in the arena, exercise or schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried. **Failure to comply with this paragraph will incur elimination (Art. 240.3.21).**

Article 258 Accidents

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

Chapter XI Officials

Article 259 Officials

1. GROUND JURY

1. EVENTS	Number of Judges	President Ground Jury	Members	Additional Members	President of Competition	Water Jump Judge	Foreign Judge
	Minimum	Minimum Qualification	Minimum Qualification	Minimum Qualification	Minimum Qualification	Minimum Qualification	Minimum Qualification
Olympic Games / World Championship	(**) President + (**) 3	Official International Compulsory from foreign nation	Min. 2 Official International	International	Official International	International	Official International
Regional Games / Continental Championship Seniors / World Cup Final	(**) President + (**) 3	Official International Compulsory from foreign nation	Min. 2 International	International	International	International	Official International
Other Championships / CSIOs	President + 3	International Preferably from host nation	Min. 2 International	National	International	National	International
CSI 5, 4 and 3 star events	President + 2 (*)	International Preferably from host nation	Min. 2 International	National	International	National	International 5*/4* appointed by FEI
CSI 2 star event / CSI-Y/J/P/V/Ch Cat. A	President + 2 (*)	International Preferably from host nation	Min. 1 International Candidate	National	International Candidate	National	International Candidate
CSI 1 star event / CSI-Y/J/P/V/Ch Cat. B	President + 2 (*)	International Candidate Preferably from host nation	Min. National		National	National	Recommended International Candidate

(*) Add one judge for the water jump (if there is one) or more if there is a large number of competitions per day.

(**) Appointed by FEI

Each competition is to be judged by a group of 3 judges.

IMPORTANT: The number of judges mentioned is a minimum and must be adapted to the number of competitions per day.

2. Control of Schedule and Foreign Judge's Report to FEI

Events	Control of Schedule by	Report to FEI within 14 days of event
Olympic Games World Champ.	FEI	President of Ground Jury
Regional Games Cont. Champ. Seniors World Cup Final Other Championships	FEI	President of Ground Jury
CSI01* to 5*	FEI	Foreign Judge(**)
CSI5* to 3*	FEI	Foreign Judge(**)
CSI2*	Foreign Judge(*) + NF	Foreign Judge
CSI-Y/J/P/Ch/V Cat. A	FEI	Foreign Judge
CSI1*/CSI-Y/J/P/Ch/V Cat. B	Foreign Judge(*) + NF or President of Ground Jury	Foreign Judge or President of Ground Jury

(*) send remarks to OC, copy to FEI and NF of OC

(**) appointed by the FEI

3. Appeal Committee

The composition of the Appeal Committee and the appointment of the President and members of this Committee must be in accordance with the General Regulations. An Appeal Committee is optional at CSI1*, 2* and 3* events and all CSI events for Juniors and Young Riders.

4. Veterinary Commission and Veterinary Delegate

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

4.2. At CSIs a Veterinarian to be regarded as the Veterinary Delegate appointed by the Organising Committee, is required in accordance with the Veterinary Regulations.

5. Course Designer and Technical Delegate

5.1. Course Designer

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

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

5.1.3. In CSIOs and CSI3*, 4* and 5*, the Course Designer is appointed by the Organising Committee and must be selected from the FEI list of International Course Designers.

5.1.4. The Course Designer for CSI1* and 2* may be selected from the FEI list of International or International Candidate Course Designers.

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

5.2. **Technical Delegate**

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

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

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

6. **Stewards**

The schooling area(s) and warming-up area(s) must always be supervised. One steward at least must always be present whenever the area(s) are in use, to ensure that the rules are observed. A Chief Steward must be appointed for every international event. For international events in Groups I and II, he must be selected from the FEI list of stewards. For the following international events held outside Groups I, II and North America, the chief steward must have at least the status as indicated below:

CSIO, CSI, Championship for Juniors, Young Riders and Children	National Judge or National Course Designer
Games, Senior Continental, Regional and World Championships	International Judge or Candidate International Judge or International
World Cup Finals	Course Designer or Candidate International Course Designer

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 are mostly used at international events.
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.

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. If qualification conditions for competitor/horse are scheduled for the Grand Prix at a CSIO, it is compulsory that the formula given in Annex IV of these Rules is referred to.

If qualification conditions for competitor/horse are scheduled for the Grand Prix competition at a CSIO or a CSI, 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 formulas:
 - 5.1. over one round with one or two jump-offs, the first or the second jump-off against the clock, or both against the clock;
 - 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. At a Super League event the Grand Prix competition must be judged according to one of the following formulae; article 238.2.2 (one round against the clock with one jump-off against the clock) or article 273.3.3 (two rounds) or article 273.3.1 (two rounds and one jump-off). The number of efforts in the first round must be limited to fifteen and to nine in the second round.

Article 262 POWER AND SKILL COMPETITIONS

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.

1.2 In the event of equality for first place, there must be successive jump-offs.

1.3 The obstacles of 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, the Ground Jury must stop the competition. The competitors left in the competition are placed equal.

1.5 If, after the third jump-off, the competitors do not wish to continue, the 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 arena. A facultative obstacle is not allowed.

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 1.40 m in height, two obstacles from 1.60 m to 1.70 m and one wall or vertical obstacle, which may vary from 1.70 m to 1.80 m 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 30 cm offset at the base).

2.2. A vertical obstacle 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 must be a wall or a vertical obstacle and a spread obstacle (246.1).

2.4. In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if competitors equal for first place have not been penalised in the preceding round (246.1).

3. Six Bar Competition

3.1. In this competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. 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 1,20 m, or at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or the first two at 1.20 m, the next two at 1.30 m and so on.

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 three but the distance between them must be kept at about 11 m as required initially (the lower obstacles should be withdrawn).

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 (239).

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

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

4. No fixed track to be followed is laid down on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.

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

Article 264 NATIONS CUP

1. Organisation

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

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

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

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

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

1.5. The total prize money must be at least equal to 50% of the amount provided for the Grand Prix competition or for the competition with the highest prize money unless the Secretary General gives his approval for a modification to this formula.

Prize money must be awarded to all teams participating in the second round.

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

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

2. Different categories of Nations Cup competitions

According to the total amount of prize money for the Nations Cup, a 5*, 4*, 3*, 2* or 1* Nations Cup can be held.

The FEI Executive Board determines annually the minimum amount of prize money for these categories.

3. Obstacles and other technical requirements

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

	5* N.C.	4* N.C.	3*NC	2* N.C.	1* N.C.
Number of obstacles	12	12	12	12	12
Min./max. Height in metres	1.30/1.60	1.30/1.50	1.20/1.45	1.10/1.35	1.00/1.20
At least 2 vertical obstacles with a height of in metres	1.60	1.50	1.45	1.35	1.20
At least six other obstacles with a height of in metres	1.50	1.45	1.40	1.30	1.10
At least 2 spread obstacles with a minimum height/ spread of in metres	1.50/1.70	1.45/1.60	1.40/1.50	1.30/1.50	1.20/1.40
Max. spread In metres	2.00	1.90	1.80	1.70	1.50

Max. spread of triple bar in metres	2.20	2.10	2.00	1.90	1.70
Min./max. spread of the water jump in m.	4.00/4.20	3.80/4.00	3.50/3.70	3.20/3.50	2.70/3.00
Min./max. length of the course in m.	500/700	500/700	500/700	500/700	500/700
Speed outdoor	400	400	375	350	350
Speed indoor	350	350	350	350	350

3.2. The course must include a water jump (optional in indoor arenas, where the spread may be less than indicated above). Only in very exceptional circumstances and with the express permission of the Secretary General of the FEI it may be omitted. The measurements for the water jump given above include the take-off element.

3.3. No combination obstacle may require more than three jumping efforts (except in the case of permanent obstacles, banks, mounds or slopes at outdoor events).

3.4. The course must include at least one double or one treble combination, but not more than three doubles or one double and one treble combination.

3.5. The length of the course in indoor arenas may be less than indicated above.

3.6. If the Ground Jury decides before the first or the second round that the course has been rendered impracticable as a result of unforeseen circumstances, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly and/or that the required speed is reduced. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased for the second round, if it is deemed that the course of the first round was too easy.

4. **Competitors**

4.1. A full Nations Cup team comprises four competitors each riding the same horse throughout the competition. All members of each team must take part in the first round, except as stated in paragraph 4.2 below and in paragraph 7.2.

4.2. If a team, comprising four competitors, cannot improve its placing in the first or second round after its third competitor has completed his course, the fourth competitor may be withdrawn.

5. **Participation**

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

5.1. The competitors and horses are chosen from the official team, declared by the Chef d'Equipe before the first competition. The Chef d'Equipe will, on the day preceding the Nations Cup, declare the four competitors and horses, including their starting order;

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

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

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

5.5. In the event of an accident or illness to a competitor and/or horse, between the submission of the declaration and one hour before the start of the competition, the competitor and/or horse may on production of a certificate from an officially recognised medical doctor and/or with the permission of the Veterinary Commission and after approval by the Ground Jury be replaced by another competitor and/or horse entered with the definite entries for the official team (253). In the event of substitution, the starting order remains unchanged.

If all NFs are permitted to enter individuals in addition to team members, substitution of an individual rider onto a team is permitted in the case of illness or accident where the maximum number of team members allowed to participate is four.

6. Order of starting

6.1. The starting order of the teams in the first round is determined by a draw in the presence of the Ground Jury and the Chefs d'Equipe. The draw will take place at a time fixed by the OC in agreement with the Ground Jury.

6.2. All the Number Ones start first in succession, then all the Number Twos and so on. The Chefs d'Equipe of teams comprising only three competitors may choose in which of the three positions out of four they will start their competitors.

6.3. The starting order of the teams in the second round will be in the reverse order of the total penalties in the first round of the best three competitors in each team. In case of equality of penalties the teams will retain the starting order of the first round.

6.4. The competitors in each team start in the same order as in the first round.

7. Number of teams and competitors in the second round

The number of teams and competitors in the second round of the different Nations Cup competitions as mentioned in paragraph 2 above, is fixed as follows:

7.1. 5* Nations Cup

The best six teams after the first round take part in the second round with four competitors per team, except otherwise provided in paragraph 4.2 and 5.2 above;

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

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

7.2. 4*, 3*, 2* and 1* Nations Cup

The best eight teams after the first round take part in the second round with three competitors per team. The Chef d'Equipe will determine which three competitors of his team will participate in the second round.

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

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

If only three or four teams participate in a 4*, 3*, 2* or 1* Nations Cup, all four competitors take part in the second round.

8. Elimination and retirement

8.1. 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.

8.2. If one competitor of a team, participating with three competitors in the first or second round, is eliminated or retires, the whole team is eliminated.

8.3. 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.

8.4. 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 not be replaced by another team.

9. Placing and classification

Classification of the teams not taking part in the second round is based on the total penalties of the three best competitors of each team in the first round. Teams with equality of penalties are placed equal.

9.2. Placing of teams after the second round is decided as follows:

9.2.1. 5* Nations Cup

The total penalties of the best three competitors per team in the first round are added to the total penalties of the best three competitors per team in the second round;

9.2.2. 4*, 3*, 2* and 1* Nations Cup

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.

If all four competitors take part in the second round (see paragraph 7.2, last sentence), the placing is decided as for a 5* Nations Cup.

In case of equality of penalties for the first place, there will be a jump-off in which one competitor per team will participate. The Chef d'Equipe determines which member of his team will participate in the jump-off. Any one of the four team members can take part in the jump-off.

The jump-off takes place against the clock over a minimum of six obstacles.

In case of equality of penalties and time after the jump-off, the teams concerned will be placed equal first.

Teams with equality of total penalties for other places are placed equal.

10. Nations Cup at other events

10.1. If a Nations Cup is organised at other events, such as CSIOY, CSIOJ or CSIOP, the rules mentioned above for a 5* Nations Cup apply.

For the measurements of the obstacles and the course those given in the relevant Regulations are applicable.

10.2. However, in case of equality of penalties for the first place, there will be a jump-off in which all team competitors may take part. The jump-off takes place against the clock over a minimum of six obstacles.

10.3. The score in this jump-off is obtained by adding the penalties incurred by the three best competitors in each team, but in the event of further equality of penalties, the times of these three competitors in the jump-off added together will decide the winning team.

10.4. Teams with equality of total penalties for other places are placed equal.

Article 265 OTHER TEAM COMPETITIONS

1. Sponsor Team Competitions

A Sponsor Team competition must consist of three or four riders and be run according to the provisions laid down in the schedule. Sponsor Team competitions may not be arranged at CSIOs or CSI-W events or Championships.

Sponsor Team competitions can be arranged either as separate competitions or within a competition also with an individual classification. Team riders participating in this type of competition must be listed in the starting list for this class only by name and team rather than by name and Nation. (For registration of Sponsored Teams see Annex XI.)

2. Other Team Competitions

Other competitions for teams may be organised, according to the conditions in the schedule. However, they may never be called Nations Cup competition or Commercial Team competition. Sponsor Team competitions cannot use any of the Nations Cup formula. There can be no reference to representation of a Nation.

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 not allowed. 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 no points are given 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 disobedience, a fall or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.

4. The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitors' times are taken into consideration and the competitor with the 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 horse's forefeet touch the ground on landing. If there is an equality of penalties and time, competitors are placed equal.

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. Combination 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 two disobediences and the first fall stop the competitor. In this case, the competitor will be placed last of the competitors who have obtained the same number of points.

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

4. When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.

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

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

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

Article 268 RELAY COMPETITIONS

1. General

1.1. These competitions are for teams of two or three competitors. The team members enter the arena together

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 obstacle and the competitor jumping the last obstacle 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 obstacle, 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 passes 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 (232).

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

1.8. The second disobedience by any team member or a fall by a competitor/horse 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 his team member have reached the ground.

Relay competitions are run as follows:

2. Normal Relays

2.1. In these competitions the first competitor jumps his round and having taken the last obstacle the next competitor starts his round and so on.

2.2. As soon as the horses' forefeet of his team member jumping the last obstacle have reached the ground, the next competitor may jump his first obstacle.

2.3. These competitions are run under Table C.

3. Fault-and-Out Relays

Fault-and-Out Relays take place according to the provisions laid down for the Fault-and-Out Competition under article 266 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 his round or when a competitor commits a fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where disobedience has been committed.

3.1.2. If the last team member has completed his round with no penalty or if he knocks down the last obstacle of the course, his round 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 the competitor must then jump the next obstacle to allow his time to be recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have 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 member 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 fastest 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 his round, he must jump the first obstacle of the course to allow the time to be recorded.

3.2.5. If, during the round a disobedience with a knock down is committed, the 6 seconds time correction is 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 his 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 with an increasing difficulty. Combination obstacles are not 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 point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.

3. This competition may take place either not against the clock with a jump-off or directly against the clock. In 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. Competitors not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time.

5. For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the competitor.

Article 270 TOP SCORE COMPETITION

1. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.

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

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 him to delete the obstacles he wishes.

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

5. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.

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 his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.

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.

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 in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.

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.

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

The competitor who has obtained the highest 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.

12. There are two options for using a Joker:

12.1. An obstacle may be provided as part of the course, duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down,

200 points must be deducted from the total points obtained so far by the competitor.

12.2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the competitor's round. The competitor must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker once. Two-hundred 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).

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 finishing line, only one attempt is allowed.

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 and 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 competitor has not completed his course within 120 seconds after the time of his round has started, he 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 his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start.

He may then jump the obstacle of his choice. In this case 6 seconds for time correction (232) 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 under Table C.

2. The two competitors will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed.

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 his horses, which have qualified in the preliminary qualifying round or the qualifying competition. If a competitor finds that his opponent has withdrawn from any round, the competitor remaining in the competition must complete the round in question alone.

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 penalized by one point. Notwithstanding the above, in the case of a refusal with or without a knock-down the competitor will continue his 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 his 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 which competitor 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 V (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 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% and in any case, even 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	Second round	Jump-off
<u>Table A</u> <u>order</u>	<u>Table A</u>	<u>Starting</u>
3.1 Against the clock	Not against the clock time in the 1 st round	Reverse order of penalties &
3.2 Not against the clock	Not against the clock	Reverse order of penalties in the 1 st round; competitors retain their drawn order in case of equality of penalties
3.3 Against the clock or not against the clock	Against the clock	Reverse order of penalties and possibly time in the 1 st round

4. **Placing**

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

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

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

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 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.

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

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

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

First phase	Second phase	Placing
5.1. Table A Not against the clock	Table A Not against the clock	According to the penalties in the second phase and, if necessary, to the penalties in the first phase.
5.2. Table A Not against the clock	Table A Against the clock	According to the penalties and time in the second Phase and, if necessary, to the penalties in the first phase.
5.3. Table A Against the clock	Table A Against the clock	According to the penalties and time in the second Phase and, if necessary, to the penalties and time in the first phase.
5.4. Table A Not against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties in the first phase.
5.5. Table A Against the clock	Table C	According to the total time (Table C) of the second phase and, if necessary, to the penalties and time in the first 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.

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 according to a recent FEI Ranking list, 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 OC 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, he will not be replaced.

Article 276 COMPETITION WITH WINNING ROUND

1. Competition with two rounds and 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, he will not be replaced.

2. **Competition with one round and winning round** (winning round: riders start with zero penalties)

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, he will not be replaced

3. **Competition with one round and winning round** (winning round: penalties carried forward)

3.1. 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.

3.2. The penalties from the first round will be carried forward to the winning round.

3.3. Both rounds are judged under Table A against the clock.

3.4. 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

3.5. If a competitor qualified for the winning round does not start in this round, he will not be replaced.

Article 277 DERBY

1. A Derby competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump-off if so stipulated in the schedule.

2. It may be judged under Table A or Table C. If judged under table C there is no time allowed just a time limit. The time limit may be increased at

the discretion of the Ground Jury if the length of the course exceeds the **requirements** for establishing the time limit as laid down in article 239.3.

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

Article 278 COMPETITION OVER COMBINATIONS

1. The course must consist of six obstacles; a single obstacle as first obstacle and five combinations. At least one obstacle must be a treble combination

2. The competition may be judged 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 600 metres.

Article 279 EVENTS AND COMPETITIONS WITH BORROWED HORSES

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

In such cases, the following conditions apply.

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

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

3. The draw must take place in front of the Chefs d'Equipe or a representative of each team, the competitors, the President or a Member of the Ground Jury and the President of the Veterinary Commission or the Veterinary Delegate. The horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission 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 the Veterinary Delegate or in case of apparent complete incompatibility between one of the competitors and his horse, as stated by the Ground Jury.

5. The schedule must establish clearly the conditions under which the horses are borrowed and drawn and the competitions are run. If alterations to the conditions under paragraph 1 to 4 are foreseen, they have to be approved by the Secretary General.

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

Chapter XIII Veterinary Inspections and Examinations, Medication Control and Passports of Horses

Article 280 VETERINARY EXAMINATIONS, HORSE INSPECTIONS

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

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 PASSPORTS OF HORSES

1. Every horse entered for any competition at CSNs or CSI 1*/2* event in a foreign country, and all horses entered for CSI3* and CSI-Y/J/Ch/P/V Cat. A. events and upwards, CSIOs, Championships, Regional and Olympic Games, whether at home or in foreign countries, must have an Official valid FEI Passport, or a National Passport approved by the FEI, accompanied by an FEI Recognition Card, as a means of identification and to establish ownership.

2. Horses taking part in CSNs and CSI 1*/2* and CSI-Y/J/Ch/P/V Cat. B events in their own country are not required to have such a passport as is mentioned in paragraph 1. All such horses must be properly registered and identifiable by diagram. Unless there is no national requirement for equine influenza vaccination in the host country and in the country of origin all horses must have a valid vaccination certificate.