

SJ1: Show Jumping

BRC organises several different show jumping competitions for both Junior and Senior riders.

- **Novice Indoor Show Jumping** Junior and Senior for teams of four riders only, there is no individual competition.
- **Novice and Intermediate Junior Outdoor Show Jumping** for teams of four riders and individuals.
- **Novice, Intermediate and Open Senior Outdoor Show Jumping** for teams of four riders and individuals.

Riders jump two rounds. The second round is timed and these times are used to determine minor placings when faults cannot do this. If there is equality for first place after the second round then there will be a jump off against the clock. The best three scores in each round will count for the total score.

SJ1.1: ELIGIBILITY

SJ1.1.1: Horses

See Appendix 2.

A horse/pony may not compete in more than one class over the same course in any one day.

SJ1.1.2: Riders

See Appendix 3.

SJ1.1.3: Horse & Rider Combinations

Senior Novice: Horse and riders that have been placed in the first ten individually in the Novice Outdoor Championships are not eligible to compete in the Novice Outdoor competition in the following year.

Senior Intermediate: Horse and riders that have been placed in the first ten individually in the Intermediate Championships are not eligible to compete in the Intermediate or Novice competitions in the following year.

Senior Open: Horse and riders that have been placed in the first ten individually in the Open Championships are not eligible to compete in the Intermediate or Novice competitions in the following year.

A horse/pony may only compete in one of the Novice, Intermediate or Open competitions in the same competition year.

SJ1.1.4: Downgrading of winnings

For the purposes of the BRC rules, we refer to BS Notional winnings.

Applications for downgrading will be considered on an individual basis. Please download an application form from www.britishridingclubs.org.uk

SJ1.2: NUMBERS TO QUALIFY

See Appendix 10

SJ1.3: DRESS, SADDLERY & TACK

See Appendices 4, 5, 6 and 7

SJ1.4: THE COURSE

The course will consist of a designated number of obstacles (see Appendix 8) that are to BS/SJAI standard or above. A proportion of the fences should be built with fillers (brushes, walls etc). The top pole of any fence should, where possible, be wooden.

The maximum height of any obstacle in Area competitions and at Championships will be as follows, also see Appendix 8.

Junior Novice: First Round maximum height 80cm, maximum spread 85cm, maximum spread of a triple bar 1m; Second Round maximum height 85cm, maximum spread 90cm, maximum spread of a triple bar 1.05m.

Junior Intermediate: First Round the first obstacle must be an ascending spread and the first two fences must not exceed 85cm. The maximum height of other fences must not exceed 95cm, maximum spread 1m, maximum spread of a triple bar 1.3m. Doubles must not be set at maximum height. Second Round maximum height 1m, maximum spread 1.05m, maximum spread of a triple bar 1.35m.

Senior Novice: First Round maximum height 80cm, maximum spread 85cm, maximum spread of a triple bar 1m; Second Round maximum height 85cm, maximum spread 90cm, maximum spread of a triple bar 1.05m.

Senior Intermediate: First Round maximum height 95cm, maximum spread 1m, maximum spread of a triple bar 1.3m, the height of the first two fences must not exceed 85cm. Second Round maximum height 1m, maximum spread 1.05m, maximum spread of a triple bar 1.35m.

Senior Open: First Round maximum height 1.1m, maximum spread 1.15m, maximum spread of a triple bar 1.45, the height of the first two fences must not exceed 1m. Second Round maximum height 1.15m, maximum spread 1.2m, maximum spread of a triple bar 1.5m.

The second round course may be raised and/or altered at the discretion of the judge and the Official Steward.

Judges and course builders are reminded that it is not necessary for fences to be set at maximum height or spread.

Safety cups, to FEI standard, must be used on the back and centre of spread fences.

SJ1.5: WALKING THE COURSE

All competitors may be allowed to walk the course dismounted before the start of the competition. Competitors are allowed to walk the second round or jump-off course only if the track has been substantially altered by the re-siting of fences. If, after walking the course, a rider considers any aspect of the course contravenes the rules then they must make representation to the judge. If the competitor is unable to obtain satisfaction they can then lodge a formal protest in accordance with Rule G14.

SJ1.6 ORDER OF JUMPING

At the Championships the first member of each team will jump first followed by the second member and so on, whole teams will not jump in succession. The same system is recommended at Area qualifiers, but, it may be varied at the discretion of the organiser with the agreement of the Official Steward.

SJ1.7 TIME ALLOWED & TIME LIMIT

The distance of the measured course is divided by the optimum speed for all competitions (325mpm) to assess the time allowed. The time limit is twice the time allowed, exceeding this will incur elimination.

SJ1.8 RESULTS & TIES

SJ1.8.1: Teams

Each team will jump two rounds with the best three scores in each round to count for the team total. If a team member is eliminated in the first round they are permitted to compete in the second round, if two or more team members are eliminated in the first round or one team member from a team of three, then the team is eliminated and cannot continue into the second round. In competitions with individual awards (summer competitions) the team members not eliminated may compete in the second round purely as individuals.

SJ1.8.2: Individuals

Competitor's scores in the team competition will also count as their individual score.

Individuals will jump two rounds, if an individual is eliminated in the first round they are not permitted to compete in the second round.

SJ1.8.3: Ties of Teams

In the event of equality for qualifying places at the end of the second round, there will be a jump-off against the clock over a shortened course which may be raised at the discretion of the judge and the Official Steward. The order in which teams will jump may be drawn. Every member of the tying team will take part in the jump-off irrespective of previous faults or eliminations in the first two rounds. Equality for minor placings will be decided on the aggregate times of the three scoring members of each tying team in the second round.

The placings will be decided by the best three scores in each team and, if equality persists, by the aggregate times of the three scoring competitors in each team.

SJ1.8.4: Ties of Individuals

In the event of equality for qualifying places at the end of the second round, there will be a jump-off against the clock over a shortened course which may be raised at the discretion of the judge and the Official Steward. The order in which riders will jump may be drawn. Team members must jump in the same order as the first two rounds. Equality for minor placings will be decided on the second round times.

The rider with the least faults will be the winner, if equality persists, the jump-off times will be used to decide the winner.

At the Championships there will be two separate jump-offs, for teams and individuals, over different courses with the team jump-off first. The same system is recommended at Area qualifiers, but, it may be varied at the discretion of the organiser and judge with the agreement of the Official Steward.

SJ1.9: AWARDS See Appendix 10.

SJ1.10: GUIDANCE FOR COURSE BUILDERS AND JUDGES

SJ1.10.1: Course Plan

A course plan indicating the course track, time allowed, time limit and jump off course must be displayed in the collecting ring at least 30 minutes before the start of the competition. An identical plan must be provided to the judge(s). A dotted line on the plan indicates an optional track that may be followed or left without penalty. A full line indicates a mandatory

track that must be followed. The start and finish must also be displayed on the course plan.

SJ1.10.2: Start & Finish

The start and finish line must be a minimum of 6m and a maximum of 25m from the first/last fence. The start and finish lines must be defined by two flags or markers.

SJ1.10.3 Measuring The Course

The course must be measured by following the track that would be taken by a careful rider who would not wish to take chances by cutting corners. The jump-off course(s) must be separately measured in the same way.

SJ1.10.4: Checking The Course

It is the responsibility of the judge to check the course before the start of the competition and inspect all fences. Should they consider that any alteration is necessary they should instruct the course builder accordingly.

SJ1.10.5: Representations

If a competitor makes representations about the course they must make them to the judge, who should consult with the course builder and decide if any alteration is necessary. If any alterations are made all competitors must be informed and the course plans amended.

SJ1.10.6: Course Incorrectly Erected

If, once the signal to start is given, a competitor jumps the course as set their score is valid even though one or more fences may have been incorrectly erected.

SJ1.10.7: Re-siting Of Fences

Fences may be re-sited or removed during a competition if, in the opinion of the judge, a deterioration in the going or other special circumstances necessitates such action. Fences, which cannot be re-sited, such as a water jump, ditches or other permanent fences, must be taken out of the course. If removed the scores of all competitors penalised at such fences must be adjusted by cancelling the faults and time penalties incurred. All eliminations will still stand.

SJ1.10.8: Practice Fences

There must be a minimum of two practice fences in the collecting ring, one upright and one spread. All fences must be capable of being knocked down in the normal manner and must not be fixed, jammed or positioned in a manner that prevents them from falling.

One pole may be laid flat on the ground at the ground line or up to 1m from the ground line but parallel to the fence on the take off side. At least one end of a pole or plank must be supported by a standard cup.

Sloping poles are permitted on vertical obstacles and may be placed on the front element only of spreads providing that the top end is not placed higher than the horizontal pole. Unsupported ends of sloping poles must rest at or in front of the ground line. Alternate sloping poles (ie Swedish Oxer, St Andrews Cross) are not allowed.

Practice fences must be flagged in order that they are jumped in one direction only. Red flags on the right, white flags on the left. False ground lines are not allowed. The height and spreads of practice fences must not exceed the maximum dimensions allowed for the competition in progress.

No pole or other articles of any kind are to be held by hand for the horse/pony to jump.

SJ1.10.9: Timing

Automatic timing equipment should be used in all competitions wherever possible. In addition the judge must operate a stopwatch. If electronic timing is not used at least two timekeepers with stopwatches shall be used.

If the judge considers that the course may have been incorrectly measured thus affecting the time allowed they may alter the time allowed. No competitor or other person has the right to demand the re-measurement of the course or alteration of the time allowed.

The clock should be started immediately the competitor crosses the start line in the correct direction and is stopped immediately the competitor crosses the finish line having jumped all fences. The clock should also be stopped and restarted under certain circumstances during the round. The period when the clock is stopped is known as "interrupted time". The competitor's time for the round is the elapsed time from starting to finishing minus interrupted time (if any) plus time penalties (if any).

SJ1.10.10: Entering The Arena

Competitors are only allowed to enter the arena in the following circumstances:

- To walk the course dismounted
- When called to commence their round
- When called to parade before or after a competition for ceremonial, prize giving etc
- Publicity or other special purposes
- To lead another competitor into the arena
- To render authorised assistance
- With special permission of the judge

Infringement of this rule may incur elimination at the discretion of the judge.

Competitors must enter the arena within one minute of being called to commence their round, failure to do so may incur elimination at the discretion of the judge. They must enter mounted and via the designated entrance, again failure to do so may incur elimination at the discretion of the judge. Competitors may be led into the arena by an assistant who may be mounted or on foot, the assistant must leave the arena immediately the competitor is inside.

SJ1.10.11: Ringing The Bell

The arena bell is rung in the following circumstances:

- To instruct competitors walking the course to leave the arena
- To commence a competitor's round
- To stop a competitor after a refusal has disturbed a fence
- To stop a competitor if a fence is blown down or not re-erected in time
- To signal a competitor to re-commence a round
- To eliminate a competitor
- To disqualify a competitor
- To retire a competitor

If a competitor ignores the bell during their round and continues then the judge must decide if to eliminate them or not. If the competitor is not eliminated for ignoring the bell all faults and penalties incurred will be included in their score.

SJ1.10.12: Commencing The Round

Indoor Competitions: The starting line may be crossed and re-crossed while waiting for the starting bell without penalty, but, crossing the start line before the bell and attempting to jump the first fence will incur elimination.

Outdoor Competitions: Crossing the start line before the bell incurs elimination. Crossing the start line in the wrong direction is not penalised providing it is subsequently re-crossed before attempting the first fence in the direction of the course plan.

The round commences when, following the bell, the competitor first crosses the starting line in the direction of the course plan.

Failure to commence the round within 45 seconds of the bell may incur elimination at the discretion of the judge.

SJ1.10.13: Jumping The Wrong Course

Jumping a fence in the wrong order or in the wrong direction as indicated on the course plan will incur elimination.

Jumping a fence which does not form part of the course, whether before starting, after finishing or during a round incurs elimination. The only exception is, in indoor competitions, if after crossing the finish line the competitor jumps an additional fence which is sited within 10m of the finish it is not penalised. The term fence includes passing over the site of a fence which has been knocked down or demolished.

SJ1.10.14: Failing To Jump Within 45 Seconds

Any competitor who fails to jump their next fence on the course within 45 seconds, excluding interrupted time, incurs elimination.

SJ1.10.15: Outside Assistance

Any time after the signal to start has been given any outside assistance to a competitor, whether solicited or not, which in the judge's opinion might improve the competitor's performance, incurs elimination at the judge's discretion.

SJ1.10.16: Stopping Voluntarily

A competitor who decides that they cannot continue their round because the course is obstructed or because a fence is incorrectly erected may stop voluntarily and signal to the judge by pointing clearly with their whip or hand at the obstruction, or fence concerned. The bell will be rung and the obstruction, if any, will be removed and/or the fence will be checked and if necessary re-erected. The competitor will not be penalised unless the judge decides that the course was not obstructed or that the fence was correctly erected, in which case the competitor will be penalised as for a disobedience.

A competitor who is stopped by a judge or who stops voluntarily in accordance with the above must not continue with their round until the bell is rung again. Continuing before the bell and/or continuing from a point nearer to the next fence or the finishing line than the point at which they pulled up incurs elimination. Circling after the bell to continue has rung constitutes disobedience and is penalised accordingly.

SJ1.10.17: Stopping & Restarting The Clock

The clock is stopped when the competitor pulls up and is restarted when the bell is rung to instruct the competitor to continue. When the clock is stopped the normal rules for interrupted time apply. When a competitor stops voluntarily (Rule SJ1.10.16) the judge may deduct up to 6 seconds from a competitor's time to compensate for any delay in stopping the clock.

SJ1.10.18: Restarting The Whole Course

Only in very exceptional circumstances (ie the failure of both automatic timing and stopwatches) will a competitor who has been stopped be allowed or required to start the whole course again. In such circumstances they will start the whole course again, any faults incurred prior to being stopped will be discounted.

A competitor who has completed the course against the clock and who is required to restart because the timing has failed may elect not to do so and in this instance they will be placed immediately below a competitor with whom they would have been placed equal on faults alone.

SJ1.10.19: Finishing The Course

To complete the course, the competitor must cross the finishing line mounted and in the correct direction. Failure to do so incurs elimination. Passing outside the finishing line markers is penalised as a run out (see Rule SJ1.11.7) and the competitor must return to finish correctly if not eliminated for a third disobedience. If the competitor passes outside the finishing line markers and in doing so displaces a flag or marker will incur a 6 second time penalty.

SJ1.10.20: Leaving The Arena

Having completed the course competitors must leave the arena mounted and by the designated exit. Failure to do so incurs elimination, except in cases of injury to horse/pony and/or rider.

A competitor and/or horse/pony that leaves the arena before the completion of the round, including prior to starting, will be eliminated.

SJ1.11: SCORING

SJ1.11.1: Jumping Faults

Jumping faults will be incurred as follows:

Knocking down any part of an obstacle including the wing	4 faults
First disobedience on the whole course	4 faults
Second disobedience on the whole course	8 faults
Third disobedience on the whole course	Elimination
Fall of horse and/or rider	Elimination

SJ1.11.2: Elimination

Elimination is a penalty for infringing specific rules as summarised below, it is not a punishment or sanction and does not necessarily preclude a competitor from being placed or from qualifying for further competitions. Unless otherwise stated in the competition schedule, all eliminated competitors are placed equal in the round or jump-off in which the elimination occurs immediately below competitors who completed the round or jump-off but, above competitors who retired.

An eliminated competitor must leave the arena and take no further part in the competition, unless otherwise stated in the competition schedule. Before leaving the arena after elimination for a refusal or run-out the competitor may take two attempts to jump a fence that they have already jumped, in the correct direction.

SJ1.11.3: Mandatory Elimination:

- Exceeding the time limit
- Third disobedience during the round
- Failure to re-attempt a fence after a run-out
- First fall of horse/pony and/or rider after entering the arena and before completing the course
- Crossing the starting line before the bell
- After being stopped by the judge, or stopping voluntarily, continuing the round before bell and/or from a point nearer the next fence or finish
- Re-attempting a fence, which has been disturbed, before the bell
- Failing to re-attempt a fence following a first or second disobedience
- Failure to re-attempt all fences in an open combination or leaving a closed combination by the wrong route
- Jumping a fence in the wrong order or in the wrong direction
- Jumping a fence that is not part of the course (but see Rule SJ1.10.13)
- Failing to jump a fence within 45 seconds
- Knocking the timing equipment
- Incorrectly leaving the arena
- Failing to cross the finish line mounted
- Failing to leave the arena mounted and by the designated exit, unless injured

SJ1.11.4: Elimination At Judges Discretion

- Unauthorised access to the arena
- Failure to enter the arena mounted and through the designated entrance
- Failure to enter the arena within 60 seconds of being called
- Failure to commence the round within 45 seconds
- Ignoring the bell when required to stop a round
- Receiving outside assistance

SJ1.11.5: Retiring

A competitor who has started their round may retire without completing the course for any of the following reasons:

- Safety
- Fitness of horse/pony or rider
- Failure of saddlery or equipment
- Severity of the fences
- Deterioration of the going
- When they have no chance of winning a prize
- A competitor who decides to retire must signal their intention to the judge by raising their whip or hand.

SJ1.11.6: Knock Downs

A fence is considered to have been knocked down when, through the fault of horse/pony or rider:

- The whole or any part of it is lowered, even if the part that falls does not actually touch the ground
- At least one end no longer rests on a cup
- Any item, including wing or support intended to maintain stability of the fence and forming an integral part of it falls

- The pillars or wings of a wall placed outside the flags (if used) falls

When a fence, or part of the fence, is composed of several elements placed on top of one another in the same vertical plane, the knock down of the top element alone is penalised. A lower element is not deemed to be in the same vertical plane if the centre of the top element, when seen from the side, lies beyond the centre of the lower element in the direction of jumping.

Penalties for a knock down are only incurred in respect of fences which are knocked down as a direct result of being jumped in the correct order and providing the fence has started to fall before the competitor crosses the finish line.

Touches and displacements, in whatever direction, do not count. If the judge is in doubt they should give the benefit of the doubt to the competitor. A competitor cannot be penalised for more than one knock down per attempt no matter how much of the fence is knocked down.

SJ1.11.7: Disobediences

The following are considered as disobediences and are penalised as such:

- A corrected deviation from the course
- A refusal
- A run-out (including jumping the wing)
- A resistance (including a halt)
- A more or less regular circle or group of circles no matter where they occur on the course or for whatever reason (except as defined below)
- Passing outside the flags or markers of the finishing line

The first disobedience incurs 4 faults, the second 8 faults and a third elimination. A refusal with a knockdown anywhere on the course incurs a 4 second time penalty.

Disobediences during interrupted time are not penalised.

The following are NOT considered disobediences:

- Circling after a disobedience or failing to re-position to re-attempt the fence
- Approaching a fence at an angle and/or turning sharply to attempt it without going past it

Refusal

It is a refusal when:

- a horse/pony stops or fails to take off at a fence, whether or not the fence is knocked down or displaced
- a horse/pony, when stopping, slides through a fence and knocks it down

It is not a refusal when:

- a horse/pony stops in front of a fence without knocking it down and immediately does a standing jump over the fence

It is for the judge to decide if a refusal has occurred and if so to ring the bell and stop the clock. If the bell is not rung the competitor must continue having been penalised for a knock down only.

Run-out

It is a run-out when:

- the horse/pony or part of the horse/pony passes to one side of a fence to be jumped and in doing so crosses an extended line of the fence's ground line the horse/pony jumps the wing of the fence, whether or not the wing is knocked down

Following a run-out the rider must return and attempt the fence again, failure to so incurs elimination.

Resistance

It is a resistance when a horse/pony, for whatever reason, ceases to go forward, halts, rears, turns on the spot or steps back, even if this occurs as a result of a deliberate action by the rider (i.e. halting to adjust saddlery). Uninterrupted resistances are penalised as a single disobedience but, if after retaking the track the horse/pony resists again this is then penalised separately.

Circle

It is a circle if the competitor deviates from the planned course and in doing so crosses their previous track.

SJ1.11.8: Falls

A horse/pony is considered to have fallen when the shoulder and quarters on the same side touch the ground or touch a fence and ground simultaneously.

A rider is considered to have fallen when there is separation between them and their horse/pony, which necessitates remounting or vaulting into the saddle.

A fall of horse/pony and/or rider after entering the arena and before completing the course incurs elimination.

SJ1.11.9: Penalties At Single Fences

A refusal with a knockdown anywhere on the course incurs a 6 second time penalty in addition to any faults or elimination incurred.

The bell is rung and the clock stopped immediately, when the fence is re-erected and/or checked the bell is rung again and the clock restarted when the horse is represented at the fence. The competitor must then re-attempt the fence, re-attempting the fence before the bell is rung incurs elimination. Circling after the bell has rung is a further disobedience and is penalised separately. Failing to re-attempt the fence incurs elimination unless the competitor indicates retiring (see Rule SJ1.11.5).

SJ1.11.10: Penalties At Open Combinations

Each fence of an open combination is judged as a single fence, but following a disobedience all fences must be re-attempted in the correct order and faults and time penalties are cumulative over each element at each attempt. Failure to re-attempt all elements incurs elimination.

If there is a disobedience at elements B or C of a combination fence without disturbance but a previous element requires re-erection or checking then the bell will be rung and the clock stopped as per Rule SJ1.10.17

Time penalties in open combinations are as follows:

Error	Time Penalties
Fence A disturbed by disobedience	6 seconds
Fence A knocked down or disturbed followed by a disobedience at B without disturbing it	6 seconds
Fence B disturbed regardless of the state of A.....	6 seconds
Fences A and/or B knocked down or disturbed followed by a disobedience at C	6 seconds
Fence C disturbed regardless of the state of A and B	6 seconds
Similar errors with disobedience between further fences in the combination	6 seconds

SJ1.11.11: Penalties At Closed Combinations

If a closed combination is used then each element of the combination is judged as a single fence (see Rule SJ1.11.9). If, having jumped the first element, the horse/pony and/or rider leave the closed combination by any route other than jumping the remaining elements in the correct order, they will incur elimination.

SJ1.11.12: Water Jumps

If a water jump is included in any course it shall be judged and faulted as laid down in the current edition of the BS Rules and Year Book.

SJ2: Style Jumping

Style Jumping is for both Senior and junior riders. It is open to teams of four riders and to individuals. Riders jump one round and are judged on the style of their riding. Riders must salute the judge when entering the arena, and then canter on both reins until the signal to start is given; during this time, they will be judged for style on the flat. When jumping, the rider is judged on their position on take-off, in the air, on landing and in the following stride at each fence. After the round is complete, the rider must canter until the signal to finish is given; during this time, they will again be judged for style on the flat. Additional marks are awarded for rider effectiveness. A copy of the current style jumping sheet and criteria is at Appendix 19.

SJ2.1: ELIGIBILITY

SJ2.1.1 Horses

Horse or ponies may have up to £175 BS Winnings. Downgrading will be considered on an individual basis. Application forms are available on the BRC Website. Winnings that have previously been downgraded, as per the old rules, will be honoured.

SJ2.1.2 Riders

Riders must not have competed in any **CSI/CSIO** competition which is run **abroad** under FEI rules. Riders must not be an FBHS or have taken their BHSII exams within the last ten years. Any qualifications gained by riders after close of preliminary entries will be disregarded.

SJ2.2: NUMBERS TO QUALIFY

See Appendix 10

SJ2.3: DRESS, SADDLERY & TACK

See Appendices 4, 5, 6 and 7

SJ2.4: THE COURSE

The course will consist of seven obstacles (preferably coloured, to BS/SJAI standard or above), including a stile or narrow fence, plenty of “dog legs” and one double which should be at the end of the course, set up with the spread fence going into the jump and an upright fence going out. The maximum height of any obstacle in Area competitions and at Championships will be 85cm and the maximum spread 90cm. A proportion of the fences should be built with fillers (brushes, walls etc). Also see Appendix 8. Judges and course builders are reminded that it is not necessary for fences to be set at maximum height or spread.

Safety cups, to FEI standard, must be used on the back and centre of spread fences.

The course at Area competitions must not be used for any other classes or competitions prior to the Style Jumping Qualifier.

Other rules relating to the course can be found at Rules SJ1.10.1 to SJ1.10.8

SJ2.5: TIME

The optimum speed for this competition is set at 350mpm. One penalty point will be deducted for every second over the optimum time.

SJ2.6: COMMENCING & FINISHING THE ROUND

SJ2.6.1 Commencing

Having saluted the judges, the competitor must canter until the signal to start is given, the canter must not be exclusively on one rein.

SJ2.6.2 Finishing

After completing the course, the competitor must continue to canter until the signal is given to leave the arena.

SJ2.6.3 Leaving the arena

There is no need to salute before leaving the arena. A competitor/horse leaving the arena before the completion of their round, including prior to starting, will be eliminated.

SJ2.7: JUDGES AND JUDGING

There must be **one judge** at Area Qualifiers and Championships drawn from the current List 1 Panel of BRC Style Judges (see Guidelines for Organisers Handbook) plus a timing judge. ~~There will be two judges at the championships.~~

SJ2.7.1 Judging - Objectives

To encourage riders to adopt a correct jumping position and to ride their horses/ponies with sufficient impulsion to maintain balance and rhythmical pace. They will be expected to adjust the length of their horse's stride so as to be able to jump the whole course without undue shortening or lengthening in front of the fence.

SJ2.8: ORDER OF JUMPING

At the Championships the first member of each team will jump first followed by the second member, whole teams will not jump in succession. The same arrangement is recommended at Area competitions, but this may be varied at the discretion of the organiser with the consent of the Official Steward.

SJ2.9: SCORING

SJ2.9.1 Bonus Marks

Each obstacle will attract a maximum of 10 marks to be given for the riders position, the presentation of the horse to the fence and the correct style of both horse and rider over the fence and when landing.

In addition, the judges may award up to 40 marks for the riders position when riding on the flat. To include up to 10 marks for each of the following:

- assessment of riding of track and effectiveness
- security and effectiveness of the lower leg
- balance and upper body position
- co-ordination and independent rein aids

An additional 20 marks will be awarded for the assessment of the rider before and after jumping the track with changes of rein and pace.

The evaluation of the marks to be the same as Dressage Tests.

The maximum marks available being 140.

SJ2.9.2 Penalties

From the marks described in SJ2.9.1 the following penalties will be deducted:

For every second or part thereof over the optimum time	1 penalty
Knocking down any part of an obstacle including the wing.....	2 penalties
First refusal on the whole course.....	3 penalties
Second refusal on the whole course.....	6 penalties
Third refusal on the whole course.....	Elimination
Fall of horse and/or rider.....	Elimination
Taking the wrong course	Elimination
Failing to salute the judges	Elimination
Commencing the course before the signal	Elimination
Leaving the arena before the second signal	Elimination

Plus 5 penalties are deducted if the horse/pony is wearing a martingale.

Additional rules relating to faults etc can be found in Rules SJ1.10.13 to SJ1.10.17 and SJ1.11

SJ2.10: RESULTS

SJ2.10.1 Teams

The scores of the best three riders will count towards the team total.

SJ2.10.2 Individuals

The competitor with the highest score shall be placed first

SJ2.10.3 Ties of Teams

In the event of equality, the fourth riders score shall count. If there is still equality the total good marks will be taken into account. If further equality the riders effectiveness marks will be taken into account. A team of three riders must be at a disadvantage if equality with a team of four arises.

SJ2.10.4 Ties of Individuals

In the event of equality for individual placings, the competitor with the highest good marks will be placed highest. If there is still equality the competitor with the highest rider's effectiveness marks shall be placed highest.

SJ2.11: AWARDS

See Appendices 10