

Equestrian Australia



**EVENTING
AUSTRALIA**

**ANNEX 15 - EXTRACT FOR JUMPING
OFFICIALS**

NATIONAL EVENTING RULES

EFFECTIVE 01 JANUARY 2010

The National Eventing Rules may also be found on the EA
National Website:

www.equestrian.org.au

29. DRESS

1. Protective Headgear

Wearing an approved helmet is compulsory for anyone riding a horse on the flat or anyone jumping an obstacle at the event. Protective headgear must comply with the European (EN), British (PAS), North American (ASTM), or Australian/New Zealand (AS/NZS) tested standards.

Failure to wear the appropriate headgear while riding on the flat or jumping any obstacle or with an incorrect or unfastened retention harness shall be penalised by elimination, at the discretion of the Ground Jury or Technical Delegate.

2. Whips

Training: A whip no longer than 120cm including lash may be carried when riding on the flat at any time. While jumping any obstacle before the Cross-Country and/or Jumping Test, a whip, if carried, must not be weighted at the end or exceed 75cm in length.

Cross Country and Jumping: If a whip is carried in the Cross Country and/or Jumping Test, it must not be weighted at the end or exceed 75 cm.

3. Spurs

Spurs capable of wounding a horse are forbidden. Spurs must be of smooth metal. If there is a shank it must not be more than 3.5 cm long and must point only towards the rear, rowels are not permitted. The end of a shank must be blunt in to prevent wounding a horse. If the shank is curved, the spurs must be worn only with the shank directed downwards. Metal or plastic spurs with round hard plastic or metal knobs ("Impuls" spur) and "Dummy spurs" with no shank are allowed.

4. Boots

In all Tests, boots (other than as part of regulation service dress) must be black, brown or black with a brown top. They must either be long boots in one piece or a full grain smooth leather leg piece (on at least the exposed side of the gaiter) and leather boot. Chapettes (suede) are not permitted. Juniors may compete in jodhpurs and short boots.

7. Jumping Test

7.1. Civilian - hunting dress or uniform of a riding club, white shirt and tie, white, fawn or cream breeches, boots. Spurs are optional but, if used, must be in accordance with Para. 3 above.

7.2. At Two Star and levels below, athletes, if they wish, may wear a tweed jacket with fawn or beige breeches and black or brown boots.

7.3. Members of armed and police forces, members and employees of military

establishments and national studs - service dress. Spurs are optional; if used they must be in accordance with the Para. 3 above.

7.4. In each case, a protective headgear, in accordance with Para. 1 above, must be worn.

8. Advertising and Publicity on Athletes & horses

While present in the Competition area and during the prize-giving Ceremonies:

The Manufacturer logo can appear:

- 3cm² once per item - therefore ok on any clothing item - breeches, gloves, shirt, helmet for the Dressage, Cross Country and Jumping tests

The Individual sponsor logo may appear:

- 80cm² on each of the two sides of jackets at the height of breast pockets for Dressage & Jumping tests

- 200cm on arm of top garment for Cross country

- For the Jumping and Cross country test, athletes are allowed to bear the logo of their sponsor vertically in the middle of their hard hat. The said logo must not be longer than 25cm or wider than 5 cm.

9. Inspection of Dress

9.1. A Steward can be appointed to inspect whips and spurs before any test. He has the authority to refuse permission for any athlete to start, whose whip or spurs contravene this article. He will immediately report the circumstances to the Ground Jury or Technical Delegate for confirmation.

9.2. An athlete who competes with illegal whip(s) or spurs will be eliminated. An athlete who competes with incorrect items of dress is liable to elimination, at the discretion of the Ground Jury or Technical Delegate.

10. Summer Uniform

In the situation of significantly warm conditions, the Ground Jury or Technical Delegate, in conjunction with the Organising Committee, can decide that Summer Uniform may be worn in Dressage and Jumping. Jackets are not required. Sleeves must cover the shoulders and upper arms.

30. SADDLERY

3. Cross-Country Test & Jumping Test

3.1. The type of saddlery is optional. Gags or "bitless bridles" are allowed as are unrestricted running martingales or Irish martingales.

Reins must be attached to the bit(s) or directly to the bridle. The stirrup iron and stirrup leathers must hang free from the bar of the saddle and outside of the flap.

3.2. The following are forbidden: any form of blinkers, side, running or balancing reins; tongue straps and /or tying down the horse's tongue; any other restrictions, any bit or other item of saddlery likely to wound a horse. Sheepskin (or other material) may not be used as addition on cheek pieces of the bridle.

4. Inspection of Saddlery

4.1. A Steward can be appointed to check the saddlery of each horse before it enters the arena or starts a test.

31. UNFITNESS OF HORSE AND/OR RIDER

If at any time during the competition a horse is lame or unfit to continue, it may be eliminated on the authority of the Technical Delegate or Appeal Committee or any other Technical Delegate or the Chief Cross Country Judge (see also Rule 37).

Athletes are warned that competing with a horse in such a condition can amount to abuse.

Similarly these Officials or the Official Doctor may at any time exclude from the competition any athlete who in their opinion is severely injured or unfit, for instance as a result of a fall.

8. MEDICAL

- A first aid service must be present at all times.
- Emergency vehicles must be able to access all parts of the venue.

Jumping Test

- A Doctor (with an appropriately equipped first aid service) and/or a fully equipped emergency ambulance (or paramedic equivalent) should be present during the jumping test.

The EFA Branch or its representative (i.e. the Technical Delegate) may vary these requirements in exceptional circumstances.

9. VETERINARY

- A Veterinary Surgeon must be present during the jumping and cross-country tests.
- A Veterinary Surgeon must be available on call for the duration of the event.
- The EA Branch or its representative (eg the Technical Delegate) may vary these requirements in exceptional circumstances.
- Should there be no Veterinary Surgeon present, all athletes should be informed before they compete.

ONE DAY EVENTS

JUMPING

56. RULES

The jumping test consists of one round of the course judged under the FEI Eventing Rules, except where modified below. There is no jump-off.

This test is similar to an ordinary show jumping competition, but without any attempt to find a 'winner' of this test on its own. Its main objective is to prove that, the horse and rider are well trained in the specialist discipline of show jumping.

The nature of the course, its length, the speed demanded and the dimensions of the obstacles depend on the degree of difficulty of the whole competition.

SIZE OF ARENA

The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits should be physically closed. Ideally, arenas should be not less than 4,000 sq m and/or less than 50m wide on the short side.

If the arena is less than 5000 square meters, the maximum speed for Three Star events shall be 350 meters/min.

In arenas less than 2300 square metres the maximum speed for any level shall be 325 meters/min.

DRESS & SADDLERY – see rule 29 & 30.

57. COURSE & OBSTACLES

Within the limits shown in Annex 5, Course Designers are free to plan a track suitable to the quality and standard of preparation of the athletes. In exceptional circumstances it is permissible, with the approval of the Technical Delegate to add up to 10% of the maximum permitted distance.

The dimensions of the obstacles shall not exceed the limits shown in Annex 5. The spread of an obstacle may not be more than the dimensions set in Annex 5 – 30 cm wider than the height of the obstacle (i.e. Obstacle height 120 cm, maximum spread 150 cm). A tolerance of 5 cm in height is acceptable, if dictated by the terrain or by the spacing of the cups.

The obstacles should have a balance of vertical and spread obstacles and shall include, two or three doubles or a double and a treble, as set out in Annex 5. Closed combinations are not permitted. A water jump is not permitted, but a water ditch with rails over is allowed. FEI approved safety cups of 25mm are recommended for the back poles of spread obstacles and in the case of a triple bar, to support the centre and back poles of the obstacle. Alternative obstacles are

permitted. These jumps are to be marked on the course plan with the same number and with the word "Alternative".

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

The plan of the course, which must be posted **not less than one hour** before the jumping commences, must show:

- position of starting and finishing lines;
- relative position of obstacles;
- type of obstacles (oxer, vertical, triple bar) and numbers;
- the track to be followed marked by a series of arrows showing the direction in which each obstacle must be jumped;
- alternative obstacles;
- length of the course;
- speed;
- Time allowed and time limit;
- any decisions made by the Technical Delegate with regard to the course.

Before the commencement of each class, a break of 10 minutes minimum should be allowed for athletes to walk the course.

Starting and Finishing Lines

The starting and finishing lines may not be more than 15m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left.

Time of the Round

The time of the round is the time taken by an athlete to complete the round, plus time corrections. After the bell has been rung to signal permission to start, the athlete should cross the starting line within a 45 seconds countdown, after which his time will start. The athlete must not start before the signal has been given. It extends to the moment that the mounted athlete crosses the finishing line having jumped the last obstacle. Both these lines must be crossed in the direction indicated on the plan.

58. PENALTIES

Faults on Course

Knocking down an obstacle	4 penalties
First runout, refusal or unauthorised circle in the whole test	4 penalties
Second runout, refusal or unauthorised circle in the whole test (***/**/*)	Elimination
Second runout, refusal or unauthorised circle in the whole test (PN and below)	8 penalties

Third runout, refusal or unauthorised circle in the whole test (PN and below)	Elimination
First fall of athlete (***/**/*)	Elimination
First fall of athlete (PN and below)	8 penalties
Second fall of athlete (PN and below)	Elimination
First fall of horse	Elimination

Time Faults

- The length of the course and the speed demanded determine the time allowed.
- Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalised by one penalty for each second or part of a second in excess of the time allowed up to the time limit which is twice the time allowed.
- Exceeding the time limit results in elimination.

Time Corrections

Knock-down with Disobedience

1.1 If as a result of a disobedience, an athlete displaces or knocks down an obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt. The athlete will be penalised for a refusal and 6 seconds will be added to the time taken by the athlete to complete his test.

1.2 If an athlete displaces or knocks down one of the elements of a combination and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of 6 seconds must be applied.

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

If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of the obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt or the flag replaced. The competitor will be penalised for a refusal and six seconds will be added to the time taken by the competitor to complete his test.

If a competitor displaces or knocks down one of the elements of a combination or a flag defining the limits of an element and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of six seconds must be applied.

Knock- down & Fall (PreNovice and below only)

If there is a knock- down and a fall of rider together with a disobedience, the bell is rung immediately. However, the clock must be stopped only when the

athlete has remounted and only if the obstacle has not been rebuilt in time for the athlete to continue his test. The athlete will be penalised for a disobedience and a fall, and six seconds will be added to the time of the rider.

If, when jumping a single obstacle or the last part of a combination, there is a knock-down and a fall of rider, the clock must not be stopped and the judge must not ring the bell. The athlete will be penalised for the fall and for knocking down the obstacle.

If, when jumping any element of a combination except the last, there is a knock-down and a fall, the bell is rung immediately. The clock must be stopped only when the athlete has remounted and only if the obstacle has not been rebuilt in time for the athlete to continue his test. The athlete will be penalised for the fall and knocking down the obstacle.

If, at the second or third element of a combination, the refusal or run- out is the consequence of a fall with or without a knock-down and/ or a displacement of obstacle and/ or flag, no penalty is incurred for the disobedience. The six seconds of time corrections are not added to his time. The athlete will be penalised only for his fall.

Reasons for Elimination - Jumping

Statutory elimination by the Showjumping Judge:

- jumping or attempting to jump an obstacle in the arena before the start of the test;
- starting before the signal is given and jumping the first obstacle of the course;
- a horse resisting for 45 consecutive seconds during the test (Resistance includes:
 - taking more than 45 seconds to jump a single obstacle or the first part of a combination and resistance continuously for 45 seconds during the test).
 - omitting to cross the starting line and/or finishing line between the flags;
 - jumping an obstacle that does not form part of the course during the test;
 - omitting to jump an obstacle of the course;
 - jumping an obstacle in the wrong order;
 - jumping an obstacle in the wrong direction;
 - jumping or attempting to jump an obstacle after an interruption without waiting for the bell;
 - not jumping all the fences in a combination again after a disobedience;
 - not crossing the finishing line mounted before leaving the arena;
 - a loose horse leaving the arena before the end of the Test, including before starting, provided the arena is correctly closed in accordance with the rules;

- accepting, while mounted, any object whatsoever during the test, except headgear and/or spectacles;
- error of course not rectified;
- competing with improper saddlery, or with a whip exceeding 75 cm;
- exceeding the time limit;
- second runout or refusal (***/**/* events);
- third runout or refusal (Pre Novice and below events);
- failure to re-attempt an obstacle after a run-out or refusal;
- first fall of rider (One Star and above)
- second fall of rider (PreNovice and below)
- first fall of horse

Discretionary elimination by the Showjumping Judge:

- not entering the arena when the athlete's number is called;
- entering the arena unmounted or leaving the arena unmounted;
- all unauthorised assistance;
- not stopping when the bell is rung during the test;
- jumping or attempting to jump an obstacle without headgear or with an unfastened retention harness.

Jumping Table	Intro	Prelim	PN	CNC*	CNC**	CNC***
Length	300 - 450 m	300 - 450 m	300 - 450 m	Max 600 m	Max 600 m	Max 600 m
Speed	300 mpm	325 mpm	325 mpm	350 mpm ϕ	350 mpm ϕ	375 mpm ϕ
No Obstacles/Max Efforts	9/10	9/10	9/10	10-11/13	10-11/14	11-12/15
Maximum Height	0.80 m	0.95 m	1.05 m	1.15 m	1.20 m	1.25 m
Spreads						
-Highest point	0.80 m	1.00 m	1.20 m	1.35 m	1.40 m	1.45 m
-Base or Triple Bar	1.20 m	1.50 m	1.80 m	1.55 m	1.60 m	1.65 m
Open Water	not allowed	not allowed	not allowed	not allowed	not allowed	not allowed
Combinations	Double	Double	Double	2 Doubles or 1 Double & 1 Treble	2 Doubles or 1 Double & 1 Treble	1 Double & 1 Treble

ϕ Size of the Arena (see Art 536 above) - If the arena is less than 5000 square meters, the maximum speed for Three Star events shall be 350 meters/min. In arenas less than 2300 square meters the maximum speed for any level shall be 325 metres/min

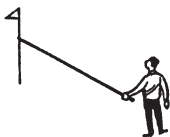
National Eventing Rules

ANNEX 4 - PROHIBITED PRACTICE SHOWJUMPING FENCES

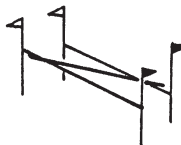
Captions for Figure 6

1. Held by hand.
2. Neither end of cross pole supported by standard cup or fitting.
3. Top end of sloping pole higher than horizontal pole.
4. Pole on ground forming false ground line.
5. Front element higher than rear element.
6. Neither end of sloping poles supported by standard cup or fitting.
7. Top end of sloping poles higher than horizontal pole and not supported by standard cup or fitting.
8. Alternate sloping poles (eg St Andrews Cross).

ANNEX 4 - PROHIBITED PRACTICE SHOWJUMPING FENCES



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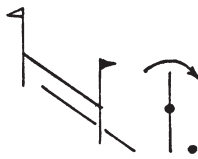
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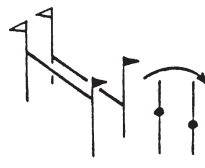
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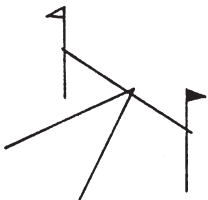
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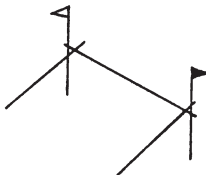
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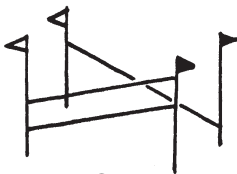
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