

## **ACKNOWLEDGEMENTS**

*The majority of the material for this manual was sourced from the PCAWA Show Jumping manual. We wish to thank PCAWA for the use of their material.*

*Material was also obtained from the EA National Jumping rules.*

## **Introduction**

This manual is not a rule book. It is designed to complement the current PCASA rule book and is a support document for event organizers, parents and coaches.

The rules for Show Jumping in PCASA are based on the current Equestrian Australia rules and can be downloaded from the EA National web site. [www.equestrian.org.au](http://www.equestrian.org.au)  
EA Rules and Regs>Jumping

This manual is aimed to help Pony Club members compete confidently in competitions, knowing what is required of them and to help clubs organize successful, varied programs.

***THE OLD SYSTEM USING 'A' OR 'AM' NUMBERS (FOR EXAMPLE AM5 OR AM7) IS NO LONGER IN USE AND SHOULD NOT BE REFERRED TO. ARTICLE NUMBERS SHOULD BE USED AND REFERRED TO ON ALL PROGRAMS.***

***In this manual the old system is referred to in brackets as reference only.***

## **MEMBERSHIP/INSURANCE**

**GRADED COMPETITIONS** - ALL RIDERS ARE REQUIRED TO BE MEMBERS OF PCASA AND PRESENT A GRADED PERFORMANCE CARD TO THE EVENT SECRETARY.

**NON-GRADED OPEN COMPETITIONS (HEIGHT CLASSES)** – NON PCASA RIDERS MAY COMPETE IF THEY COMPLETE A 'DAY ATTENDANCE' FORM AND PAY THE APPROPRIATE FEE.

## **GRADING**

A combination may compete one grade higher than what is stated on their card, but if they place at a higher grade, they are awarded the points relevant to the higher grade. E Grade combinations may try D Grade but if they are placed they are graded D Grade with 6 points. The only time this does not apply is if a combination competes at a higher grade at the State Championships and they will be permanently graded at the higher grade with the appropriate starting number of points. **No combination will be allowed to compete at a lower grade.**

Event organizers should plan their competitions carefully considering an E Grade combination may start at 45cm and end up at 85cm if they compete in D Grade as well. It is suggested that height classes are alternated with Graded classes and combinations limited to entering three consecutive classes. Event organizers may **wish to separate or combine Pony Club and Adult members** or limit Adult members to the height classes. See Page 4 for an example of a program.

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## TYPES OF COMPETITION

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

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

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

### 'TABLE A' COMPETITION (Article No 236-238)

#### FAULTS AND TIME PENALTIES

- 1st Disobedience 4 penalties
- 2nd Disobedience 8 penalties
- 3rd Disobedience Elimination

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

- Fence knocked down 4 faults
- One or more feet in the water 4 faults  
(Landing on the marking tape is penalised as for in the water.)
- Fall of horse or rider or both Elimination
- Knocking down an obstacle as a result of a disobedience 4 penalties plus 6 seconds added to rider's time taken
- Exceeding the 'Time Allowed' 1 **(one) fault** for every **4 (four) seconds** commenced.
- Exceeding the 'Time Allowed' in all **jump-offs against the clock** 1 (one) fault for every one (1) second commenced .
- Exceeding the Time Limit Elimination

#### EXAMPLE

Length course	310 m
Speed	320 mpm
Time Allowed	58 seconds (Refer to chart page 19)
Time Limit	116 seconds

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

One refusal	4 penalty points
Rails	12 penalty points = (3 rails @ 4 penalty points per rail)
Time penalty	2 penalty points = 4.34 secs (rounded up to 5 secs) over the time allowed @ 1 penalty point for every 4 seconds commenced
TOTAL	<u>18</u> penalty points = Score for the competition.

#### JUMP OFF ROUNDS

It is a general rule that if there is an equality of faults of first place and they are not clear then the jump off is **not** raised.

For example if there are no clear rounds and 5 riders all have 4 penalties , the 5 riders will jump off for first place but the course is not raised.

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## **1. COMPETITIONS NOT AGAINST THE CLOCK**

**238.1.1 (A1)** Competition not against the clock but with time allowed. The competitors with equality of penalties share the prizes. Depending on the conditions of the competition, there may be one or two jump offs not against the clock for those with equality of penalties for first place (except 6 Bar See Page 8).

**238.1.2 (AM3)** One round not against the clock. Competitors with equal faults for first place jump off, against the clock. Other riders are placed according to their penalties in the first round.

**238.1.3 (AM4)** A competition not against the clock. Competitors with equal penalties for first place jump off, not against the clock and in the event of further equality of penalties for first place there is second jump off against the clock. Other riders are placed according to their penalties in the first jump off and if necessary in the first round.

## **2. COMPETITIONS AGAINST THE CLOCK**

**238.2.1 (A2)** Competition against the clock. Competitors with equality of penalties for any place are placed in accordance with time taken to complete the round. In the event of equality of penalties and time for first place, a jump-off against the clock may take place.

**238.2.2 (AM5)** 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 athletes are placed according to their penalties and time in the first round.

**238.2.3 (AM6)** A competition against the clock the same as 238.2.2 (AM5) however if after the first jump off there is an equality of penalties for first place there is a second jump off against the clock.

**245.3 (AM7)** In this competition, a competitor with a clear round rides the jump-off course, against the clock, before leaving the arena. The competitor has **45 seconds** only to go through the starting flags after the Judge sounds the bell for the jump-off. The 245.3 (AM7) jump-off may include two (2) new obstacles in the course.

## **TABLE C COMPETITIONS**

**Article 239** Faults under Table C are penalised in seconds which are added to the time taken by the athletes to complete the round.

- Obstacle knocked down while jumping or one or more feet in the water = 4 seconds (3 seconds for a two-phase competitions, knock-out competitions or for any jump off under Table C)
- First disobedience (refusal) = 0 faults
- First disobedience, with a knock down and/or displacing of an obstacle (rebuild) = time correction of 6 seconds
- Second disobedience (refusal) = 0 faults
- Third disobedience = Elimination
- Fall of horse or rider = Elimination
- There is no time allowed under Table C only a time limit of
  - 3 minutes if the length of the course is more than 600m
  - 2 minutes if the length of the course is less than 600m
  - Exceeding the time limit = Elimination

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## EXAMPLE

Length course	310 m
Speed	320 mpm
Time Allowed	No time allowed (Table C Competition)
Time Limit	120 seconds

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

One refusal	No Penalty
Rails	12 seconds (3 rails @ 4 seconds per rail)
Time penalty	None (under the time limit)
TOTAL	<u>74.34 sec</u> Score for the competition.

**PLEASE NOTE:**  
**IN TAKE YOUR OWN LINE AND TOP SCORE COMPETITIONS**  
**REFUSALS DO NOT COUNT**  
(THE COMPETITOR MAY SAY THEY HAD CHANGED THEIR MIND).

## Suggested Program

### **COMPETITION RING – 9 am start (walk course at 8.30)**

**Grades E to A** – Pony club members/associates under 26 years of age, on qualified mounts.

**Open** – Pony club members/associates (mount need not be qualified), and Adult PC members and non PCASA members who have completed a "Day Attendance" form.

**Pony Club** riders may compete in a maximum of **three** consecutive classes. **Adult** riders may only compete in **three** consecutive Open classes.

*NB: Pony Club riders cannot compete at a lower grade than that what is stated on their performance card, and only up to one grade higher, but MAY enter the Open class at the height 10cm below their grading.*

*e.g. Graded D, can enter Open 55cm, D Grade and open 75cm, OR D Grade, open 75cm, and C Grade.*

Entry fee \$5 per class. Enter on the day. Entries for each class close once that class has commenced. Ribbons to 6th place.

### **Classes:**

- 1) E Grade - Max height 45cm. Modified Article 245.3 (AM7) Jump off round closest to optimum time.
- 2) Open 55cm. Modified Article 245.3 (AM7) Jump off round closest to optimum time.
- 3) D Grade - Max height 65cm - Article 245.3 (AM7)
- 4) Open 75cm - Article 245.3 (AM7)
- 5) C Grade - Max height 1<sup>st</sup> round 85cm - Article 238 1.2 (AM3)
- 6) Open 95cm - Article 238 1.2 (AM3)
- 7) B Grade - Max height 1<sup>st</sup> round 100cm - Article 238 1.2 (AM3)
- 8) Open 105- 110cm - Article 238 1.2 (AM3)
- 9) A Grade - Max height 1<sup>st</sup> round 115cm - Article 238 1.2 (AM3)

**Modified Article 245.3 (AM7)** : All clear rounds continue straight onto a jump-off after the bell is rung. Placings determined by closest to Optimum Time (above or below) in the jump-off with the least faults.

**Article 245.3 (AM7)** : All clear rounds continue straight onto jump-off after bell is rung. Placings determined by least faults in jump-off in fastest time.

**Article 238.1.2 (AM3)** : All clear rounds to jump-off at completion of class. Placings determined by least faults in jump-off in fastest time.

**SHOW JUMPING AT THE PONY CLUB STATE CHAMPIONSHIPS**

Zone Final competitions should be run under the following rules in order to prepare riders for the State Championship competition.

**TEAMS COMPETITONS**

The **Sunsmart Cup (A Grade)**, **Hygain Cup (B Grade)** and **Highlander Cup (C Grade)** held at the State Championships, are two round competitions with a jump off if necessary. They are all Teams competitions only with the exception of the **Sunsmart Cup (A Grade)** which is also an individual competition.

**Article No 273.2.1** is used for these competitions. **All** competitors jump the first round. **All non-eliminated** competitors jump the second round. The two scores for each rider are added together (ie. penalties are added together and the lowest is placed first). The best three scores (3 lowest penalties) in the team are added together to give the team score (penalty).

If there is equality of teams for first place after the two rounds, a third and final round against the clock is completed. All non-eliminated riders from the equally placed teams may compete in the third round. The winning team is the fastest three riders with the least amount of penalties.

Zone teams must consist of at least three different riders. If the zone does not have a fourth rider, one rider may ride a second horse.

**INDIVIDUAL COMPETITIONS**

The **A Grade** competition is also held as an individual competition in conjunction with the Teams competition. Teams will jump off as above however in the event that there is an equality of scores for 1<sup>st</sup> place (any penalty, not just 0) in the individual competition, these riders will also jump off against the clock if they are not part of a Team that is in the jump off. The scores of riders who are in the team jump off count towards their individual placing.

If, for example, in the individual A Grade competition there is 1 clear and 4 competitors on 4 faults after the second round. There is NO jump off for the individual placings. 1<sup>st</sup> place is the rider on 0 penalties, minor placings are determined by the time in the **2<sup>nd</sup> round**.

See Page 21 for maximum heights for first, second and final rounds. When the course for the second round is different from that of the first, competitors may inspect the course before the second round. The speed for both rounds must be the same.

As with all Show Jumping competitions, course maps with time allowed and the time limit must be displayed 30 minutes prior to the commencement of the competition.

**SHOW JUMPING FOR HORSE AND RIDER AND JUNIOR HORSE AND RIDER OF THE YEAR**

The show jumping for the Horse and Rider and Junior Horse and Rider of the Year is held over two rounds. See table below for heights and speeds.

The first round is closest to optimum time (both below and above up to the Time Limit) based on the speed below. Riders exceeding the Time Limit will be eliminated. Riders are placed according to how close they are to the optimum time with the least penalties

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and allocated points accordingly.

The second round will be over the same course (not heightened) and the fastest time with the least penalties is the winner. Points are allocated from first to last. Points from the two rounds are added together to determine the overall placings for phase.

Class	Height	Optimum Time Speed	Time Limit
Pony Club Horse & Rider of the Year	1m	350mpm	Double Optimum Time
Junior Pony Club Horse & Rider of the Year	.80m	330mpm	

Course maps with Optimum Time speed and the Time Limit must be displayed 30 minutes prior to the commencement of the competition.

## **STATE GYMKHANA**

The **Pharaoh Cup (A Grade)**, **Pridam Shield (B Grade)** and **Heine Cup (C Grade)** are **Club** Team competitions held at the **State Gymkhana** and are not a championship event. An individual A, B or C Grade competition may be run concurrently.

**Composite Teams for A, B and C Grade competitions.** Any riders who have not fitted into a club team as stated above are eligible to be placed into a composite team. Where a club cannot field a team riders must indicate on their entry form whether or not they wish to be placed in a composite team. Composite teams will be drawn by the organizers and posted at least 30 minutes prior to the start of the competition. This competition will be run separately from the club team's competition and riders are not eligible to win the Pharaoh Cup, Pridam Shield or Heine Cups.

## **TEAMS COMPETITION**

**Article No 273.2.1** is used for these competitions. **All** competitors jump the first round. **All non-eliminated** competitors jump the second round. The two scores for each rider are added together (ie. penalties are added together and the lowest is placed first). The best three scores (3 lowest penalties) in the team are added together to give the team score (penalty).

If there is equality of teams for first place after the two rounds, a third and final round against the clock is completed. All non-eliminated riders from the equally placed teams may compete in the third round. The winning team is the fastest three riders with the least amount of penalties.

## **A, B & C GRADE INDIVIDUAL COMPETITION**

A competition over two rounds where all the non eliminated riders jump in the second round. In the event that that there is an equality of **scores** for 1<sup>st</sup> place (any penalty, not just 0) in the individual competition, these riders will also jump off against the clock if they are not part of a Team that is in the jump off. The scores of riders who are in the team jump off count towards their individual placing.

If, for example, in the individual competition there is 1 clear and 4 competitors on 4 faults after the second round. There is NO jump off for the individual placings. 1<sup>st</sup> place is the rider on 0 penalties, minor placings are determined by the time in the **2<sup>nd</sup> round**.

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See Page 21 for maximum heights for first, second and final rounds. When the course for the second round is different from that of the first, competitors may inspect the course before the second round. The speed for both rounds must be the same.

Club teams must consist of at least three different riders. If the club does not have a fourth rider, one rider may ride a second horse.

As with all Show Jumping competitions, course maps with time allowed and the time limit must be displayed 30 minutes prior to the commencement of the competition.

## **D & E GRADE INDIVIDUAL COMPETITIONS HELD AT THE STATE GYMKHANA**

Both the D & E Grade competitions are held as a modified **Article 245.3 (AM7)** or a modified **Article 238.1.2 (AM3)** depending on the time available and the number of competitors. If time is limited and numbers are high it is suggested that **Article 245.3 (AM7)** is used.

**Article 245.3 (AM7).** The competitor with a clear round rides the jump-off course before leaving the arena. In this modified version the rider with the time closest to optimum time above or below is the winner. The competitor has **45 seconds** only to go through the starting flags after the Judge sounds the bell for the jump-off. The 245.3 (AM7) jump off may include two (2) new obstacles in the course.

**Article 238.1.2 (AM3)** All competitors with clear rounds return to ride a heightened jump off course. In this modified version the rider with the time closest to the optimum time above or below is the winner.

If there is a tie for first place with all tied riders on penalties (other than 0) then the course is not heightened.

As in all show jumping competitions a course plan with the appropriate details and times **MUST** be posted prior to the commencement of the class.

**OTHER COMPETITIONS**

**OPTIMUM TIME COMPETITIONS**

'Nearest to optimum time above and below' classes are run for the show jumping phase of the Pony Club Horse & Rider of the Year and Junior Pony Club Horse & Rider of the Year and certain C, D & E Grade competitions. The rider closest to the 'Optimum Time' either above or below is the winner of the competition. The 'Time Limit' is double the 'Optimum Time' and any riders taking longer than the 'Time Limit' to complete the course are eliminated. As with any other show jumping competition Course Builders are required to post the course plan prior to the commencement of the competition and provide the riders with Optimum Time and the Time Limit.

**Speeds for Optimum Time Competitions**

Grade	Optimum Time (m/min)	Time Limit (m/min)
PC Horse & Rider of the Year	350	Double Optimum Time
Junior PC Horse & Rider of the Year	330	
C	350	
D	330	
E	320	

D & E Grade competitions at the State Championships Gymkhana are quite often run as a modified Article **245.3 (AM7)**. The competitor with a clear round rides the jump-off course before leaving the arena. In this modified version the rider with the time closest to 'Optimum Time' above or below is the winner. The competitor has **45 seconds** only to go through the starting flags after the Judge sounds the bell for the jump-off. The 245.3 (AM7) jump-off may include two (2) new obstacles in the course. As in all show jumping competitions a course plan with the appropriate details and times **MUST** be posted prior to the commencement of the class.

**TOP SCORE (Article No 270)**

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

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

**SIX BAR (Article No 262.3)**

The course consists of six identical upright obstacles composed of rails in a straight line 11 metres apart. All obstacles may be the same height or at progressive heights; some of the obstacles are raised after each round. If a competitor incurs a refusal or run-out they must restart at the obstacle where the fault occurred. If there are



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competitors with equal faults after the third jump-off (4th round) and there is no clear winner, the judge (Jury) may stop the competition. After the fourth jump-off (5th round) the competition **must** stop. The competitors with equal penalties are placed equal first. There is no 'time' for this event.

## **FAULT AND OUT (Article No 266)**

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

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

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

2 points are scored for each obstacle jumped

1 point is scored for each obstacle knocked down

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

## **HIT AND HURRY (Article No 267)**

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

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

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

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

A speed competition.

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

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

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

If an obstacle is knocked down, either by a horse refusing and sliding into the obstacle

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or a horse knocking down the rails whilst jumping, the second rider commences the course by jumping the next obstacle. The rider does not wait for the obstacle to be re-built.

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

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

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

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

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

### **KNOCK OUT COMPETITION (Article No 272)**

This competition takes place by pairs of riders against each other. It is run under Table C conditions. Two courses are built either identical or mirror image. The winners of each round progress to the next round etc.

If one rider enters the other rider's course and as a result interferes with the other rider the rider responsible for the interference will be eliminated.

### **COMPETITION OVER TWO ROUNDS (Article 273)**

1. This competition comprises of two rounds on either identical or different courses. Course may be altered in height or in track for the second round.
2. All riders take part in the first round and then the following go forward to the second round.
  - 2.1 either all riders
  - 2.2 or a limited number of riders (a minimum of 25%). All clear rounds and faults at the discretion of the judge.
3. All equality of penalties will enter into a jump off that may be raised.

See EA rules for full definition of competition.

## **OFFICIALS**

The following officials are necessary for all Jumping competitions:

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

The judge's equipment

- Score sheets
- Stop watches (at least two)
- Calculator
- Pencil / Pen
- Note Pad
- Whistle / Bell

## **JUDGE/S**

One or more Judges forming a Ground Jury controls every jumping competition. **Before the competition starts the Judge will: -**

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

## **RULES**

### **Entering and leaving the arena.**

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

### **Starting signal**

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

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

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

The definition of a 'Knock Down' is when the height or the width of an obstacle is reduced in any way. An obstacle will be considered to have been knocked down, if any portion, including any wing boundary flag is dislodged from its support. Even when the falling

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part is arrested in its fall or when one of its ends only is dislodged.

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

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

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

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

*Where all the parts of an obstacle are in the same vertical plane the dislodgment of the top part will be penalised.*

## ***DISOBEDIENCES (Article No 221)***

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

### **1. Rectified error or deviation of the course**

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

### **2. Refusal (Article No 233)**

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

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

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

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

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

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## 3. Run-out. (Article No 220)

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

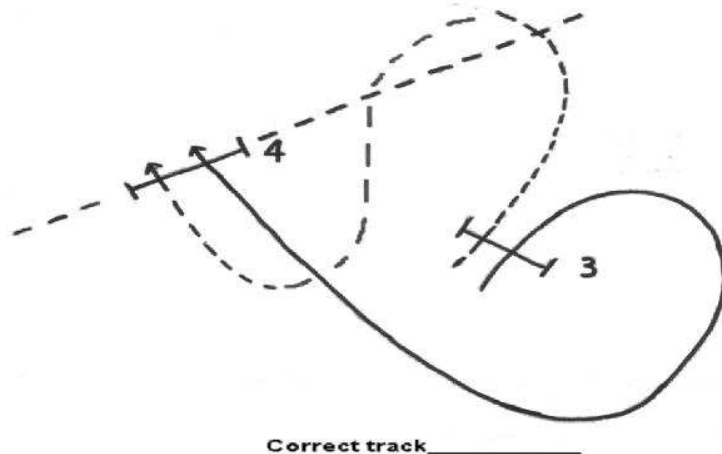
## 4. Resistance. (Article No 233)

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

5. **Knocking down a flag** that marks a compulsory turning point is not penalised.

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

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



Correct track \_\_\_\_\_

## FALLS (Article No 224)

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

### 1. Fall of rider.

A rider is considered to have fallen when he/she is separated from his/her horse, which has not fallen. Once a rider has fallen from their horse they must not remount but leave the arena on foot. When a rider uses external support or outside assistance to prevent a fall this is also considered a fall and the rider is eliminated.

### 2. Fall of horse.

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

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## **ELIMINATIONS**

Unless otherwise specified in the Rules, or in the conditions for the competitions, Elimination means that the athlete, horse(s) and/or a combination of both in question may not continue in the current competition.

1. The athlete has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This however does not apply to elimination resulting from a fall.
2. The following paragraphs lay down the reasons for which athletes are eliminated in all jumping competitions; The Ground Jury **must** enforce elimination under the following circumstances:
  - 3.1. Jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury.
  - 3.2. Starting before the signal is given and jumping the first obstacle of the course
  - 3.3. Taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the athlete.
  - 3.4. A horse resisting for 45 consecutive seconds during the round.
  - 3.5. Taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line.
  - 3.6. Jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction.
  - 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.
  - 3.9. Omitting to jump an obstacle of the course 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.
  - 3.11. Jumping an obstacle in the wrong direction.
  - 3.12. Exceeding the time limit.
  - 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.
  - 3.15. Not jumping all the elements of a combination again after a refusal or run-

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out. Except in the case of the closed part of a combination.

- 3.16. Not taking each element of a combination separately and consecutively.
- 3.17. Not crossing the finishing line between the flags mounted the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena.
- 3.18. Athlete 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.
- 3.22. An accident to an athlete or to a horse which prevents him from completing the competition.
- 3.23. Not leaving a closed combination in the right direction or displacing a closed combination.
- 3.24. Third disobedience during the course of a round.
- 3.25. Fall of athlete or horse during the round.
- 3.26. If the Ground Jury feels that for any reason horse or athlete 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 athlete'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 any competition without informing the Organizing Committee in advance;
- 4.5. Not stopping when the bell is rung during the round.

## **DISQUALIFICATIONS**

1. Disqualification means that the athlete, the horse and/or a combination of both may take no further part in a competition or in any other competition of the event.

**2. The Ground Jury may disqualify an athlete, the Horse and/or the combination of both from a Competition and/or any other Competition of the Event in the following cases:**

## ***PCASA SHOWJUMPING MANUAL***

- 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.
- 2.3. Jumping or attempting to jump the practice obstacle in the arena more times than authorized.
- 2.4. Jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition.
- 2.5. Retiring, before a jump-off, without permission of the Ground Jury or without valid reason;
- 2.6. Exercising horses during the course of an event over obstacles different from those provided by the Organising Committee.
- 2.7. Jumping in the wrong direction the obstacles in the exercise and schooling areas and the practice obstacle, if any, in the arena.
- 2.8. 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);
- 2.9. All cases laid down in the Veterinary Regulations.
- 2.10. Horses bleeding on the flank(s), in the mouth or nose or marks indicating excessive use of spurs or of the whip anywhere on the horse (In minor cases of blood in the mouth, such as where a horse appears to have bitten its tongue or lip – Officials may authorize the rinsing or wiping of the mouth and allow the rider to continue – any further evidence of blood in the mouth will result in disqualification.)
- 2.11. All riders who are not members of PCASA or do not hold Day Attendance
- 2.12. Riding a horse in the arena in a manner considered dangerous to the Horse or Rider (including excessive speed)

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

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

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



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## COMMON SHOW JUMPING TERMS

### RELATED FENCES

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

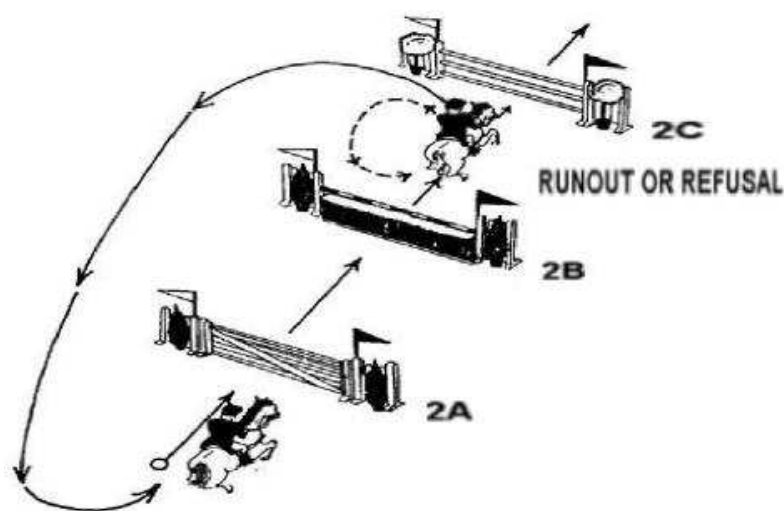
Obstacles on a **curve**, which are no more than six (6) non-jumping strides apart, individually numbered, are said to be **indirectly related**.

### FLAGS

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

### FAULTS AT COMBINATIONS (Article No 240)

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



—————→ CORRECT

-----→ INCORRECT

### SPEED

For the recommended speeds for pony club competitions refer to the tables below.

### TIME ALLOWED (Article No 229)

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

### TIME LIMIT (Article No 229)

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

## CALCULATION OF TIME ALLOWED

Time allowed can be calculated by using the equation:

$$\frac{\text{Distance (in metres)}}{\text{Speed (mpm)}} \times 60 \text{ (seconds)} = \text{time allowed (in seconds)}$$

Speed (mpm)

Or by using the following tables.

## OPTIMUM TIME CLASSES

Where "nearest to the optimum time above or below" classes are run the following speeds are recommended:

E Grade = 320mpm

D Grade = 330mpm

C Grade = 350mpm

### CALCULATION OF TIME ALLOWED

SPEED 275 METRES PER MINUTE

For Example Length of Course 350m Time Allowed 76 Seconds

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	22	24	26	28	30	32	35	37	39	41	Hundreds
2	44	46	48	50	52	54	57	59	61	63	
3	65	67	69	71	73	<b>76</b>	78	80	82	85	
4	87	89	92	94	96	98	100	102	104	107	
5	109	111	113	116	118	120	122	124	127	129	

### CALCULATION OF TIME ALLOWED

SPEED: 300 METRES PER MINUTE

For Example Length of Course 320m Time Allowed 64 Seconds

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	20	22	24	26	28	30	32	34	36	38	Hundreds
2	40	42	44	46	48	50	52	54	56	58	
3	60	62	<b>64</b>	66	68	70	72	74	76	78	
4	80	82	84	86	88	90	92	94	96	98	
5	100	102	104	106	108	110	112	114	116	118	

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SPEED: 320 METRES PER MINUTE

For Example Length of Course 380m Time Allowed 57 Second

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	19	21	23	24	26	28	30	32	34	36	Hundreds
2	38	40	42	43	45	46	48	50	52	54	
3	56	58	60	62	64	66	68	69	<b>71</b>	73	
4	75	77	79	81	83	84	86	88	90	92	
5	94	96	98	99	101	103	105	107	109	111	

CALCULATION OF TIME ALLOWED

SPEED: 330 METRES PER MINUTE

For Example Length of Course 380m Time Allowed 57 Second

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	18	20	22	23	25	27	29	31	33	35	Hundreds
2	36	38	40	42	44	45	47	49	51	53	
3	55	57	59	60	62	64	65	67	<b>69</b>	71	
4	73	75	76	78	80	82	84	85	87	89	
5	91	93	95	96	98	100	102	104	105	107	

CALCULATION OF TIME ALLOWED

SPEED: 350 METRES PER MINUTE

For Example Length of Course 410m Time Allowed 71 seconds

M	00	10	20	30	40	50	60	70	80	90	Tens. Units
1	18	19	21	23	24	26	28	30	31	33	Hundreds
2	35	36	38	40	42	43	45	47	48	50	
3	52	54	55	57	59	60	62	64	66	67	
4	69	<b>71</b>	72	74	76	78	79	81	82	84	
5	86	88	90	91	93	95	96	98	100	102	
6	103	105	107	108	110	112	114	115	117	119	
7	120	122	124	126	127	129	131	132	134	136	
8	138	139	141	143	144	146	148	150	151	153	
9	155	156	158	160	162	163	165	167	168	170	

# ***PCASA SHOWJUMPING MANUAL***

***A MOUNTED RIDER AT A SHOWJUMPING COMPETITION RIDING WITHOUT AN APPROVED SAFTEY HELMET OR WITH AN UNFASTENED CHIN STRAP WILL BE ELIMINATED.***

## ***ABUSIVE LANGUAGE***

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

## ***PONY CLUB UNIFORM FOR SHOWJUMPING***

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

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## **SPECIFICATIONS FOR PONY CLUB SHOW JUMPING CLASSES**

*PONY CLUB RIDERS AGED UP TO 26 YEARS*

*ADULT RIDERS AGED 17 YEARS AND OVER*

<b>GRADES</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
GRADE POINTS	61+	41-60	21-40	6-20	0-5
AGE OF COMPETITORS	11 years and over	No restriction	No restriction	No restriction	* 17 years and under
LENGTH OF COURSE	300-450m	300-450m	300-450m	300-450m	300-450m
SPEED	350 mpm	350 mpm	300 mpm	300 mpm	275 mpm
MAXIMUM HEIGHT 1 <sup>ST</sup> ROUND	1.15m	1m	0.85m	0.65m	0.45m
MAXIMUM HEIGHT 2 <sup>ND</sup> ROUND	1.25m	1.1m	0.95m	0.75m	0.55m
**MAXIMUM HEIGHT FINAL ROUND	1.30m	1.15m	1.00m	0.80m	0.60m
MAXIMUM SPREAD	1.40m	1.2m	1.05m	0.85m	0.65m
COMBINATIONS	No restriction	No restriction	No restriction	1 DOUBLE	1 DOUBLE

\* Once riders turn 17 they may participate in E Grade classes Hors Concours or alternatively compete in Adult Grade E classes.

\*\*Please note that the maximum height for the final round is for when it is a two round plus jump off competition such as for Zone and State Finals. Course builders should use their discretion when increasing the height for a second or jump off round, taking into consideration the standard of the riders and the condition of the grounds. Event organizers are encouraged to hold competitions where the final round may get to the maximum height so riders are prepared for competitions at State Level.