

# SHOWJUMPING RULES AND INFORMATION

The rules for Showjumping competitions will be the EA then FEI rules, with the following adjustments / additions. These rules may be downloaded from the EA and FEI websites.

## PART S1 GENERAL INFORMATION

### 1.1 DRESS/EQUIPMENT

Normal Pony Club uniform applies to Pony Club Show jumping.  
Refer to PCASA General Rules. Part G3 3.4 page 19 & Part G6 page 31

There are no special equipment provisions for Pony Club Show jumping.  
Watches are allowed to be worn.

**Note:** Full uniform must be worn when walking the course.

### 1.2 PONY CLUB GRADING SYSTEM

- "A" Our top combinations who are capable of competing favourably in EA 1.15m classes  
**(Combinations with 61+ points)**
- "B" Combinations showing potential to go to the top, but horse and/or rider lacking the necessary experience to be in "A" grade.  
**(Combinations with 41 - 60 points)**
- "C" Combinations with less ability and experience but too advanced for "D" grade.  
**(Combinations with 21 - 40 points)**
- "D" Combinations just beginning to compete in jumping.  
**(Combinations with 6 - 20 points)**
- "E" Combinations which have been awarded a total of 1 point and not more than 6 points. Once a combination has six points they must move to D grade with 6 points or continue in E grade H/C. If a rider has completed an event at a higher grade and they apply for a grade 5 card for a new mount, three points will automatically be put on that card. Experienced riders must either ride "E" Grade Hors Concours or compete in a higher grade.
- "F" For combinations jumping up to 45cm. Combinations with less than 6 'stars', once they have 6 stars they will be given 1 pt and must move to 'E' grade or continue in F grade H/C

Grading was instigated to encourage combinations to keep jumping - and they should not be too concerned about winning or losing. No points are to be awarded for INTERNAL CLUB events. Initial grading is made by the Club Chief Instructor. When grading a combination, the Chief Instructor is advised to consider the maximum height a jump-off may go to.

A combination may compete at their graded height &/or 1grade higher that what is on their card, but if they are placed at the higher grade, they are awarded the points relevant to the higher grade, to be added to existing points.

Grades 6/F and 5/E may try one grade higher but if they are placed they are graded that grade with applicable starting points.

A six month grace period from introduction of new grade will be given for GrE combinations who have not completed a Show Jumping competition to be downgraded to GrF without penalties

NO rider may ride in a grade lower than the grade on their card- Unless they are riding HC or opt to Ride Down – see rule 3.5.5 page 22

### 1.3 POINTS TO BE CREDITED

If there are less than six competitors in a class, placing points need not be accepted. If there are six to ten competitors in a class, riders must accept placing points for 1<sup>st</sup> to 3<sup>rd</sup> places only.

Grade	Placing					
	1 <sup>st</sup>	2nd	3rd	4th	5 <sup>th</sup>	6th
A	18	15	12	9	6	3
B	7	6	5	4	3	2
C	6	5	4	3	2	1
D	4	3	2	1		
E	3	2	1			
F	<u>3 stars</u>	<u>2 stars</u>	<u>1 star</u>			

## PART S2 COMPETITION

**2.0** Breakaway Cups in competition are recommended on back rails for jumps under 1m, and are compulsory for back rails on jumps 1m and above.

### 2.1 PENALTIES

Refer to FEI rules. FEI rules are available on the FEI website as stated above.

Rail	4 faults	
1 <sup>st</sup> disobedience in course	4 penalties	
2 <sup>nd</sup> disobedience in course	8 penalties	(exception to FEI rules)
3 <sup>rd</sup> disobedience in course	Elimination	(exception to FEI rules)
Fall of Rider (including warm up)	Elimination	
Crossing of tracks(disobedience)	4 penalties	

An Athlete is considered to have fallen when he/she is separated from their horse in such a way as to necessitate remounting or vaulting in to the saddle. With the exception of mounted games. Fall check list to be used by first aider in the event of a fall of rider. (form can be found at rear of this rule book)

#### Time Penalties

First round of competitions	Every commenced 4 seconds - 1 penalty
Jump off rounds	Every second - 1 penalty

## 2.2 DEFINITION OF FAULTS

Refer to FEI rules.

## 2.3 HEIGHTS AND SPEEDS

Grade	First Round Max.	Final Round Max.	Max. Spread	Speed (m/min)
A	1.15 m	1.30 m	1.40 m	350
B	1.00 m	1.15 m	1.20 m	350
C	0.85 m	1.00 m	1.05 m	300
D	0.65 m	0.80 m	0.85 m	300
E	0.45 m	0.60 m	0.65 m	275
F	<u>0.35 m</u>	<u>0.45 m</u>	<u>0.35 m</u>	<u>250</u>

These are the **maximum heights and spreads** to be used in Pony Club Jumping Competition. Lesser dimensions should be used if conditions dictate. FEI guidelines on the construction of courses should be observed.

Course builders to consider standard of riders when raising heights for second round. Final round maximum is recommended for third round.

A combination **MUST** be a minimum of 2 strides for grades E and D.

The distance between cross rails **MUST** be the width of a rail at the cross.

It is **RECOMMENDED** that in grades E, D and F in a combination you have a spread before a straight.

**2.3.1 CALCULATING TIME**

The formula for calculating the time allowed for a class is: Time = Distance divided by Speed.

For example, for a course with distance 450 metres and speed 300 metres per minute

$$450 \text{ divided by } 300 = 1.5 \text{ minutes} \times 60 = 90 \text{ seconds}$$

Distance Metres	275 per minute	300	320	330	350	400	450	500
250	55	50	47	46	43	38	34	30
260	57	52	49	48	45	39	35	32
270	59	54	51	50	47	41	36	33
280	61	56	53	51	48	42	38	34
290	64	58	55	53	50	44	39	35
300	66	60	57	55	52	45	40	36
310	68	62	59	57	54	47	42	38
320	70	64	60	59	55	48	43	39
330	72	66	62	60	57	50	44	40
340	75	68	64	62	59	51	46	41
350	77	70	66	64	60	53	47	42
360	79	72	68	66	62	54	48	44
370	81	74	69	67	64	56	50	45
380	83	76	71	69	66	57	51	46
390	85	78	73	70	67	59	52	47
400	88	80	75	73	69	60	54	48
410	90	82	77	75	71	62	55	50
420	92	84	79	76	72	63	56	51
430	94	86	81	78	74	65	58	52
440	96	88	83	80	76	66	59	53
450	99	90	84	82	78	68	60	54
460	101	92	86	84	79	69	62	56
470	103	94	88	85	81	71	63	57
480	105	96	90	87	83	72	64	58
490	107	98	92	89	84	74	66	59
500	109	100	94	91	86	75	67	60

## 2.4 OPTIMUM TIME CLASSES

“Nearest to optimum time above and below” classes are run for the showjumping phase of the pony club horse and 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” any riders taking longer than the “time limit” to complete the course are eliminated. As with any other showjumping competition course builders are required to post the course plan prior to the commencement of the competition and provide the riders with both times.

Grade	Optimum Time (m/min)	Time Limit (m/min)
Senior Horse & Rider of the Year	350	Double Time Allowed
Junior Horse & Rider of the Year	330	
C	350	
D	330	
E	320	
F	<u>270</u>	

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

Grade	Speed (m/min)
C	350
D	330
E	320
F	<u>270</u>

## 2.5 INDIVIDUAL COMPETITIONS

Competitions for individuals (as distinct from team competitions) are run under PCASA rules.

## **PART S3 – DERBY COMPETITIONS**

A mix of Show Jumping & Cross Country jumps, run under Optimum time

At least 50% of the efforts over natural (cross country) obstacles and to be run in one round only.

Grade	Max Jump Height	Opt Time Speed (m/min)	Minimum Time Speed (m/min)	Time Limit	Max no Jumping efforts	Min Distance	Max Distance
A/1	1.05 m	325	375	Twice Opt time	15	500	1300
B/2	0.95 m	325	375		15	500	1300
C/3	0.80 m	300	350		15	500	1300
D/4	0.65 m	300	350		15	500	1300
E/5	0.50 m	275	325		15	500	1300
F/6	0.35 m	250	300		15	500	1300

Obstacles dimensions are to be built in accordance with relevant cross country rules. (including combination spacing etc)

### **Penalties**

To be judged as a Show Jumping Competition under Show Jumping Table A

Penalties as per the PCASA Show Jumping rules with time penalties as following

- under minimum time will get additional 4 penalties per second they are under that time,
- no time penalties if riders finish between opt time & min time,
- over opt time 1 penalty per sec

EXAMPLES of Time Penalties: Course with Opt Time of 110 sec & Minimum Time 93sec

- Rider A comes in at 115sec = 5 time penalties (5 sec too slow)
- Rider B comes in at 89sec = 20 time penalties (5 sec too fast)
- Rider C comes in at 100sec = 0 time penalties as between Min & Opt times
- Rider D comes in at 250sec = Elimination as over Twice Opt time.
- 

3 refusals over the course rider is eliminated and must leave the course at a walk

### **Scores/Placing**

Places determined by - Total least number of penalties (time & jump) in event of a tie then to closest to the optimum time (either under or over)

Combinations may jump graded height and/or one grade higher . (may jump lower than graded height by riding HC or riding down as accepting starting penalties)

No grading points to be awarded.

Dress code & Saddlery as per Cross Country - Medical Arms Bands recommended

Class Indicators as per PCASA Eventing rules

## **ORGANISERS INFORMATION**

Only one combination on course at a time.

If the main judge cannot clearly see the whole course then the organiser will have to arrange additional judges to report back on riders progress/scores, if a rider accumulates 3 stops over the course they must be stopped and asked to leave the course.

This is primarily a Show Jumping Competition with a difference as it is run with the Cross Country Jump dimensions

In the event of a tie for first place that cannot be resolved as above it is up to the organising committee may conduct a jump off over shortened course to determine winner

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