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CHAPTER JP JUMPER DIVISION**SUBCHAPTER JP-1 GENERAL****JP100 Eligibility**

1. In order to compete in any Jumper classes at licensed competitions as an exhibitor, rider, trainer, or his/her agent(s), a person must be an Active member of the United States Hunter Jumper Association, Inc., or pay a Show Pass fee to the United States Hunter Jumper Association, Inc. Exception: Local Competitions, competitions restricted to a particular breed, and exceptions listed in GR901.9.
2. USHJA Horse Registrations
 - a. All horses competing in Federation non-breed restricted licensed competitions with hunter, hunter breeding, jumper and hunter seat equitation classes (except those activities enumerated in GR901.9, items 1-9) must be properly identified and must obtain a Registration Number from USHJA. A registration number for each horse must be entered on all entry forms for licensed competitions. Only one Registration Number will be issued per horse, and must remain with the horse throughout its career. Anyone knowingly applying for a duplicate Registration Number for an individual horse may be subject to disciplinary action. The Federation and/or USHJA as applicable must be notified of any change of ownership and/or competition name of the horse. Owners are requested to notify the Federation and/or USHJA as applicable of corrections to previously submitted information, e.g., names, addresses, breed registration, pedigree, or markings.
 - b. Applications for Registration Numbers can be completed online at www.ushja.org or www.usef.org using the Horse Registration application form. The Horse application form is also available from the USHJA or Federation office, or it can be downloaded from the USHJA or Federation website or from competition management. Competition management is responsible for notifying exhibitors of this requirement in their prizelist.
3. If a USEF Jumper Sub-Committee or Jumper Task Force is composed geographically, the State of a Jumper member is the one that the member resides in the majority of the year. A person may apply to the Federation for permission to represent a different State.
4. The Zone of a rider qualifying to participate on a Zone Jumper team will be determined by the rider's point state. A rider's point state shall be the state given on the rider's membership application. That address is locked on December 1 of the competition year or the first day of the rider's membership activation, whichever comes first. However, a Life member's address is always locked on December 1 of the competition year. A rider may have only one domicile which is where the rider has his permanent home and where, whenever he is absent, intends to return. The address given on the membership application must be the state where the rider is domiciled at the time of membership activation or renewal. If a rider is found not in compliance with this rule, the rider may be subject to disqualification from representing a Zone Jumper Team. A person may apply to the Federation for permission to change their point state.

JP101 Horse Recording

1. The Federation maintains records of winnings in classes at licensed competitions.
 - a. Jumpers must be recorded with the Federation in order to receive points towards any USEF or USHJA Zone or Horse of the Year awards, and to enter a USEF Show Jumping Ranking List class (Exception: Horses entered in a USEF Show Jumping Ranking List class that are owned by a member of another National Federation and, have proof, in English, of current membership in good standing of their own National Federation, GR901.9, item 9.). Any change of a recorded horse's name and/or ownership must be recorded with Federation in accordance with GR1105 and GR1107.

JP102 Horse Welfare

1. Conduct in the competition ring:
 - a. Any action against a horse by a competitor in the ring, deemed excessive by the judge, may be penalized by any one or combination of the following: official warning, or elimination from the class.
 - b. Such action(s) could include, but are not limited to, excessive or improper use of the whip, spurs, reins, rider's weight or rider's hands.
 - c. In addition, after consultation with the Competition Manager and a Competition Steward, additional penalties, including one or more of the following: the issuance of an official warning card, disqualification from competing within the upcoming 24-hour period, disqualification from the balance of the competition.
 - d. All such violations must be recorded in the Steward's Report and, if cruelty or abusive behavior is evident, a charge must be filed against the individual.
2. Conduct outside of the competition ring: Any action(s) against a horse by an exhibitor, deemed excessive by a judge, Federation Steward, Certified Jumper Schooling Supervisor or Competition Veterinarian anywhere on the competition grounds may be punished by official warning or elimination from the class. Such action(s) could include, but are not limited to, excessive or improper use of the whip, spurs, reins, rider's weight or rider's hands. In addition, after consultation with the Competition Manager and a Competition Steward, additional penalties, including one or more of the following: the issuance of an official warning card, disqualification from competing within the upcoming 24-hour period, or disqualification from the balance of the competition. All such violations must be recorded in the Steward's Report and, if cruelty or abusive behavior is evident, a charge must be filed against the individual.
3. Disqualified competitors will forfeit all entry fees for disqualified classes.
4. The imposition of any of the above penalties will not preclude additional charges being filed in accordance with GR839 Cruelty and Abuse.
5. Soundness: In a case of unsoundness sufficiently severe to be considered abusive, the judge(s) must eliminate the competitor from that class and inform the competition manager, who in conjunction with the Official Veterinarian and the Steward, will evaluate disqualifying the horse from further participation in the competition.

JP103 Schooling

1. Manual poling and use of offsets are prohibited.
2. Management is responsible for providing Certified Jumper Schooling Supervisors to supervise schooling for the Jumper warm up area of the ring offering the most prize money during that particular session during scheduled classes and warmups at Jumper Rating 5 or higher competitions. For all other Jumper warm-up areas and during scheduled classes and warm-ups, Management is responsible for providing designated individuals to supervise schooling. These individuals must have a clear view of their assigned warm up area.
3. Schooling supervisors may be individual contractors at the competition or may be official competition stewards. However, a minimum of one official competition steward must always remain available to attend to other stewarding duties.
4. The Senior Steward's (see GR1211.3) responsibility includes overseeing all schooling at the horse show, monitoring schooling conditions (including footing, sound system, and safety), monitoring proper and adequate schooling equipment (jump standards, proper taping, jump cups, safety cups, flags and proper rails, etc.), monitoring proper tack, equipment, and attire, and interfacing with management, judges and other officials as necessary. A C1 Steward or Certified Jumper Schooling Supervisor must be present in the schooling area during any Jumper class offering \$10,000 to \$24,999 in prize money. For classes of \$25,000 or more, a Registered Steward or Certified Jumper Schooling Supervisor must be appointed to supervise schooling before and during the competition. A minimum of

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one official competition Stewards must always remain available to attend to other stewarding duties.

5. A communication device (e.g. two way radio, or walkie talkie) must be available for each Senior Steward and schooling supervisor while on duty.
6. Schooling over obstacles in any competition area is permitted only at the time designated by the Show Committee. All other schooling over obstacles is permitted only within clearly identified areas and only at times designated by the Show Committee. Schooling over obstacles in any other area of the competition ground or at any other time is prohibited.
7. Schooling areas for jumpers must contain sufficient equipment to construct at least one vertical **and** one spread fence. Standards, jump cups and safety cups must also be made available. Breakable pins such as wooden dowels are permitted when no safety cups are available. Schooling areas at competitions offering more than \$2,500 should use equipment with the same height increments and cup system used in the competition ring. *BOD 2/29/16 Effective 4/1/16*
8. The Certified Jumper schooling supervisor's or the schooling supervisor's decision, after consultation with the Senior Steward, or an official competition steward's decision regarding schooling fences, or tack and equipment in the warm-up area is final.

JP104 Rating Designations for Jumper Divisions

Competitions offering total Jumper prize money of:

Less than \$5,000	USEF Jumper Rating 1
Between \$5,000 and \$24,999	USEF Jumper Rating 2
Between \$25,000 and \$49,999	USEF Jumper Rating 3
Between \$50,000 and \$124,999	USEF Jumper Rating 4
Between \$125,000 and \$199,999	USEF Jumper Rating 5
\$200,000 and above	USEF Jumper Rating 6

JP105 Officials

1. Judges.
 - a. Jumper classes offering more than \$2,500. must have a judge of Registered status. (For classes offering \$25,000 or more, see JP105.1e and JP150.2).
 - b. A scorer in addition to the required judges may be used in any class.
 - c. In all classes with prize money of \$5,000 or more and in all classes offering \$500 or more in the main Jumper ring at USEF Jumper Rating 3 competitions or higher, a single judge may serve in no more than 2 of the following capacities: Judge, electric timer operator, or announcer.
 - d. For classes offering \$25,000 or more in prize money a total of two Federation licensed "R" judges are required, one of whom will act as official timer. A third judge is necessary in the field to score the water, if an open water jump is used; this can be a "r" judge at competitions below Rating 4. In addition, two back up timers with stop watches are required. A Registered Steward or Certified Schooling Supervisor must be appointed to supervise schooling before and during the competition.
 - e. In any ring where there is more than one judge officiating, one judge will be designated the senior judge, who will have the final decision on any rulings.
 - f. An FEI Licensed Jumper Judge is also eligible to fill any of the above positions.
2. Course Designers.
 - a. The Jumper Course Designer, or his designated representative, must be present during all Jumper classes for which he has responsibility and be available to report to the judge at any time that the course is properly set for

the competition.

- b. A minimum of an 'r' license is required to officiate in any competition with a rating 2 or higher.
- c. An 'R' license is required to officiate in any class offering \$25,000 or more in prize money.

3. Stewards.

- a. If there is only one (1) Steward at a competition with Jumper classes, he/she will assume the duties of a Senior Steward as specified in JP103, in addition to his/her normal duties.
- b. USEF Category 1 Stewards at competitions with Jumper classes will be knowledgeable with reference to the Jumper rules, including but not limited to those pertaining to schooling, equipment, personnel, tack, attire, jumping order, heights and standards of difficulty, course requirements, breaking ties, and class requirements and specifications.

4. Certified Jumper Schooling Supervisors. A Certified Jumper Schooling Supervisor is required for each Main Arena Jumper warm-up area during scheduled classes and warm ups at Jumper Rating 5 or higher competitions.

5. Veterinarian. In reference to GR1211.4.a. every competition must have a qualified veterinarian present throughout the competition if the previous year's competition's entry number was 200 horses or greater.

JP106 Equipment and Personnel

1. Timing Equipment. Automatic timing equipment with a time out function must be used at competitions offering \$2,500 or more in their jumper division.

- a. A count-down clock, indicating the remaining time available to start following the audible tone and visible to the rider, must be in use for any class offering \$2,500 or more in prize money. *BOD 1/16/16 Effective 4/1/16*

2. Timer Technician. For any Jumper class, a timer technician may be used to operate automatic timing equipment as long as the required number of judges is officiating. An exhibitor may not compete in any class where he or she is a family member or client of the timer technician.

3. Backup Timing. When automatic timing equipment is used, management must provide one person to time manually, other than the judge. Management must provide the manual timer with a stop watch with a time out feature reading at least in hundredths of a second. (Exception, JP150.2)

4. Manual Timing. If a competition offering less than \$2,500 in prize money does not have automatic electrical timing equipment, management must appoint at least two persons other than the judge who will jointly act as timers. Management must furnish each of them with modern stop watches with a time out feature reading at least in hundredths of a second.

JP107 Prize List and Scheduling

1. Class specifications. The prize list must specify for each class the Table and Section, specific height, or Standard and the speed at which the time allowed will be calculated. 382 yd/min (350 m/m) is the default speed if not listed in the prize list or competition web site.

2. Other requirements. The prize list must also indicate: the type of footing available in warm-up areas and competition arenas, as well as the dimensions of the competition arenas; the method of breaking ties for other than first place; the method for establishing the jumping order; and the method of determining Championships where offered. In addition, if jumper sections/classes are offered which are not covered within the definitions contained in this Rule, full specifications (including eligibility requirements) must be contained in the prize list.

3. Classes per Day. No more than three classes in any section may be held on any one competition day.

4. Scheduling. No more than two classes in different sections may be run simultaneously, and those classes must be run over the same course with the same scoring specifications.

5. *Dividing classes or sections during a competition. Should management choose to divide a class or section during a*

competition, they may add classes of a different fence height providing the following conditions are met:

- a. Notice is given to affected competitors at least 12 hours in advance of any added class.
- b. The fence height of the new class(es) fits within the range of Federation rules to allow for the particular section being divided.
- c. Prize money for any added class(es) or section cannot exceed the prize money offered in the original class(es) or section. *BOD 1/17/15 Effective 12/1/15*

JP108 Prize Money

1. In all classes offering more than \$500 in prize money:
 - a. the last place must at least equal the start fee.
 - b. money places must be awarded on the basis of one place for every **four** commenced starters. The original prize moneys must be distributed as printed in the prize list. If additional prize money is necessary, the money awarded to each place must at least equal the starting fee. *BOD 1/17/15 Effective 12/1/15*
2. Altering Prize Money. Competitions may not change the amount of prize money awarded in a class from that indicated in the prize list unless all conditions affecting such changes are clearly delineated in the prize list. Such conditions include, the number of entries received by what date or time that will cause change in conditions or cancellation, what entry fee will be charged in the event of a change, and the policy for refund of entry/nomination fees for competitors electing not to compete under the changed conditions. The specific division of the prize money to be distributed in the class must also be indicated in the prize list. If prize money is reduced, the entry fee must also be reduced. Exception: If there are less than eight (8) entries in a class, the provisions of GR904.4 will also be applicable.
3. Prize Money by Section. Competitions with Jumper Rating 2 or higher will, in principle, allocate their prize money according to the following:
 - a. Prize money should increase as the height, spread, and technical difficulty of the courses increase.
 - b. If a competition offers Children's or Adult Amateur and Junior or Amateur Owner classes/sections, no more than 40% of the prize money in these classes/sections should go to the lower height classes/sections.
 - c. If Children's or Adult Amateur sections are divided low and high, no more than 40% of the section's prize money should go to low.
 - d. If Junior or Amateur Owner sections are divided low and high, no more than 40% of the section's prize money should go to low.
 - e. The above applies to the prize money within sections, and also to any special classes or Classics.
4. The maximum amount of prize money allowed to be offered in a Children's and/or Adult Amateur Jumper class is \$10,000. Competitions must apply to the Jumper Committee, a minimum of 90 days prior to the start of the competition, for permission to offer more than \$10,000 in prize money.
5. For add-back classes, the base prize money (or money guaranteed by management) for a class is used to determine the requirements for that class as it pertains to attire, tack, equipment, officials, etc.
6. See GR 832.6 for Interruption of Procedure due to weather or other emergency for Jumper Classes.

JP109 Nominating Fees

Nominating Fees. A nominating fee may be charged for either the Jumper Division or for each Jumper Section, but not both. Exception: An additional nominating fee may be charged for the highest prize money class at the show. If this fee is for a class offering \$25,000 or more in prize money, the total amount of Entry and Nominating fees assessed must not exceed 2% of prize money per JP150.6.

JP110 Show Championships

1. Number of Classes. Championships are optional, but if offered, a minimum of three (3) classes must be held in the

section.

2. **Methods of Determining.** If Championships are offered, they must be decided on the basis of points won in classes throughout a section, on the basis of money won in the section, or on the results of the highest prize money class in the section, provided qualification was required for that class based on results of earlier classes in the section. The method of determining Championships must be stated in the prize list. The Competition Committee must post a score card of winnings throughout the competition where it is available to exhibitors at all times. Credit towards Championships will be given only for the first six ribbons when points are the determining factor. Ribbons have the same value even if less than the specified six places are awarded due to lack of entries. First Place...10 points, Second Place...6 points, Third Place...4 points, Fourth Place...2 points, Fifth Place...1 point, Sixth Place...1/2 point. If a competition offers Bonus Points to classes in the prize list: First Place...15 points, Second Place...9 points, Third Place...6 points, Fourth Place...3 points, Fifth Place...2 points, Sixth Place...1 point.
3. **Ties.** Ties involving Championships must remain tied, with tied horses receiving equal legs on any trophy. Exception: the bonus point class may be used to break Championship ties if so stated in the prize list.

JP111 Tack and Attire

1. **Martingales.**
 - a. Classes offered at 1.30m or below—No martingale restrictions when used in a conventional manner (see also JP111.3).
 - b. Classes offered above 1.30m (and all classes restricted to young horses)—The only martingales permitted are running martingales used in the conventional manner.
2. **Whips.** Competitors are prohibited from using a whip that is longer than 30" (75cm) while in the process of jumping or schooling over fences. A rider may not carry more than one whip. Whips that are weighted at the end are prohibited at any time.
3. **Draw Reins/German Martingales.** Draw reins and German Martingales may only be used when schooling or in classes with no prize money that are offered at 1.20m or below. Ponies may not be ridden by a Junior in draw reins or German martingales at any time. No other head set devices (chambon, etc.) are permitted in any class.
4. The total maximum weight of equipment allowed to be added to a Horse's leg, front or hind (single or multiple boots, fetlock rings, etc), is 500 grams or 17.637 ounces (shoe excluded). Failure to comply with this paragraph will incur disqualification.
5. See JP116.2 for Classes Restricted by Age of Horse.
6. **Tied Stirrups.** Any rider competing with their stirrup, stirrup leather or foot tied and/or secured in any manner, will automatically be eliminated from that class. Riding anywhere on the competition grounds with stirrup, stirrup leather or foot tied or otherwise secured is cause for disqualification, by the steward, of that rider from the subsequent class in which the rider is entered. In the case of junior or amateur riders, the steward will note the trainer name(s) on the Steward's Report and further disciplinary actions may be taken by the Federation. Exception: Devices approved by the FEI are allowed.
7. See GR801.4 for Safety Helmets and Safety Vests.
8. No mounted exhibitor may wear or carry an electronic communication device (i.e., cellular telephone, pager, walkie talkie, etc.) while in competition ring. The penalty for wearing or carrying a forbidden device if observed by the judge may be elimination from the class during which the device was worn or carried. Exception: A handicapped participant may use electronic devices if, prior to the class, he/she presents to the USEF Steward written justification from treating personnel setting forth the necessity for the equipment.
9. **Attire**
 - a. **Formal Jumper Attire.** Dark, muted or similar colored, or red (scarlet) coats are required; team or sponsored coats of different colors are also permitted; white or fawn breeches; a white tie, choker (unless the shirt, by

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design, has the chocker built in for its intended use) or hunting stock, and a white or lightly colored shirt must be worn. Shirts must have a white collar and white cuffs. Shirts must be fastened at the neck and tucked into breeches. Boots are required. Half chaps are permitted as long as the color matches the paddock boots being worn. Members of the Armed Services or the police may wear the service dress uniform with protective headgear. (See General Rules, GR801.2)

- b. Proper Jumper Attire. Coats of any color are required. Breeches must be light color (white, fawn or canary). Pastel and dark colored breeches are not allowed. Shirts, light in color, must be tucked into breeches and fastened at the top of the neck. Ties or chokers of any color must be worn (unless the shirt, by design, has the choker built in for its intended use). Boots are required. Half chaps are permitted as long as the color matches the paddock boots being worn.
- c. Standard Jumper Attire. Coats are not required. Breeches of any color are permitted. Shirts (polo shirts are permitted) must have collars and sleeves (sleeves may be either long or short), and must be tucked into breeches. Sleeveless shirts and shirts with exposed hoods are prohibited. Boots are required. Half chaps are permitted as long as the color matches the paddock boots being worn.
- d. In extreme weather conditions, the use of jackets, sweaters or raincoats can be allowed by management and/or permission from the Jumper Judge/s. Permission must be granted before entering the competition ring.
- e. In cases where the above requirements are not followed, the penalty will be either a possible warning (for the first offence) or elimination.

JP112 Starting Order (See also JP150 for classes offering \$25,000 or more)

1. When a starting order is used, the order in which horses are to jump must be posted in a conspicuous place, at least one-half hour prior to the start of the class. The class cannot be started prior to that time without permission of all exhibitors. The jumping order must be legible to a mounted rider. A systematic rotation of the starting list must be employed throughout the classes of a section so that a complete cycle is made during the competition.
 - a. A starting order must be used for all classes offering \$5,000 or more in prize money.
 - b. A starting order must be drawn for the highest money class in each section, unless the order is automatically established by the results of a previous class(es).
2. Establishing the Order. (Either manually or via computer)
 - a. The jumping order for the first round must be established by one of the following procedures:
 1. the horses' names are drawn individually, starting with the first position and then working down;
 2. the horses' names are listed and their positions drawn;
 3. the horses' names and the positions are both drawn;
 4. Any other system must be approved by the Jumper Committee if it differs from any of the above.
 5. The method for establishing the order must be printed in the prize list or option 1 must be used.
 - b. Multiple Rides. If the same rider has two horses drawn too close together, the order may be adjusted so that there will be a minimum of eight horses (if available) separating them. The horse drawn first will move up as far as possible in the order before the second horse is dropped down.
 - c. All horses ridden by a single rider must be ridden in the sequence that appears on the jumping order in all rounds of a competition unless class specifications call for a new order for a second round and/or jump-off. If a rider with multiple horses competes out of the drawn sequence of their horses in any class with a drawn and posted order, the remaining out of sequence horses will be eliminated, unless the out of sequence rides are approved in advance by the judge due to extraordinary circumstances. (Exception: In Table II, Sec 2(a/b) classes, riders with multiple horses may jump-off immediately or later with each horse as they choose.)
 - d. Two Sessions. In classes in which individuals are permitted to ride more than one entry, the first round may be split into two parts, with all riders riding one horse in the second part. (The first part will consist of riders' second,

third, etc., horses.) For riders with more than one entry, a draw must be done to decide which horse will go in the second part. The order for both parts of the first round will be established by a draw.

- e. Two Round Competitions. In classes with two rounds prior to the jump-off the order for the second round must be established by one of the following methods: a) the competitors return in the first round's order; b) the competitors return according to their faults in the first round, competitors with equal faults maintaining their original order; c) the competitors return according to their faults and times in the first round.
3. Jump-Off Order. Jump-off orders must be established by following one of the following procedures: a) the competitors return in the original order; b) the competitors return in the previous round's order; c) the competitors return according to their times in the first or second rounds.

Unless rules of a Table state otherwise, the starting order in the jump-off(s) must remain the same as the official starting order that is established and posted for the initial round, irrespective of any competitors who might have voluntarily moved up in the order during the initial round.

4. Moving Ahead in the Order.
 - a. To minimize delays, management may permit a rider to compete ahead of his posted order in a class.
 - b. Competitors with multiple rides; even if allowed by management to move ahead in the order, may NOT compete out of sequence per JP112.2b.
5. Accuracy of Jumping Order. It is the rider's responsibility to make sure his name or number or each of his horse's names or numbers are on the jumping order before the class begins. Failure to do so may result in elimination by management.

SUBCHAPTER JP-2 ELIGIBILITY, QUALIFICATION AND

RESTRICTION OF ENTRIES

JP113 Eligibility

1. Jumpers may be of any breed, height, or sex. (Exception: Pony Jumpers, see JP118.4)
2. Stallions. Junior riders may show stallions. (Exception: Stallions are prohibited in Pony Jumper Sections. See JP118.4)
3. Sections. Sections or Classes may be offered for Amateur Owner, Junior, Young Rider, Children, or Adult Amateur riders; and/or for Pony, Young Horse, Open Jumpers or Thoroughbred Jumper. Competitions may offer any or all sections, as well as specific Sections or Classes differentiated by specific height. (See Subchapter JP-3 for definitions and specifications for each of the sections mentioned above.) If Jumper sections are offered which are not covered within the definitions contained in Chapter JP, full specifications (including eligibility requirements) must be printed in the prize list or referred in the Prize List to a conspicuous place on the competition's website.
4. Ineligible Horses. If a horse is shown in a class for which it is ineligible, the owner will be fined \$500 for a first offense; if it is not the owner's first offense, the horse will be suspended from competing in licensed competitions for a period of three months. If the owner wishes to appeal or dispute the action taken, and gives notification to the Federation within 10 days of his/her notification from the CEO or his designee, such suspension will be deferred until the matter has been resolved following a hearing pursuant to Chapter GR6 by the Federation's Hearing Committee, whose verdict will be final.

JP114 Limiting Entries and/or Qualifying

1. Cross Entry. Unless USEF rules or the prize list restricts horses to a particular section or sections, horses may compete in another section(s).
2. Horses per Rider. If the number of horses per rider will be limited, the prize list must so state.
3. Prior Classes. Management may require horses to enter and compete in one or two classes at the same

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competition in order to be eligible for the stake or largest money class in a section. The number of starters in this highest prize money class of a section may be limited (and/or the starting order determined), based on results of the prior class(es), provided that the system to be used is stated clearly in the prize list.

4. Restrictions on Entry.

- a. Jumper sections restricting entries based on winnings must use prize money won in the horse's respective section (i.e., Amateur Owner, Junior, Amateur Owner/Junior, and Open Jumper) during the specified time period; however for Jumper sections/or classes for which a Federation endorsed Computer Ranking List has been established, this list (as of a date indicated in the prize list) may be utilized instead of prize money won. Management may also allow the winner of the previous year's class to enter without further qualifying.
- b. Any competition wishing to set restrictive criteria for accepting entries other than as specified above may make written application to the Federation Jumper Committee, at least 120 days prior to the event, detailing the criteria being requested. The Jumper Committee will issue a recommendation for consideration by the International Disciplines Council which may approve any such application in its discretion and may condition any such approval in its discretion, and must in all instances require that there be publication in the prize list or otherwise of such restrictive criteria sufficiently in advance of the closing date of entries where appropriate, for all interested to have a fair opportunity to enter. This is a one-time requirement, and further approval is not required provided the system of qualifying does not change.

5. Elimination Trials. When the number of entries warrants it, elimination trials may be held. Elimination trial scores of the competitors eligible to compete for the final awards may be added to their respective scores in the finals with the total scores used to determine the winners, or the finals may be scored independently of the elimination trials. If the total score is to determine the winners, announcement must be made of each competitor's score in the preliminaries at the time of the finals.

SUBCHAPTER JP-3 SECTION SPECIFICATIONS

JP115 Jumper Sections/Classes Restricted by Prior Winnings

1. Organizers may offer classes or sections that restrict horses based upon money won.
2. Money won is based upon cash winnings in any jumper classes, whether or not held at a USEF Licensed Competition.
3. Responsibility for keeping an accurate account of winnings rests with the owner. Exhibitors are solely responsible for insuring that eligibility requirements are met, and rely at their own risk upon inquiries made to the Federation's office concerning the standings of their horse(s).

JP116 Sections/Classes Restricted by Age of Horse

1. Eligibility. Age restricted classes are open only to horses recorded with the Federation and in possession of Breed Registry (or other means of identification authorized by the Federation providing proof of age and identity). Proof of identity and age is required for entry in these classes.
2. Boots: Non-weighted non-performance enhancing (any boot that does anything but protect the horse's leg/ankle will be considered performance enhancing) hind ankle boots are permitted for horses entered in classes restricted to Five, Six, or Seven year-olds while in competition or preparing for the competition. No other boots are permitted for horses entered in age restricted classes during those times. Support wraps are permitted. If boots are made of rigid leather or plastic, they may only be a maximum of 6 inches/15 cm in height (excluding fleece and other protective padding). The total maximum weight of equipment allowed to be added to a horse's leg, front or hind (single or

multiple boots, fetlock rings etc), is 350g (shoe excluded).

3. Course Guidelines

a. General for all ages:

1. There should be at least two changes of direction, preferably more.
2. The first obstacle should be inviting, not difficult (i.e. no blind corners).
3. Normal distances should be used in related lines, whether straight or bending.
4. If used for the Six or Seven Year Old classes, the water jump must be in the second part of the course and jumped in the direction of the in-gate.
5. Indoor arenas: Whenever possible, obstacles should not be placed directly on the wall.

b. Five Year Old Jumpers

1. Obstacles should be inviting and not solid, i.e. no solid walls.
2. Triple combinations may not be included before July 1st.
3. Only one spread obstacle may be included in any combination before July 1st.
4. When using a Liverpool, the rails must be in the center and on Safety Cups, and the Liverpool must be used as an option.
5. A Liverpool may not be used as part of a combination.
6. The first fence and the (a) portion of any combination must be set 5cm lower than the height specified for the class.

c. Six Year Old Jumpers

1. Triple combinations may only include one spread obstacle before July 1st.
2. Water jumps may not exceed 11' (3.30m) and must use a rail over the water with a lath on the landing side. Water jumps should be in the second half of the course, and another obstacle must be offered as an option. The rail must be judged and if the lath is to be judged, it must be marked on the course.
3. A Liverpool may be not used as part of a combination.
4. If using Table II, Section 1, courses should always be built as Table II, not Table III.

d. Seven Year Old Jumpers

1. If a Liverpool is used in a combination, it may only be used as the first element.
2. Water jumps may not exceed 12' (3.60 m) and must use a rail over the water with a lath on the landing side.

4. Five-Year-Old Jumper: Open to horses with papers indicating a foaling date five years previous to the current calendar year. Horses competing in classes restricted to Five-Year-Olds may not have ever shown in Open Jumper Classes offering \$25,000 or more in prize money with fence heights of 1.25m or higher.

- a. Classes will be scored under Table II (all clears stay equal).
- b. Courses to be set at 1.00 m to 1.15 m. After July 1st courses may be set up to 1.20 m. Speed of 350 m/m.

5. Six-Year-Old Jumper: Open to horses with papers indicating a foaling date six years previous to the current calendar year. Horses competing in classes restricted to Six Year Olds may not have ever shown in Open Jumper Classes offering \$25,000 or more in prize money with fence heights of 1.35m or higher.

- a. Classes may be scored under Table II, (all clears staying equal); or Table II Section 1 or 2a, b, or c..
- b. Courses to be set at 1.20 m to 1.25 m. After July 1st, courses may be set up to 1.30 m. Speed of 350 m/m.

6. Seven Year-Old Jumper: Open to horses with papers indicating a foaling date seven years previous to the current calendar year. Horses competing in classes restricted to Seven-Year-Olds may not have ever shown in Open Jumper Classes offering \$25,000 or more in prize money held at the National or High Performance Standard

- a. Classes may be scored under Table II, Section 1 or 2.
- b. Courses to be set at 1.30 m to 1.35 m.

7. Classes for age groups may be combined and run as one class when there are less than 4 in a given age category. When classes are combined (see JP122.1.c), each age category must jump the height specified for that age

category. Course guidelines and class specifications must conform to those specified for the youngest age jumping in the combined class.

8. Special Competitions. Exceptions to any of the above listed conditions may be made only with the permission of the Federation Jumper Committee prior to the printing of the prize list. For complete specifications for the YJC program please refer to their website at www.youngjumpers.com.

JP117 Sections/Classes Restricted to Junior, Amateur/Owner, or Young Riders

1. Amateur Owner Jumper: A horse that is ridden by an Amateur Owner or an amateur member of the owner's family. In either case, classes are restricted to riders who are no longer eligible to compete as junior exhibitors. Leased horses are not eligible, and multiple ownership is not permitted unless all owners are members of the same family.

- a. An amateur who competes for a person outside of his/her family may not compete in a class restricted to Amateur Owners at the same competition.

Exceptions:

1. Equitation classes,
 2. Under Saddle per HU107.2.
 3. and a maximum of one (1) horse not owned by the rider or his/her family in jumper sections and a maximum of one (1) horse not owned by the rider or his/her family in hunter sections, in classes not restricted to amateur owners. (For Amateur rules please see GR1306)
- b. Dividing Classes. Sections may be offered divided by either specific height or age of rider.
- c. Level of Difficulty.

1. **1.40/1.45m** Amateur Owner classes will have courses set at **either 1.40m (4'7") or 1.45 m (4'9")**. The maximum height for the first class of this section, and for any classes in which time is the deciding factor in the initial round, is 1.40 m (4'7"). Note: Only Amateur Owner classes set at **either 1.40m or 1.45m** will be pointed toward HOTY awards in the **1.40/1.45m** Amateur Owner category.
2. **1.30/1.35m** Amateur Owner classes will have courses set at **either 1.30m (4'3") or 1.35m (4'5")**. All Amateur Owner classes set at **either 1.30m or 1.35m** will be pointed towards HOTY awards in the **1.30/1.35m** Amateur Owner category.
3. **1.20/1.25m** Amateur Owner classes will have courses set at **either 1.20m (3'11") or 1.25m (4'1")**. All Amateur Owner classes at **either 1.20m or 1.25m** will be pointed toward the **1.20m/1.25m** Amateur Owner category for purposes of HOTY awards.
4. Local competitions - no minimum course requirements and no points towards National Horse of the Year awards.

2. Junior Jumper: A horse that is ridden by an individual who has not reached his/her 18th birthday. (See GR103).

- a. Cross Entries. Cross entry into other divisions is considered to be allowed, unless otherwise stated in the prize list.

b. Dividing Classes. Sections may be offered divided by either specific height or age of rider.

c. Level of Difficulty.

1. **1.40/1.45m** Junior classes will have courses set at **either 1.40m (4'7") or 1.45 m (4'9")**. The maximum height for the first class of this section, and for any classes in which time is the deciding factor in the initial round, is 1.40 m (4'7"). Note: Only Junior classes set at **either 1.40m or 1.45 m** will be pointed toward HOTY awards in the **1.40m/1.45 m** Junior Jumper category.
2. **1.30/1.35 m** Junior classes will have courses set at **either 1.30 m (4'3") or 1.35 m (4'5")**. All Junior classes set at **either 1.30 m or 1.35 m** will be pointed towards HOTY awards in the **1.30/1.35 m** Junior Jumper category.
3. **1.20/1.25m** Junior sections will have courses set at **either 1.20m (3'11") or 1.25m (4'1")**. All Junior Jumper classes at **either 1.20m or 1.25m** will be pointed toward the **1.20/1.25m** Junior Jumper category for purposes

of HOTY awards.

4. Local Competitions - no minimum course requirements and no points towards National Horse of the Year awards.
3. If a competition divides Junior or Amateur Owner classes into three sections (1.20/1.25m, 1.30/1.35m and 1.40/1.45m), the basic height specifications of each class will determine which HOTY category the class will be pointed towards. *BOD 1/17/15 Effective 12/1/15*
4. Young Rider Jumper: A horse ridden by a young rider under the rules of the Federation. Individuals are eligible as Young Riders from the beginning of the calendar year in which they reach the age of 16 until the end of the calendar year in which they reach the age of 21.
5. Combined Sections. A section or sections combining Amateur Owner, Juniors, Amateur, and/or Young Riders may be offered.
 - a. Dividing of Combined Sections. After the prize list is published, if entries so warrant this section may be split into separate sections. Any section with fifteen or more Junior Jumper entries and fifteen or more Amateur Owner Jumper entries at the beginning of the first class must be divided, and the prize money must be doubled.
 - b. Combining of Sections. If Junior and Amateur Owner sections are offered separately in the prize list, the sections may be combined if there are eight or less entries in either section.
6. Restrictions
 - a. Any competitor that competes in an FEI Championship for Seniors (i.e. World Equestrian Games, Olympic Games, Pan-American Games, World Cup Finals) is ineligible to compete in any Junior and/or Amateur Owner Jumper class with the same horse for a period of one year.
 - b. Any competitor that competes in a CSI4* or above, a CSI-W or CSIO is ineligible to compete in a Junior and/or Amateur Owner Jumper class at that same competition. *BOD 1/16/16 Effective 4/1/16*

JP118 Sections/Classes Restricted to Children, Adult Amateur Riders, or Ponies

1. Children's and Adult Amateur Jumper: Sections are open to Junior and Amateur exhibitors. Unless the USHJA submits their Zone Specifications to the Federation by August 1st of the previous year, the specifications as shown below will apply. All USHJA zone specifications submitted by August 1st and approved by USHJA and USEF shall be enforced by USEF if not followed.
 - a. Level of Difficulty. Fence Heights to be set in accordance with JP121 not to exceed 1.15 m (3'9").
 - b. Dividing and Combining of Sections. Sections may be divided by age of rider or by horse/pony and may also be combined (Children's with Adult Amateur sections) if so stated in the prize list.
2. Adult Amateur Jumper: To be ridden by exhibitors who are no longer eligible to compete as junior exhibitors. All exhibitors must be amateurs in accordance with General Rules, GR1306 and must show USEF amateur certification.
3. Children's Jumper: To be ridden by exhibitors who have not reached their 18th birthday by December 1 of the current competition year.
4. Pony Jumper: A pony, 14.2 hands and under in height, that is ridden by an individual who has not reached his/her 18th birthday. Stallions are prohibited in Pony Jumpers
 - a. Riders. Pony Jumpers may not be ridden by an adult in any section at the same competition.
 - b. Measurement. A measurement card is required as per Chapter HU, Subchapter HU-10.
 - c. Style Award. A Rider Style Award is recommended at any competition offering three or more classes. The Style Award is to be decided by the Pony Jumper Judge(s) based on the following criteria: To be presented to the Pony Jumper Rider who exhibits the best classical jumper style of riding throughout the Pony Jumper classes. This award will not necessarily be given to the rider accumulating the most points in the Pony Jumper division.
 - d. Cross Entries. Riders competing in any Pony Jumper section cannot compete in any other sections at the same

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competition in which they are required to jump fences higher than 1.10 m (3'7") (Exception: Children's Jumpers).

- e. Course Requirements. All entrants will compete over same heights, spreads and distances. Only the initial element of combinations may be a spread.
 - f. Level of Difficulty. 1.05 (3'5") or above as specified in Prize List. Local Competitions - no minimum height or spread, but fence dimensions must be stated in the Prize List. (Note: see USEF web site, www.usef.org, for U.S. Pony Jumper Championships Selections Procedures).
 - g. In Pony Jumper sections, to avoid over-emphasis on speed jump-offs, it is recommended that management write sections with initial class(es) scored under Table IV (Optimum Time) or as "clear round" events (all entrants without jumping or time faults remain equal); Final class(es) only to have a jump-off against the clock to determine show championship.
5. Graduated Difficulty. Competitions are encouraged to offer sections for Pony, Children, and Adult Amateur Jumpers in which successive classes within the section are at increasing fence heights (for example: first class at 1.00 m (3'3"), second class at 1.05 m (3'5"), third class at 1.10 m (3'7")).

JP119 U25 (25 and Under) Jumper Sections/Classes

1. U25 classes are open to riders from the beginning of the calendar year in which they reach the age of 16 until the end of the calendar year in which they reach the age of 25. Amateur classification is not a factor for entry into a U25 class.
2. Specifications:
 - a. U25 courses must be set at 1.40m or above.
 - b. U25 classes offering \$25,000 or more in prize money must be held at an Open Regional, Open National, or Open High Performance Standard (per JP122.4).
 - c. If a competition offers only one U25 class, it must be scored as a jump-off class.
3. U25 Overlay Class.
 - a. A U25 Overlay Class is defined as additional money specifically for U25 riders entered in an Open Jumper Class offering \$25,000 or more held at the Open Regional, Open National or Open High Performance Standard (see JP122.4).
 - b. U25 competitors are placed in the regular Open Jumper Class the same as all other entries in the class. However, in addition to the regular placement of competitors in the class, the U25 competitors will also be placed among themselves with the additional U25 prize money being distributed to those U25 competitors that placed in the original class.
4. In principle, no U25 class offering more than \$10,000 in prize money may be held within the fourteen (14) days prior to, any days during, or seven (7) days after the USEF U25 National Show Jumping Championship or the North American Junior and Young Rider Championships (NAJYRC).
5. For information on the U25 Ranking List, please refer to the Jumping page of the USEF website at www.usef.org (Disciplines/International/Jumping/National Jumping). *BOD 9/29/15 Effective 12/1/15.*

JP120 Open Jumper Sections/Classes

1. Open Jumper. Any horse, regardless of money won, is eligible to compete in this section.
2. Difficulty. The specific height (classes up to \$24,999) or standard (classes of \$25,000 or more) at which the class or section is being offered must be stated in the prize list.

JP121 Thoroughbred Jumper

1. Thoroughbred restricted classes are open only to horses that are registered with USHJA and are in possession of Breed Registry papers. Horses must have been either registered with The Jockey Club or meet the criteria below. All horse shows must require riders to verify registration on the day of the horse show through one of the following

methods:

- a. The Jockey Club Certificate of Foal Registration or a copy thereof.
 - b. The horse's lip tattoo, the horse's 5-cross pedigree and the successful tattoo lookup result from The Jockey Club's Tattoo Identification Services, (located at [www. registry.jockeyclub.com](http://www.registry.jockeyclub.com)).
 - c. If neither of the above is available, a letter from The Jockey Club verifying the horse's identity.
2. Fence Heights to be set at 1.0m-1.05m not to exceed 1.05m (3'5").
 3. Cross entry into other sections is allowed unless otherwise stated in the prize list.
 4. Championships must be offered in accordance with JP110.
 5. *Thoroughbred jumper points will tabulate in accordance with GR1133.2. BOD 9/29/15 Effective 12/1/15.*

SUBCHAPTER JP-4 LEVELS OF DIFFICULTY

JP122 Fence Dimensions

1. At Licensed Competitions the Level of Difficulty for each class must be indicated in the prize list and on the course plan. This may be shown as either
 - a. specific height in feet/inches or metric measure or a height range of not more than 5cm or 3" (i.e. 1.30m to 1.35m or 4'3" to 4'6"). If a range is indicated, fence heights may not be lower than the low height specified (except the first fence or the first element of a combination, and High Jump, Puissance, and Accumulator classes). If a range is shown, the lower height will determine how the class is counted toward HOTY awards, etc.
 - b. as one of the "Standards" defined below for classes of \$25,000 or more. Spreads must be set as noted below.
 - c. Management may choose to run a class over two different heights (not more than 10 cm of difference), permitting competitors to elect at which height to compete. The conditions for such classes must be stated in the prize list unless the two-height class results from the combining of classes due to insufficient entries (defined as less than six entries in either grouping). The steward's report must indicate any two-height class held, and the official results submitted to the Federation must accurately state at which height each entrant competed.

2. Heights:

The following fence dimensions are approximate equivalents in metric and English units:

0.70 m	= Fences 2'3" in height
0.75 m	= Fences 2'5" in height
0.80 m	= Fences 2'7" in height
0.85 m	= Fences 2'9" in height
0.90 m	= Fences 2'11" in height
0.95 m	= Fences 3'1" in height
1.00 m	= Fences 3'3" in height
1.05 m	= Fences 3'5" in height
1.10 m	= Fences 3'7" in height
1.15 m	= Fences 3'9" in height
1.20 m	= Fences 3'11" in height
1.25 m	= Fences 4'1" in height
1.30 m	= Fences 4'3" in height
1.35 m	= Fences 4'5" in height
1.40 m	= Fences 4'7" in height
1.45 m	= Fences 4'9" in height
1.50 m	= Fences 4'11" in height
1.55 m	= Fences 5'1" in height
1.60 m	= Fences 5'3" in height

3. Width:

- a. All courses require a minimum of three obstacles in which the spread exceeds the height by 5 cm (2") up to 15 cm (6"). (See JP124.7)
 - b. Triple Bars may be up to 30 cm (12") wider than the height listed.
4. Standards: Any class offering \$25,000 or more in prize money must be offered at one of the three standards delineated below: Regional, National, or High Performance. Heights alone do not apply to these classes and the standard must be clearly stated in the prize list. Competitions must apply to the Jumper Committee for permission to offer \$25,000 or more in prize money in any class if it does not meet one of the following:
- a. Open Regional Standard: 1.35m - 1.40m with spreads to 1.55m, excluding Triple Bar and Water Jump. At least 6 Verticals and 4 Oxers must be set at 1.40m. The maximum spread for the Triple Bar is 1.85m, and the maximum spread for the Water Jump is 3.60m.
 - b. Junior, Amateur Owner, or Young Rider Regional Standard: 1.25m - 1.30m with spreads to 1.45m, excluding Triple Bar and Water Jump. At least 4 Verticals and 4 Oxers must be set at 1.30m. The maximum spread for the Triple Bar is 1.65m, and the maximum spread for the Water Jump is 3.60m.
 - c. Open National Standard: 1.40m - 1.50m with spreads to 1.70m, excluding Triple Bar and Water Jump. At least 4 Verticals and 2 Oxers must be set at 1.50m*. The maximum spread for the Triple Bar is 2.00m, and the maximum spread for the Water Jump is 4.00m. *If conditions warrant, the Course Designer after consultation with Management and Judges, may use a 5cm variance up or down for these 6 required efforts.
 - d. Junior, Amateur Owner, or Young Rider National Standard: 1.35m - 1.40m with spreads to 1.60m, excluding Triple Bar and Water Jump. At least 4 Verticals and 3 Oxers set at 1.40m. The maximum spread for the Triple Bar is 1.80m, and the maximum spread for the Water Jump is 3.90m
 - e. Open High Performance Standard: 1.45m - 1.60m with spreads to 1.80m, excluding Triple Bar and Water Jump. At least 2 Verticals must be set at 1.60m, and at least 4 Oxers must be set at 1.50m+*, excluding Triple Bar and Water Jump. The maximum spread for the Triple Bar is 2.20m, and the maximum spread for the Water Jump is

- 4.50m. *If conditions warrant, the Course Designer after consultation with Management and Judges, may use a 5cm variance up or down for these 6 required efforts.
- f. Junior, Amateur Owner, or Young Rider High Performance Standard: 1.40m - 1.50m with spreads to 1.70m, excluding Triple Bar and Water Jump. At least 4 Verticals and 2 Oxers must be set at 1.50m. The maximum spread for the Triple Bar is 2.00m, and the maximum spread for the Water Jump is 4.20m.
5. Conforming to Level of Difficulty. (Does not apply to the Standards listed above in JP121.4 except as noted above by *). 60% of the fences in the first round of a class must be set at the required height indicated, and the remaining 40% within a two-inch (5 cm) variance; water jump, first fence on course, and first fence of a triple combination excluded and are not part of the 60%. (Exception: Gambler's Choice/Top Score, Derbys, and classes 1.50 m and above).
6. Changing the Level of Difficulty from that published in prize list. The height at which a given competition is held may be altered from that listed in the prize list with the joint approval of the Course Designer, Judges and competition management; only in the case of inclement weather, or unsafe conditions. Changes in the height for any other reason may be done ONLY with the prior written consent of the majority of competitors in the class. See GR832.6 for class postponement due to weather conditions. All changes MUST be specifically noted in the Steward's report for the competition. For Standards, see JP150.
7. Certifying the Level of Difficulty. Classes of \$25,000 or more must be certified by the following: A course plan showing the actual heights and spreads of all the fences, signed by the Course Designer and the Senior Judge, must be given to the Senior Steward to include with his report to the Federation. If the class is held at a different standard than that listed in the prize list, the Steward must certify in his report that the requisite rules and procedures of JP122.6 were correctly followed.

SUBCHAPTER JP-5 COURSE REQUIREMENTS

JP123 Jump Equipment

1. Rails and other parts of the obstacles are held up by supports (cups). A rail must be able to roll on its support; in this case the support must have a depth of 18 mm (.7") minimum and a depth of 30 mm (1.18") maximum. For planks, gates, etc. the diameter of the supports must be more open or even flat, but not deeper than 1/2".
2. Jump Cups.
 - a. Any licensed competition must use FEI-approved Safety Release Cups for the back pole of all spreads in every jumper class.
 - b. Standards, jump cups and safety cups must be available for use in all schooling/warm-up rings. If used in the competition ring, pins must be made of rigid or unbreakable material.
 - c. Breakable pins such as wooden dowels are permitted in the schooling/warm-up ring when no safety cups are available.
 - d. Breakable pins are prohibited in the competition ring.
 - e. For information on sources for obtaining FEI approved cups, contact the Jumper Department at the Federation.
3. Rails. Rails must be at least eight feet long.
4. Flags. All obstacles must be both flagged and numbered at competitions offering over \$2,500 in the Jumper Division. When flags are used at obstacles, they must be placed at the outside extremities of the elements to be jumped, the red flag on the right, white on the left.

JP124 Jumper Courses

1. The term Obstacles refers to either single obstacles or combination obstacles. All obstacles are numbered numerically. Combination obstacles are those consisting of two or more jumping efforts, as indicated with the letters "A," "B," "C," etc. Faults are accrued at all parts of a combination obstacle. The total number of Jumping efforts on a

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course includes each single obstacle and each part of any combination obstacles. Obstacles for jumping competitions may consist of any of the following: verticals, oxers, triple bars, combinations, water jumps, ditches, banks; as well as variations such as liverpools, fans, etc. Combination obstacles consist of two or more separate jumping efforts. For purposes of determining the minimum requirements in various jumping competitions held under USEF rules, the total number of jumping efforts will be the determining factor.

2. Height or Standard. All courses must be accurately set according to the Height or Standard published in the prize list.
3. Identical Courses. No two courses in any section may be identical. (Exception: Local Competitions).
4. Obstacles. Obstacles should be attractive, varied and appropriate to their setting. They and/or their components must be capable of being knocked down and should be neither so light or poorly supported that they fall at a slight touch, nor so heavy or firmly supported that they can hardly be dislodged. In principle, the resistance to shock should be approximately the same for all obstacles on the course.
5. Gates. All suspended elements (i.e., gates, panels, etc.) must be hung not more than 10 cm (4") from their top edges.
6. Number of Jumping Efforts. Every course must contain a minimum of ten jumping efforts. Exceptions:
 - a. jump-off courses,
 - b. High Jump,
 - c. Six Bar.,
 - d. Puissance
 - e. Table II Sec2.c (see JP145.3d)
7. Ratio of Spreads. At least three out of the first eight jumping efforts must be spreads. (Exceptions: Same as 6 above). For each additional four jumping efforts, one must be a spread.
8. Start and Finish Lines. A start line must be established at least 3.65 m (12') from the first obstacle and a finish line at least 7.30 m (24') from the last obstacle, each indicated by two markers at least 3.65 m (12') apart.
9. Change of Direction. There must be at least one change of direction in every course including jump-off courses. (Exception: Puissance, Six Bar and High Jump.)
10. Combinations. At least one combination must be included in every course. (Exception: Combinations are prohibited in Puissance, High Jump, Fault and Out Time classes and classes scored on faults and time with choice of course. Combinations are optional in Jump-offs and classes held below .95 m (3'1") and in classes at Local Competitions.)
11. Permanent Obstacles. Competitions offering more than \$2,500 are encouraged to include banks, ditches and water jumps in their courses.
12. Single Rails. An obstacle composed of a single rail must not exceed 4'3" in height.
13. Crossed Rails. Double crossed rails (i.e., two pairs of crossed rails, with a spread between them) are prohibited, and care should be exercised in constructing single crossed rails to prevent abnormal difficulty.
14. Brush Obstacles. Brush obstacles must have a clearly visible rail placed above or beyond them.

JP125 Spread Obstacles

1. Definition. A spread obstacle is an oxer, a triple bar, Liverpool, or a water jump with a width dimension. All courses require a minimum of three obstacles in which the spread exceeds the height by 5 cm (2") up to 15 cm (6"). (Exception: Puissance, Six Bars and special classes.) Refer to JP122.7 for required number of spreads.
2. Measurement. Spread obstacles are measured from their two outermost top extremities on a line parallel to the ground.
3. A solid element (i.e., coop, wall, etc.) may not be used as part of the further-most element. Only straight rails (not curved), may be used on the back of spread obstacles. Only a single rail may be used on the middle or back of a spread unless the lack of a second rail would leave an excessive gap between the top of the front element and

later elements. Standards in which the rail rests on the top of the post are prohibited.

JP126 Combinations

1. Definition. A double, treble, or multiple combination is composed of two, three or more obstacles with a maximum inner distance between them of 39'5", which must be taken in two, three or more successive jumps. The distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side. Any obstacles with 39'5" or less between them must be designated as a combination by numbering them with a single number and the use of A and B or A, B and C, or A, B, C, and D.
2. Pony Jumpers. In Pony Jumper classes, only the initial element of combinations may be a spread.

JP127 Permanent Obstacles

1. Closed Combinations. Banks and sunken roads (Pulvermans) may be regarded as double, treble, or multiple, open or closed. The course designer must decide before the competition whether the obstacle is to be considered as closed or open, and this must be clearly specified on the plan of the course. (Note: Any completely closed obstacle or part of an obstacle in which a competitor, having jumped the first part, may not exit without jumping out or down should be designated as 'closed.')
- Each part must be jumped separately and faults are penalized separately. In the event of a disobedience inside a closed portion, the rider does not exit to re-jump the prior portion. The knockdown of a flag taking the place of a standard is scored. Any combination obstacle which is not described as closed on the plan of the course is considered an open combination.
2. Bank Jumps. A bank which has no associated obstacle or only a single rail may be taken in one effort without incurring penalty.

JP128 Water Obstacles

1. General: A water obstacle is a jump which requires a horse to jump over water. A water obstacle may be used as an open water jump, a rail over a water jump, or as a liverpool.
2. Open Water Jump
 - a. Definition: An open water jump has no obstacle in front (except as noted in .5 below), in the middle, or behind the water.
 1. An open water jump must have a minimum width of 4.90 m (16') at the face.
 2. The water must have a minimum spread with at least 2.45 m (8') spread and must be dug into the ground.
 3. The deepest point is determined according to a maximum rise of 5 cm (2") per foot of length which may not exceed 4.70m (15').
 4. When a concrete or metal water jump is used a secure mat at least 1 cm (1/2") thick must cover the entire obstacle.
 5. An obstacle with a minimum height of 40cm and a maximum height of 50cm, must be placed on the take-off side. Although counted in the calculation of the total width, these elements are not part of the obstacle and displacing them or knocking them down is not penalized.
 6. A white strip of wood (lath) or plasticine (which maybe a color that contrasts to the footing), approximately 10 cm (4") wide, must be used and should be placed as close to the water line on the landing side as possible. Several spare laths or pieces of plasticine must be provided so that when the lath or plasticine has been marked by a horse it is replaced.
 7. In classes of \$50,000 or more, plasticine must be used.
 - b. Scoring:
 1. Whether a lath or plasticine is being used, only a mark from the horse's hoof on the lath or plasticine, or a foot in the water is penalized; touching the lath or plasticine with the fetlock joint or boot is not.
 2. The limits must be clearly marked both on the take-off and the landing sides with visible flags. Flag poles

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must not be made of metal or unbreakable material and must be 6' to 8' in height.

3. The knockdown of a flag marking the limits of an open water jump will not be penalized.
4. Judges should stand at a position between the take-off and landing side, and not directly parallel to or beyond the landing lath, thus providing a good view of the lath and water.

3. Rail Over Water Jump

- a. Definition: A water obstacle may have one rail no higher than 1.00 m (3'3") over it. The rail must never be placed behind the center point and approximately 1/3 from the front is preferable. When the obstacle is built in this manner, extreme care must be taken not to create an optical illusion to the horse with a large gap between the take-off element and the rail, or of the lath and the rail appearing to produce a false ground line.
- b. Scoring: When used in the manner described above, the rail and the lath, or only the rail may be judged. When only the rail is being judged, a foot in the water is not penalized. However, whenever the lath is being judged, a foot in the water is always penalized. The method of scoring must be indicated on the course diagram.

4. Liverpool

- a. Definition: A Liverpool is an obstacle built with water. The water may be used under, in front of or behind an obstacle (vertical or oxer). When used in this manner, the total width of the obstacle (including the water), may not exceed 2m. A vertical jump may be built over the center of a 3m or less water (up to a 3.60m water in 1.60m classes only). The rails may not exceed 1.50m in height and must be placed in safety cups.
- b. Scoring: In all cases only the rail is scored.

JP129 Substitution of Obstacles

When one or more of the original obstacles is sufficiently damaged to become unusable while a class is in progress and no duplicate is available, a Competition Committee must substitute obstacle(s) which approximate as nearly as possible the original obstacle(s).

JP130 Measuring Courses

1. Measurement. Accurate measurement of courses is essential. Courses must be measured with a measuring wheel similar to those used by public utilities, by a measuring tape, or by computer or planimeter with the course laid out on an accurate scale drawing of the ring.
2. All courses must be measured as described in 1. above at competitions offering over \$2,500 in the Jumper Division. The judge should assure that the course has in fact been properly measured and the time allowed calculated according to the speed listed in the prize list.

JP131 Speed, Time Allowed, Time Limit, and Optimum Time

1. Calculation. The Time Allowed to complete the course should be calculated from an actual measurement of the course's length for all rounds and jump-offs. However, if the number of turns on the course or the size of the ring suggests that the calculated Time Allowed may prove unfair in practice, speed may be adjusted prior to the start of the competition.
2. Speed. The Time Allowed is based on a minimum speed of 350 meters per minute (382 yards per minute) 328 m/m (360 yd/min) for Pony Jumpers, or in very small or indoor arenas. If a speed other than 350 m/m (382 yards per minute) is to be used, it must be printed in the prize list. Where the arena size is 5,000 square meters or more (approximately 55m x 90m [180ft x 300ft]) the maximum speed to be used for any division shall be 375 meters/min. In arenas of less than 5,000 square meters the maximum speed to be used shall be 350 meters/minute.
3. Reference Times. The Time Allowed must be announced and posted prior to the start of the class. After the first competitor has completed his round, the Time Allowed and the competitor's time should be announced. In cases where an electronic read out board is not visible to riders in the in-gate area, the reference times for the first three

riders should be announced.

4. Adjustment of the Time Allowed. The Time Allowed may be adjusted at the sole discretion of the Judge(s), if they feel it is inaccurate, but only after consultation with the course designer. However, the time allowed may only be adjusted once during the early rounds of a given competition, never later than after the third competitor to complete the course without a disobedience or if any of the first three take more than 45 seconds to cross the start line. The time allowed can never be lowered so that time faults will be awarded to any previous competitor that has started the course within the 45 seconds and completed the course without a disobedience.
5. Time Limit. The 'Time Limit' is defined as double the Time Allowed.
6. Optimum Time. For classes scored under Table IV the optimum time is defined as 4 seconds less than the Time Allowed.

JP132 Posting and Walking Courses

1. Time for Posting. Courses must be posted at least one-half (1/2) hour before the scheduled time of the class. Classes may not be started prior to that time without permission of all exhibitors.
2. Course Plan. The plan or diagram of the course, including the Speed, Time Allowed, length of course, start and finish, and jump-off course, must show the obstacles which must be jumped with the order indicated by number. Apart from this, unless designated by the course designer by the use of a solid line between obstacles on the course plan, the rider is not bound to follow a compulsory track. An arrow is used to indicate the direction in which each obstacle must be jumped. Closed combinations and option fences must be clearly marked. For all classes of \$25,000 or more, the posted course plan must include the height and spread of each obstacle.
3. Walking the Course. A competitor cannot enter the arena until course and judge are ready. However, riders may be permitted to inspect the course on foot prior to commencement of the class at management's discretion.

JP133 Judge(s) Inspection of Courses

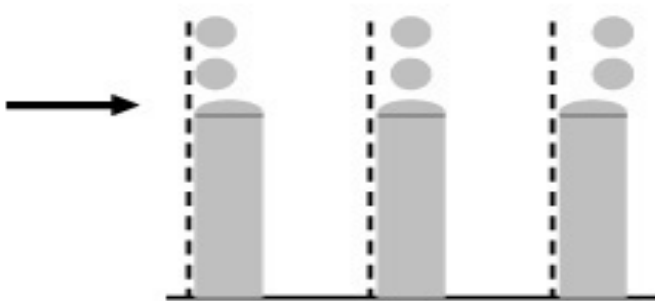
1. The judge should assure that the course has been properly set according to specifications indicated in the prize list, and that it has been measured and the Time Allowed calculated properly, and call attention to any errors that would result in unfair or inappropriate courses. The judge should also ensure that any or all obstacles have been appropriately reset after disruption of any kind during the competition. For all classes of \$25,000 or more, the Senior Judge must physically inspect the course to ensure that the obstacles are set at the correct dimensions (Standard) as stated in the prize list.
2. At Licensed Competitions when no licensed course designer is present, stated dimensions of height and width indicated in the prize list may be altered, according to all provisions of JP122, only when requested by the judge.

JP134 Jump-Off Courses

1. Obstacles. Jump-offs are held over obstacles from the original course that may include obstacles not included in the initial round. In a jump-off, any sequence of obstacles in either direction may be employed. Obstacles may be raised, lowered, broadened or narrowed. In Table II Sec. 2(b) classes, it is recommended that course designers incorporate at least two new obstacles set at jump-off height. There must be at least one change of direction.
2. Number. Courses may be shortened after the first round and must be shortened if there is more than one jump-off. (Exception: Six Bar classes.) The jump-off course may not be shortened to less than six jumping efforts and must include at least one vertical and one spread obstacle. Exceptions:
 - a. Puissance classes.
 - b. Table 2.IIc (see JP145.3d)
 - c. Table 2.IId (See JP145.3e)

SUBCHAPTER JP-6 SCORING**JP135 General**

1. Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner Exceptions: JP136.1d and JP144.8.; Also penalties apply for late falling rails:
 - a. after crossing the finish line but before leaving the ring, or
 - b. before the tone sounds for the start of the next round.
2. Penalty faults include disobediences, falls, knockdowns (while in the process of jumping an obstacle) and time penalties. No more than one penalty may be scored at each attempt. If an obstacle is knocked down or displaced for any reason other than it was caused by jumping or an attempt to jump, no penalty is incurred.
3. Verticals. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
4. Spreads. When an obstacle to be taken in one effort is composed of several elements not in the same vertical plane (i.e., oxer, triple bar, etc.) faults at more than one element are penalized only once. Judges must pay attention when a rail is placed over or slightly behind a standing element. This could result in confusion in scoring and exactly how it will be scored must be determined by the judge(s) before the class begins.



5. Combinations. In combinations, the faults committed at each element are scored separately. In case of refusal or run-out at one element of a combination (and upon the judge's signal that the obstacle has been reset, if necessary), the competitor must re-jump the entire combination. (Exception: Closed obstacles).
6. Broken Equipment. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may retire.
7. Setting a Standard. After the first round of the first class in any section, management or the judges may order a competitor from the ring when it becomes evident that their performance prohibits them from being in the ribbons.
8. Courtesy Fence. An eliminated competitor has the right to make one attempt to jump an additional single obstacle, which the judge(s) may designate, but may not continue thereafter. (Exception: The right to attempt an additional obstacle does not apply to Fault and Out classes or in the case of the fall of the horse or rider.)
9. Exiting the Arena. Any competitor who does not leave the ring promptly at the end of the round or after being eliminated is liable for a fine of up to \$100 payable to The Federation, and may be disqualified from future classes during the competition at the discretion of the judge(s). Any competitor at the end of his/her round who does not leave the arena through the designated gate(s) (e.g. jumping out of the arena), is eliminated.
10. Outside Assistance. Riders receiving physical assistance from outside the ring (i.e., lunge whips, etc.) while on

course will be eliminated. (Note: This does not apply to riders between rounds in Table II Sec. 2(b) or Table IV Sec. 2(b) competitions provided the rider begins his jump-off within the limits of JP136.)

11. **Jumping Obstacles Not Part of the Course.** Under penalty of elimination and possible fine (not to exceed \$250 made payable to the Federation), any obstacle in the arena which requires a jumping effort, whether flagged or not, may not be jumped by a competitor at any time while in the arena except as it may constitute a part of the current competition. Exception: Natural obstacles, which are not numbered and flagged, may be jumped unless specifically crossed off in the field or noted as crossed off on the course plan by the course designer, after consultation with the judge(s). [Questionable items in arena that will be scored may need to be pre-determined by the judges and so noted and announced prior to start of class.]
12. **Obstacle Not Properly Set.** If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.
13. **Competed.** A competitor is considered to have competed only after he has entered the ring, and received the signal to start. Competitors who are unable to complete the first round of a competition have no right to any prize, with the exception of Fault & Out, Gamblers Choice or other classes with special rules with requirements as to the finish.
14. **Failing to Complete.** A competitor failing to complete a particular round shall have the reason recorded on the judge's card as follows:
 - a. Withdrew (WD), or did not start (DNS) indicates that the competitor failed to enter the arena within one minute of being called. The time for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time for entering the ring.
 - b. Retired (RT) indicated that the competitor voluntarily retired prior to completing their round.
 - c. Eliminated (E or EL) indicates that during their round the competitor was eliminated by the judge for any of the various reasons indicated in these rules.
15. **Points Not Covered in Rules.** Judges have the authority to make decisions on any point not covered in the rules applying to class procedure, scoring, and conduct affecting a class under their jurisdiction.
16. **A protest may not be made against a judge's decision occurring in the competition ring, provided it is not in violation of Federation rules. Decisions such as, but not limited to:**
 - a. Where the decision is based on a factual observation of performance during a class; whether an obstacle was knocked down; whether a horse was disobedient; whether a horse refused at an obstacle or knocked it down while jumping; whether a rider or horse has fallen; whether a horse circled in a combination or refused or ran out; the time taken for the round; whether an obstacle was jumped within the time; and/or whether, the particular track followed by a rider caused him to incur a penalty under the applicable rules.
 - b. The Elimination or Disqualification of a horse for soundness reasons.
 - c. The Elimination or Disqualification of a rider for medical reasons/fitness to compete.
 - d. The imposition of a Warning without additional penalties or of a Yellow Warning Card.
 - e. Elimination and/or Disqualification during an event. *BOD 1/16/16 Effective 4/1/16*

JP136 The Competition Round

1. **Starting and Finishing.** In order to receive a score other than "Withdrew (Did Not Start)," "Retired," or "Eliminated":
 - a. The horse must cross the start line between the markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting, does not incur penalty. Competition Management and/or the judge(s) may permit or disallow a rider to lead a horse into the ring prior to mounting.
 - b. The horse must cross the finish line between the markers in the proper direction and with the rider mounted.

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(Exception: Fault and Out or other classes with special rules regarding the finish)

- c. The horse must jump all of the required fences between the start and finish markers.
 - d. The horse must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun or take more than 45 seconds to jump the next obstacle on course.
 - e. The horse must not be eliminated for other prohibited actions that might occur while the horse is in the competition arena. (Exception: Fault and Out classes.)
2. Entering the Arena. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time limit for entering the ring.
3. Time to Start. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires. A count-down clock visible to the rider must be in use for any class offering \$2,500 or more in prize money.
4. Use of Audible Signal. An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
- a. to give the signal to start;
 - b. to stop a competitor in the event of an unforeseen incident (which also designates a time-out);
 - c. to interrupt the 45-second period which a rider has to begin the course in the event of an unforeseen incident;
 - d. to indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out);
 - e. to give the signal for a competitor to continue his round after an interruption. See JP137.2 and .3.
 - f. to indicate by repeated and prolonged ringing that the competitor has been eliminated; and
 - g. to indicate that the rider should not proceed to the jump-off round in a Table II Sec. 2. (c) class, or a Table IV(c) class.

JP137 Timing

1. Starting & Stopping. Time is taken from the instant the horse's chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until it reaches the finish line. The Judges have the right to interrupt the 45-second countdown if unforeseen circumstances occur and, if the welfare of the horse is involved, temporarily excuse the competitor, allowing him to return at a later period in the class. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction, are not penalized.
2. If a rider stops to fasten his chin strap, he must indicate to the judge that there is an issue with his chinstrap. **The rider is not penalized for halting to refasten the chin strap, but the clock will not be stopped. BOD 1/17/15 Effective 12/1/15**
3. If as a result of a disobedience a competitor displaces or knocks down any obstacle or a flag marking the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the tone is sounded and the time is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt, the tone is sounded to indicate that the course is ready and that the competitor can continue the round. The competitor is penalized for a refusal and a time correction of 6 seconds is added to the time taken by the competitor to complete his round. The time is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred.
4. Additional Time Out.
 - a. If a rider is forced to hold up **and the time stopped** while a fence is being rebuilt due to it being knocked down or displaced for any reason other than it was caused by jumping or an attempt to jump, no penalty is incurred and 6 seconds is not added to their time. **After the fence is rebuilt, the tone is sounded, and the time is restarted when**

the rider is as close as possible to the place on the course when the time was stopped.

- b. If a knockdown occurs following a refusal, but not as a result of the refusal, the time is stopped and the fence is rebuilt. No additional penalty is incurred and 6 seconds is not added to their time. Once the fence has been rebuilt, the tone is sounded and the time is restarted no matter where the rider might be on the course. *BOD 1/16/16 Effective 4/1/16*
5. If a disobedience with the knock down in .3 occurs at the second or subsequent part of a combination, the time is restarted when the horse leaves the ground at the first element of the combination. Elements knocked down preventing a horse from jumping the next obstacle must be removed, even if time must be taken out for this purpose.
6. On Course. After the signal to start has sounded, a competitor must pass through the start markers in the proper direction to be considered on course. (See JP135.1)
7. Time Faults. One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.
8. Exceeding the Time Limit. Any competitor whose time including penalty seconds which might have been assessed for time-out(s), as described under 2 and 3 above, exceeds the Time Limit is eliminated. The 'Time Limit' is defined as double the Time Allowed.
9. Option Fences. At any obstacle marked as an option on the course plan, in the event of a disobedience at one portion, the competitor has the right to attempt either portion in his following attempt. However, in the case of a displacement of any part of the obstacle, the tone must be sounded and all portions must be reset prior to the continuation of the round.
10. During rounds where time is a deciding factor, a re-jump of the entire course may only be considered as an option if there is no automatic or manual time due to very exceptional circumstances. In these cases a competitor may elect not to re-jump the course and instead be placed after competitors with equal faults. If a re-jump does take place, the original score will be void.

JP138 Disobediences

1. Refusal. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
2. Run-out. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
3. Resuming the Course. After a run-out or refusal the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he must await the signal to start or be eliminated. (For Option Fences, see JP137.5)
4. Loss of Forward Movement. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out or an order from a judge due to unforeseen circumstances such as a fence being blown down), will be penalized as a disobedience. Loss of forward movement on banks will not be scored as a disobedience unless the horse takes a step backwards.
5. Circling. Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), or stops advancing toward or turns at least 180 degrees away from the next fence, or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call. (NOTE: Coming sideways or zigzagging toward an obstacle does not constitute a disobedience unless the horse passes or turns its back to the next obstacle or the finish line).

JP139 Falls

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1. The first fall of horse or rider results in elimination, except in classes in which special rules apply. (Fault and Out, Top Score, etc.)
2. A rider is considered to have fallen when he is separated from his horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
3. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.
4. A courtesy fence is not permitted following the fall of the horse or rider.
5. In the case of a fall while on course, the rider may not remount in the competition ring.

JP140 Knockdowns

1. Definition. An obstacle is considered knocked down when in jumping an obstacle, a horse or rider, by contact:
 - a. changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle; or
 - b. moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed.
2. Special Circumstances. Should a pole resting in a cup come to rest on the lip of the cup, or on a bracket which is an integral part of the cup, or in the case of a safety cup where all parts of the cup are still attached to the sleeve it is not considered a knockdown. Narrowing the width of a spread obstacle without altering the height of any elements as defined above is not considered a knockdown. If, while in the process of being jumped, the top element is struck in such a fashion that it changes the height of the jump, with both ends remaining in the cups and nothing else supporting the top element, it is scored as no faults.

JP141 Off Course

A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

JP142 Breaking Ties

1. Competitors who withdraw, retire or are eliminated from a Jump-off:
 - a. A competitor who is eliminated in a jump-off will be tied with a competitor who retires and will be placed last of the competitors who have completed that jump-off.
 - b. A competitor who withdraws (does not participate) from a jump-off must always be placed after a competitor(s) eliminated or who retires while on the course.
2. Even if only one competitor is willing to participate in the jump-off he is required to enter the arena and receive the signal to start in order to earn top placement.
3. Withdrawing From a Jump-Off. If a competitor wishes not to take part in a jump-off he must notify the judge(s). He will be placed last of those still qualified (on the result of the previous round).
4. Except in Fault and Out classes, when two or more horses incur the penalty of elimination during a jump-off, they remain tied regardless of the cause of elimination or the point at which the penalty was incurred. A competitor who does not take part in a jump-off must always be placed behind a competitor who has been eliminated in the same jump-off.
5. Same Ownership. Whenever tied horses are under one ownership or management, the competitor may designate the order of placement.
6. Competitors who are tied for first place after the initial round(s) will jump off. Any competitors that compete in the jump off and are still tied for any placing (i.e. 1st, 2nd, 3rd, etc.) shall remain tied unless otherwise stated in the prize list. Prize money and Championship points shall be combined and divided equally among the tied

competitors.

7. Competitors who are tied for other than first place in all Jumper sections may either remain tied, the prize money being divided equally among them, or be placed according to the time taken to complete the course. The method of breaking ties must be stated in the prize list and on the judge(s)' cards. If the competitors remain tied, riders must toss a coin for the ribbons, unless management chooses to provide additional ribbons. If points are awarded, points should be added and divided equally among the competitors. A judge or steward must conduct the breaking of ties when they are to be determined by the tossing of a coin.
8. In Junior Jumper classes, when at least 50% of the jumps have been raised to the maximum height and spread and a tie for first place has not been broken after the competitors have jumped the course at this height, the contenders are declared tied. In Puissance and Six Bar classes if competitors remain tied after the second attempt to clear a particular height, they remain tied and are placed equal first.

JP143 Violations

1. Course Requirements. In cases in which Federation course requirements have not been met and the violation has not been observed and corrected prior to the first competitor's performance, the class must be completed without altering the course, and the result stands for purposes of the Competition Championship. (Federation stewards are required to specify all such classes in their steward's reports, having first verified the violation and apprised the competition secretary of it.)
2. Scoring Irregularities. Possible violations, such as judges' or time-keepers' incorrect application of class conditions, etc., should be reviewed, as soon as feasible, by a committee consisting of the judges, Federation steward, a representative of management and the exhibitors directly concerned, and every effort should be made to find a mutually satisfactory solution. Only when such efforts have failed should a protest or charge be lodged.
3. Use of Video. **The Senior Judge, alone or with other members of the judge's panel, may, at his/her discretion, view an official video recording of all or part of a class in order to verify decisions involving scoring. A review of an official video recording is solely at the discretion of the Senior Judge. The Senior Judge may consult with a licensed "R" Judge who may or may not be officiating at that competition. Upon review of such video recording, provided it is made available within 60 minutes after the results are announced the Senior judge may make corrections to the placing of the class. An official video recording is considered to be a recording made by the designated host broadcaster and/or a designated official video recording company as named by horse show management. Only under certain circumstance when there is no official video recording the Senior Judge may consider using a private video. Note: A video may never be used to establish the time of a round. BOD 1/16/16 Effective 4/1/16**

SUBCHAPTER JP-7 JUMPING FAULTS AND SCORING TABLES**JP144 Table of Jumping Faults**

1.	Knockdown: a. Of obstacle or standard with any portion of horse, rider or equipment, when jumping that obstacle, b. one or more feet in the water or on the lath, when the lath is being judged, c. or knockdown of rail placed over a water obstacle.	4 Faults
2.	Knockdown of automatic timing equipment, other designated markers on start and finish lines	4 Faults
3.	First disobedience anywhere on course	4 Faults
4.	Second cumulative disobedience anywhere on course (Exception: classes designated for horses five years of age and under where penalty is 4 faults)	Elimination
5.	Third cumulative disobedience anywhere on course in classes designated for horses five years of age and under	Elimination
6.	Exceeding Time Allowed (for each commenced second over the Time Allowed)	1 Fault
7.	A horse resisting for 45 consecutive seconds	Elimination
8.	Taking more than 45 seconds to jump the first obstacle after the time of the round has begun	Elimination
9.	Taking more than 45 seconds to jump the next obstacle on course	Elimination
10.	Fall of horse and/or rider (except Fault and Out Classes and other classes with special rules)	Elimination
11.	Jumping an obstacle before it is reset, or without waiting for signal to proceed	Elimination
12.	Starting before judge's signal to proceed	Elimination
13.	Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not	Elimination
14.	Off course	Elimination
15.	Leaving the enclosure of a closed obstacle incorrectly	Elimination
16.	Rider and/or horse leaving the arena before finishing the course (Exception: JP137.1)	Elimination
17.	Any competitor at the end of his/her round who does not leave the arena through the designed gate (e.g. jumping out of the arena)	Elimination
18.	Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena.)	Elimination
19.	Exceeding the Time Limit	Elimination

JP145 TABLE II—Classes scored on Faults and Time

1. Clear Round (Table II) - The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults remain equal.
2. Time First Round (Table II, Sec. 1)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults are classified according to their time taken to complete the course. (Note: it is recommended that Table II Sec. 1 be conducted over a Table II course rather than a Table III course.)
3. Time first jump-off
 - a. Table II, Sec. 2 (a)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.
 - b. Table II, Sec. 2 (b)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule as per JP136.3. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table.
 - c. Table II, Sec. 2 (a/b)—Each exhibitor has the option of taking part in the jump-off at the completion of their round as in 2(b), or after all exhibitors have completed the first round as in 2(a).
 - d. Table II, Sec. 2 (c)—Two Phase Competitions - The first phase to consist of 8 to 10 jumping efforts and the second phase (immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course. If there are no clean rounds and a tie exists for first place, there will be one jump-off, in which time will decide in the event of equality of faults. The use of a Time Allowed is optional in the first round. The Time Allowed in the first round may be taken by electronic or manual means.
 - e. **Table II, Sec. 2 (d)—Two Phase Competitions - The first phase to consist of 8 to 10 jumping efforts and the second phase (immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over both rounds and any penalties for exceeding the Time Allowed if any. Whether or not a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course. The use of a Time Allowed is optional in the first round. The Time Allowed in the first round may be taken by electronic or manual means. BOD 1/17/15 Effective 12/1/15**
 - f. Table II Sec.2(e)—Time first jump-off with designated number of competitors to jump-off. The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed, if any. Following the first round a pre-determined number of competitors based on faults and time (from 6 to 16 but in no case more than the number of places to be awarded, the exact number to be indicated in the prize list), will compete in one timed jump-off round in which time will decide in the event of equality of total faults from both rounds. The order of go for the jump-off round will be reverse order of scores (faults and time) from the first round. Adjustment of this order, in the case of one rider qualifying multiple horses, may be allowed at

management's discretion.

- g. **Table II Sec.2(f)—Time first jump-off with designated number of competitors to jump-off.** The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed, if any. Following the first round a pre-determined number of competitors based on faults and time (from 6 to 16 but in no case more than the number of places to be awarded, the exact number to be indicated in the prize list), will compete in one timed jump-off round in which time will decide in the event of equality of total faults from both rounds. However in this jump-off the clear rounds will be competing against other clear rounds, 4 faults will be competing against other 4 faults, 8 faults against other 8 faults, etc. A competitor in the jump-off cannot be beaten by another competitor who returns for the jump-off with a greater number of faults. The order of go for the jump-off round will be reverse order of scores (faults and time) from the first round. Adjustment of this order, in the case of one rider qualifying multiple horses, may be allowed at management's discretion. *BOD 1/17/15 Effective 12/1/15*
4. **Time Second Jump-off (Table II, Sec. 3)**—The first round, first jump-off and second jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round and first jump-off, if any, there will be a second jump-off for first place only in which time will decide in the event of equality of faults.
5. **Fault and Out (Table II, Sec. 4)**—These competitions are timed and take place over medium sized single obstacles (combinations are not permitted). The competitor's round finishes with the first fault incurred under Table II. Points are awarded instead of faults, two points being awarded for each obstacle jumped cleanly and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points.
- If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the rider is credited with obstacles cleared.
 - When an obstacle is knocked down or the Time Allowed, if there is one, has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.
 - When a fault constitutes a disobedience or fall, or when the rider is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.
 - Fault and Out classes can be conducted in one of two ways; which must be designated on the course plan as either:
 - Once Around, in which case the maximum number of obstacles to be jumped is fixed, and the clock is stopped when the competitor crosses the finish line, or
 - With a Fixed Time Allowed which must not be set at less than 50 seconds, nor more than 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, he starts around the course again but is not required to go back through the start markers.

JP146 TABLE II—Classes scored on Faults Only

Time does not apply for any purpose except as provided for in JP144.7 through JP144.9 of the Table of Faults.

- Knock Down and Out (Table II, Sec. 5) The winner to be the competitor clearing the most obstacles without a fault.
- Puissance (Table II, Sec. 6). The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40 m (4' 7") in height, two obstacles from 1.60 m (5' 3") to 1.70 m (5' 6") and one wall or vertical obstacle, which may vary from 1.70 m (5' 6") to 1.80 m (5' 9") in height. All

combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm (12") offset at the base).

- a. A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.
 - b. In the event of equality for first place, there must be successive jump-offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle.
 - c. In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if competitors equal for first place have not been penalized in the preceding round.
 - d. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the competition at its discretion. After the fourth jump-off, the Ground Jury MUST stop the competition. The competitors left in the competition will be placed equal first.
3. Six Bars (Table II, Sec. 7) This is a test of power and skill outside the category of doubles, trebles or multiples. Six obstacles are placed in a straight line with a distance of approximately 11 m (36') between each of them.
- a. If the size of the arena or other conditions warrant it, the number of obstacles may be reduced to five.
 - b. The obstacles are of identical construction and type.
 - c. At the choice of management, the obstacles may be either: a) all the same height, such as 1.20m (4'0") or b) at progressive heights.
 - d. If the competitor knocks down any of the obstacles, he does not stop but must continue the course. If the horse refuses or runs out, the rider must resume the course at the obstacle at which the fault occurred and is permitted to make his approach from outside the space between the two obstacles, thus jumping the fence at an angle.
 - e. Only those without fault in the preceding round are entitled to take part in the next round. If there are not sufficient clean rounds for the placement, ties are broken as provided in JP142.6.
 - f. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the competition at its discretion. After the fourth jump-off, the Ground Jury MUST stop the competition. The competitors left in the competition will be placed equal first.

JP147 TABLE III—Faults Converted Into Seconds

1. Faults incurred when jumping an obstacle, for knocking down a boundary flag, for putting one or more feet in the water or on the marking lath are penalized by adding four seconds for each occurrence.
2. A Time Limit of 120 seconds will be automatically applied. (180 seconds for courses over 600m.) Seconds added due to jumping faults do not count towards the 120 or 180 second time limit determination.
3. The first disobedience is penalized automatically by the extra time taken. Causes of elimination in Table of Jumping Faults JP144.4 through .19 apply.

JP148 TABLE IV—Optimum Time Classes

Classes are scored on Faults under Table II, however, all ties are broken on the basis of Optimum Time.

1. Optimum Time in First Round (Table IV Sec. 1)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the case of equality of faults, ties will be broken on the following basis: an "Optimum Time" (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc.
2. Optimum Time in First Jump-Off
 - a. Table IV Sec. 2 (a)—The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In case of equality of faults, ties will be broken on

the following basis: an “Optimum Time” (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc.

- b. Table IV Sec. 2 (b)—The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. In the case of equality of faults in the jump-off, ties will be broken on the following basis: an “Optimum Time” (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump-off, scored as described above, will take place among those tied for first place.
- c. Table IV Sec. 2 (c)—The first round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any [Note: The use of a time allowed is optional in the initial round.]. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off, with time starting as the horse crosses the finish line for the initial course. In the case of equality of faults in the jump-off, ties will be broken on the following basis: an “Optimum Time” (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump-off, scored as described above, will take place among those tied for first place.

JP149 Special Classes

1. Top Score/Gambler’s Choice Competition (FEI Rules for Jumping Art. 270)
 - a. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed. The obstacles must be built so that they can be jumped in both directions.
 - b. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
 - c. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.
 - d. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.
 - e. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.
 - f. If the fixed time is reached at the moment when the horse is already taking off (front hooves off the ground), this obstacle counts if it is correctly jumped.
 - g. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.
 - h. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this

obstacle.

- i. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless he is placed according to the points obtained up to the moment of his fall disregarding the time.
 - j. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.
 - k. There are two options for using a Joker:
 1. An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the competitor.
 2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the competitor's round. The competitor must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker. Only one attempt at the Joker is allowed. 200 points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the competitor.
2. Take Your Own Line. This competition takes place over a course of about ten obstacles scored under Table 2 or 3 as stated in the prize list. After crossing the start line, the competitor must jump each obstacle in either direction, in any order and cross the finish line.
- a. If a competitor incurs a refusal, he may proceed to another obstacle. However, if the standard or flag is knocked down or displaced, the judge gives an audible signal, the clock is stopped and six seconds added to the time taken by the competitor to complete his round. The time is restarted at the moment when the horse leaves the ground at its next obstacle. Upon signal to proceed, the competitor may continue his round, re-attempting the obstacle refused or any other obstacle on the course not previously jumped.
 - b. A first refusal is penalized only by time. The second refusal incurs elimination. (Exception, see JP144.4 and .5)
3. High Jump. Conducted over a single obstacle, starting at approximately 4'6" or 5'. A double set of wings or their equivalent must be used.
- c. Each competitor is allowed three attempts to clear a particular height and receives three points for clearing it at the first attempt, two for the second and one for the third. Points are cumulative from start to finish of class. Failure on the third attempt eliminates.
 - d. Winner is the competitor clearing the greatest height, or an equal height with a greater number of points.
 - e. A practice obstacle, which is not scored, may be jumped before each attempt. If all competitors are brought into the ring before the start of the class and held there during class, a start mark must be established at an appropriate distance from the obstacle.
4. Match Race. This class is run under Table III, faults converted into seconds, with each knockdown and the first refusal penalized by the addition of three (3) seconds. A competitor may ride only one horse. See JP Appendix B for Order of Starting in Qualifying Rounds. The following conditions apply:
- a. Two competitors will compete against each other simultaneously over two identical courses, with each competitor timed separately. Combinations are not allowed. If a particular competitor finds that his opponent has withdrawn from any round, the competitor remaining in the class must complete the round in question alone. If one competitor enters the other competitor's course and as a result interferes with that competitor, the competitor responsible for the interference will be eliminated.
 - b. In each round in the case of a first refusal with or without a knock-down the competitor will continue his round without jumping that obstacle or waiting until it has been rebuilt, however 3 seconds will be added to his time. The second refusal will eliminate a competitor. A competitor passing an obstacle without attempting to jump it will

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be eliminated.

- c. The competitor who has the fastest time will be qualified for the next round and so on until the two finalists meet to decide the winner. Losing competitors in corresponding rounds will be placed equal.
 - d. A member of the judge's panel must be stationed at the starting line to give the starting signal.
 - e. If there is a dead heat between two competitors, the round must be started again.
5. Rotating Pair Relay. This competition is for teams of two. A horse can only compete once in this class, but a rider may compete on more than one horse. The entire course must be jumped twice in the correct order by either competitor. The competitor who crosses the start line must jump the first obstacle and the competitor who jumps the last obstacle must cross the finish line.
- a. One change is mandatory. Competitors may change over as often as they wish. A change is obligatory whenever a fault is incurred. A fault is indicated by an audible signal at which time the other competitor continues the course from the next obstacle. In the event of a disobedience, the other competitor must first jump the obstacle which has not been jumped by his partner and then continue the course.
 - b. Faults incurred are penalized by adding four seconds for each occurrence to the time of the round. The first two disobediences are penalized only by time, the third disobedience incurs elimination. Should a competitor jump an obstacle before his partner has landed over preceding obstacle, the pair will be eliminated.
 - c. The fastest overall time wins. In case of a tie for first place only, there will be a compulsory jump-off over a shortened course.
6. Other Relays—See the FEI Rules for Jumper Events.

JP150 Classes Offering \$25,000 or more in prize money

1. Specifications. Once the specifications for a class have been printed in the prize list, the class conditions may not be changed. The Standard may only be changed in the case of inclement weather or unsafe conditions. In exceptional circumstances, permission for a change in specifications may be granted upon the approval of the Jumper Committee Chairman, or his designee, and two additional Jumper Committee members. Any changes must be noted in the Steward's Report.
2. Officials.
 - a. Course Designer. A Federation Registered ('R') Course Designer must be used. (See Chapter GR10, Subchapter 10-F and GR1205)
 - b. Judges. For classes offering \$25,000 or more in prize money a total of two Federation licensed "R" judges are required, one of whom will act as official timer. The third judge is necessary if an open water jump is used; this can be a "r" judge. In addition, two back up timers with stop watches are required. A Registered steward or Registered Jumper judge must be appointed to supervise schooling before and during the competition. (Note: A timer technician may also be utilized as per JP106.2; however one of the two 'R' judges must be responsible for the official time recorded for each entry.) For all classes of \$25,000 or more, the Senior Judge must physically inspect the course to ensure that the obstacles are set at the correct dimensions (Standard) as stated in the prize list.
 - c. Schooling Supervision. See JP103.
3. Qualifying Class. If a qualifying class is held for a class offering \$25,000 or more, it must be held under the same schooling and equipment rules.
4. Cross Entries. Management may restrict cross entries if it is so stated in the prize list.
5. Prize Money. Prize money must be distributed as follows: 30% for 1st, 22% for 2nd, 13% for 3rd, 8% for 4th, 6% for 5th, 5% for 6th, 4% for 7th, 3% for 8th and 9th, 2% for 10th, 11th, and 12th place.
6. Entry Fees. Entry fee may not exceed 2% of the prize money. Further, when a Class Nominating Fee or a Starting or Declaration Fee is charged for entry into the class (excluding a Nominating fee for the Jumper Division, a

Jumper Section, or for multiple Jumper Classes) the Total amount assessed including all Entry and Nominating fees (for any entry received by the closing date(s) and time(s) designated in the prize list) may not exceed 2% of the prize money.

7. Tack and Equipment. Only running martingales, used in the conventional manner, are permitted. Standing martingales, draw reins or restricted running martingales are prohibited.
8. Attire. (See GR801.2, JP111.5 and .6)
9. Schooling.
 - a. All horses competing must be on the grounds for the twenty-four hour period prior to the scheduled start of the class. **Any horse that has been removed from the grounds for any reason without permission of competition management is ineligible to compete in that class. Competition management will determine who the person(s) responsible is (i.e. rider, trainer, etc.) for removing that horse. All of the responsible person's horses will be eliminated from that class and entry fees for that class will be forfeited. BOD 1/16/16 Effective 4/1/16**
 - b. In order to compete, horse may not be schooled over off-sets for a twenty-four hour period prior to the scheduled start of the class, or while schooling during the class.
10. Open Classes of \$25,000 or more.
 - a. The prize list and the official results must clearly indicate the Standard for any such class. Should a prize list fail to indicate at what Standard the class is to be conducted, the correct information must be posted prominently at the competition office prior to the closing of declarations, and both the Steward's Report and the Official Results must clearly indicate Regional, National or High Performance Standard. Should this requirement not have been met, the competition results shall be recorded as though the class had been conducted at the Regional Standard.
 - b. The posted course plan must include the height and spread of each obstacle.
 - c. Riders competing in open jumper classes held at the High Performance Standard offering \$25,000 or more in prize money are not eligible to compete in the highest money class, in the lowest height section of Junior or Amateur Owner Jumpers offered at the same competition where more than one height section is offered for Junior or Amateur Owner Jumpers.
11. Junior, Amateur/Owner, Amateur, or Young Rider Classes offering \$25,000 or more must be held at a minimum of the Regional Standard.
12. Starting Order (see also JP112 for Starting Order)
 - a. A steward must be present to witness the draw. A rider, trainer or owner of a horse in that class is welcome to witness the draw.
 - b. The previous year's winning rider may be seeded last if it is so stated in the prize list. If that rider has more than one horse in the class, a draw will be conducted to determine which of his/her horses will be seeded last.
 - c. If a rider with multiple horses in a class scratches one or more of his horses, his/her remaining horses must be moved up to occupy the highest position for that rider.

JP151 FEI Classes and Classes not Covered Under these Rules

1. Other variations of the classes outlined in Subchapter JP-4 may be offered upon application to and approval of the Jumper Committee. (See JP150 for requirements for all classes offering \$25,000 or more in prize money.)
2. Two or More Phase Competitions. In Two or More Phase Competitions, cumulative scores must be used to determine the winners.
3. FEI Classes. Classes not included in Subchapter JP-7 may be offered such as those specified in the FEI Rules for Jumper Events (Relay, Accumulator, etc.). Any jumper class may also be run in accordance with FEI rules if management so specifies in the prize list. In either case, management must clearly state in the prize list what FEI Jumper Article applies, whether FEI or Federation equipment and/or schooling rules will be in effect and the starting time of enforcement.

SUBCHAPTER JP-8 NATIONAL/INTERNATIONAL CHAMPIONSHIPS**JP152 Championship Qualification**

1. All qualifying criteria must be objective and strive to ensure a fair and level playing field and must be publicly available prior to the start of qualifying period. The goal of the criteria will be to ensure that all riders who qualify under the criteria are capable of competing at the level of difficulty required by the specific championship. All qualifying criteria must be approved by the USEF Board of Directors.
 - a. If qualifying is based on a time period, the resulting standings of competitors must be made publicly available throughout the qualifying time period.
 - b. If the Championship will be comprised of teams based geographically by Zone, in addition to the above, the criteria for each Zone must be comparable in level of difficulty and if trials are used, must be evenly dispersed throughout the zone. Zones with an insufficient number of competitors to constitute a team may combine individuals to form a team.
2. FEI North American Junior and Young Rider Championships (NAJYRC) Qualifying criteria must be submitted by USHJA sixty (60) days prior to the start of each zone's qualifying period. If no changes are submitted, the following specifications will apply:
 - a. NAJC - qualifying criteria will automatically be based on Junior Jumper classes held at 1.35 m (4'5") or above as well as Open Jumper Classes offering \$25,000 or more in prize money between November 1 and June 15. Points will be awarded per GR1132.3
 - b. NAYRC - qualifying criteria will automatically be based on Junior and Amateur Owner Jumper classes held at 1.35 m (4'5") and above as well as Open Jumper Classes offering \$25,000 or more in prize money between November 1 and June 15. Points will be awarded per GR1133.3.
3. National Junior Jumper Championships. Qualifying criteria for the National Junior Jumper Championships must be submitted in writing by the USHJA to the Federation no later than July 15 of the year prior. If no changes are submitted, the qualifying criteria will automatically be based on Junior Jumper classes held at 1.40 m (4'7") or above between September 1 and August 31. Points will be awarded per GR1133.3.
4. US Pony Jumper Championships. Selection Procedures are approved by the Federation and published annually prior to the qualifying period. *BOD 1/17/15 Effective 12/1/15*

DISTANCE			TIME (SECONDS)					
			NORMAL					JUMP OFF
Yards	360 yds per min	Yards	Meters	300m (328 yds) per min	325m (355 yds) per min	350m (382 yds) per min	375m (410 yds) per min	400m (457 yds) per min
250	41.6	273	250	50.0	46.1	42.9	40.0	37.5
260	43.3	284	260	52.0	48.1	44.6	41.6	39.0
270	45.0	295	270	54.0	50.0	46.3	43.2	40.5
280	46.6	306	280	56.0	51.8	48.0	44.8	42.0
290	48.3	317	290	58.0	53.7	49.7	46.4	43.5
300	50.0	328	300	60.0	55.5	51.4	48.0	45.0
310	51.6	339	310	62.0	57.4	53.1	49.6	46.5
320	53.3	350	320	64.0	59.2	54.9	51.2	48.0
330	55.0	361	330	66.0	61.1	56.6	52.8	49.5

DISTANCE			TIME (SECONDS)					
			NORMAL					JUMP OFF
Yards	360 yds per min	Yards	Meters	300m (328 yds) per min	325m (355 yds) per min	350m (382 yds) per min	375m (410 yds) per min	400m (457 yds) per min
340	56.6	372	340	68.0	62.9	58.3	54.4	51.0
350	58.3	383	350	70.0	64.8	60.0	56.0	52.5
360	60.0	394	360	72.0	66.6	61.7	57.6	54.0
370	61.6	405	370	74.0	68.5	63.4	59.2	55.5
380	63.3	416	380	76.0	70.3	65.1	60.8	57.0
390	65.0	427	390	78.0	72.2	66.9	62.4	58.5
400	66.6	437	400	80.0	74.0	68.6	64.0	60.0
410	68.3	448	410	82.0	75.9	70.3	65.6	61.5
420	70.0	459	420	84.0	77.7	72.0	67.2	63.0
430	71.6	470	430	86.0	79.6	73.7	68.8	64.5
440	73.3	481	440	88.0	81.4	75.4	70.4	66.0
450	75.0	492	450	90.0	83.3	77.1	72.0	67.5
460	76.6	503	460	92.0	85.1	78.9	73.6	69.0
470	78.3	514	470	94.0	87.0	80.6	75.2	70.5
480	80.0	525	480	96.0	88.8	82.3	76.8	72.0
490	81.6	536	490	98.0	90.7	84.0	78.4	73.5
500	83.3	547	500	100.0	92.5	85.7	80.8	75.0
510	85.5	558	510	102.0	94.4	87.4	81.6	76.5
520	86.6	569	520	104.0	96.2	89.1	83.2	78.0
530	88.3	580	530	106.0	98.1	90.9	84.8	79.5
540	90.0	591	540	108.0	100.0	92.6	86.4	81.0
550	91.6	601	550	110.0	101.8	94.3	88.0	82.5
560	93.3	612	560	112.0	103.7	96.0	89.6	84.0
570	95.0	623	570	114.0	105.5	97.7	91.2	85.5
580	96.6	634	580	116.0	107.4	99.4	92.8	87.0
590	98.3	645	590	118.0	109.2	101.1	94.4	88.5
600	100.0	656	600	120.0	111.1	102.9	96.0	90.0
610	101.6	667	610	122.0	112.9	104.6	97.6	81.5
620	103.3	678	620	124.0	114.8	106.3	99.2	93.0
630	105.0	689	630	126.0	116.6	108.0	100.8	94.5
640	106.6	700	640	128.0	118.5	109.7	102.4	96.0

FOR LESS THAN 10 METER/YARD INTERVALS, SEE BELOW

TIME ALLOWED FOR LESS THAN METER/YARD INTERVALS												
360 yds per min	Yards	328 yds per min	365 yds per min	382 yds per min	400 yds per min	475 yds per min	Meters	300m per min	325m per min	360m per min	375m per min	400m per min
0.2	1	0.2	0.2	0.2	0.2	0.1	1	0.2	0.2	0.2	0.2	0.2
0.4	2	0.4	0.3	0.3	0.3	0.3	2	0.4	0.4	0.3	0.3	0.3
0.5	3	0.5	0.5	0.5	0.4	0.4	3	0.6	0.6	0.5	0.5	0.4
0.7	4	0.7	0.7	0.6	0.6	0.6	4	0.8	0.8	0.7	0.7	0.6
0.8	5	0.9	0.9	0.8	0.7	0.7	5	1.0	0.9	0.8	0.8	0.7
1.0	6	1.1	1.0	0.9	0.9	0.9	6	1.2	1.1	1.0	1.0	0.9
1.2	7	1.3	1.2	1.1	1.0	1.0	7	1.4	1.3	1.2	1.1	1.0
1.3	8	1.5	1.4	1.3	1.2	1.1	8	1.6	1.5	1.5	1.3	1.2
1.5	9	1.6	1.5	1.4	1.3	1.2	9	1.8	1.7	1.5	1.4	1.3

APPENDIX A

USEF JUMPER SCHOOLING RULES

1. It is important to remember that all exercise areas are different in size, type of footing, and jump material provided. Furthermore, the ability of the horse and rider must always be taken into consideration as well when deciding what is permitted and not permitted during preparation.
2. In the schooling/exercise areas during the preparation before competition, a minimum of one vertical and one oxer must be provided. The ground must be in good condition. Management must provide sufficient obstacle material. The jumping area should be large enough to provide sufficient room for the training.
3. Obstacles may be flagged, in which case they must be jumped in the proper direction. The Steward, and/or Schooling Supervisor should decide if the flags may be interchanged.
4. No one may hold a rail or touch a standard while it is being jumped.
5. All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
6. If a rail is placed on the edge of a cup it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset).
7. Horses are not permitted to walk over cross or slant rails. Walk rails may not exceed 30cm (12”), and may be built with one end of the rail resting on the ground. Ground lines are not permitted. While using a walk jump, the competitor must approach and depart in a direct line. At no time may they turn the horse while walking over the rail.
8. Jumps in the schooling area may not exceed 1.60 m (5’3”) in height, 1.80 m (5’11”) in width.
9. Any jump 1.30 m (4’3”) or higher must have a minimum of 2 rails, in cups, on the take off side of the jump, regardless of whether a ground line is used. The lower rail must always be below 1.30 m (4’3”).
10. There may never be more than two (2) rails on the back of an oxer, with the lower rail equal in height to the lowest

rail on the front of the oxer. If the oxer is flagged so that it may only be jumped in one direction, there may only be one (1) rail on the back.

11. Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 1 m (3'3") out. If a ground line is used on the landing side of a jump, there must be one on the take off side, and it may not be any further out than the one on the take off side. If an oxer is flagged so it may only be jumped in one direction, the ground line is only permitted on the front of the oxer.
12. If a trot/canter/placement rail is used, the jump may not exceed 1.30 m (4'3") in height and 1.30 m (4'3") in width. If a rail is used on the take off side of a jump, it may be no closer than 2.50m (8'2"). If a rail is used on the landing side of a jump, it may only be used at a vertical and it may be no closer than 3 m (9'10").
13. If guide rails are used on the landing side of a jump, the closest part of the rail must be a minimum of 3 m (9'10") from the jump.
14. A cross rail may be made either
 - a. by itself, in which case the height at which the cups are set may not exceed 1.30 m (4'3") in height, or
 - b. below a rail at a vertical, or the front rail of an oxer.
15. No Swedish Oxers!
16. If a liverpool is supplied and used at a vertical or oxer, the front of the liverpool may not be behind the front plane of the jump. Also, the back of the liverpool may not be placed beyond the front plane of the jump. If used at an oxer, the front of the liverpool may not be more than 1 m (3'3") in front of the jump. The total depth (front to back) may never exceed 1.80m (5' 11").
17. If an item (blanket, cooler, etc.) is laid over the rail of an oxer, it must only be laid over the front rail. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.
18. The use of materials which proves hazardous is forbidden.
19. If space and available fence material allows and safety conditions permit, combinations may be built using correct distances. Bounce jumps may only be used with verticals and may not exceed 1.15m (3'9") in height.
20. Manual poling and the use of offsets are not permitted.
21. Riders are fully responsible for any jump taken by their horse.
22. Any action deemed not in the best interest of the horse will not be allowed.

TAPING/MARKING SCHOOLING FENCES

Fences should be taped at two points. 1) At the 4'3" (1.30 m) mark, so when a rail is placed above the tape the competitor knows that he/she needs a second rail. 2) At the 5'3" (1.60 m) mark, so competitors know that they are not permitted to build higher than that point.

JP - JUMPER DIVISION

