JUMPING

RULES OF ESNZ JUMPING

Effective 1/08/~~2022~~2022
Version ~~14~~ 15 Build ~~560~~211

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PREAMBLE

The present Rules for Jumping Events are effective on 1st August ~~2021~~2022. As from this date, all other texts covering the same matter (other editions, and all other official documents) issued previously are superseded. Although this booklet sets out the detailed rules of Jumping New Zealand (ESNZ Jumping) for Jumping Events, it must be read in conjunction with Section One, the General Regulations. It is not possible to provide for every conceivable eventuality in these rules. If there is no rule to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on commonsense and fair play, thus reflecting as closely as possible the intention of these Rules and of the General Regulations of the Equestrian Sport New Zealand Inc (ESNZ).

To facilitate future amendments, the layout and numbering of the Federation Equestre International (F.E.I) Rules for Jumping Events, have been maintained wherever possible. Where F.E.I. Articles are inapplicable to New Zealand conditions, they have been omitted and replaced by rules peculiar to New Zealand.

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CHAPTER I: THE JUMPING EVENTS

Article 200 - General

1. A jumping competition is one in which the combination of horse and competitor is tested under various conditions over a course of obstacles. It is a test intended to demonstrate the horse's freedom, its energy, its skill and its obedience in jumping and the competitor's horsemanship.

2. If a competitor makes certain faults such as knocking down an obstacle, refusing, exceeding the time allowed, etc. penalties are incurred. The winner of the competition is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.

3. It is not intended to standardise jumping competitions, since variety provides a precious element of interest for competitors and spectators alike, which must be preserved at all costs.

4. Other competitions or variations to the special competitions may be authorised by the Chairman of the Technical Committee of ESNZ Jumping in consultation with the Board of ESNZ Jumping, provided the varied conditions comply with the requirements laid down in the General Regulations and the Rules for Jumping Events. Detailed conditions of each competition must be clearly set out in the schedule and in the programme for the event. Organisers are not permitted to organise competitions unless ESNZ Jumping has approved the conditions in accordance with which these competitions may be conducted.

5. Competitions must be fair for all competitors. It is, therefore, essential that strict and detailed rules are established to regulate them. For this reason, the rules which follow must be respected except when ESNZ Jumping has authorised certain relaxations which are justified by local conditions.

6. The term "fault" is used to cover all incidents during a round that are liable to penalties.

7. All horses and ponies at an event where ID numbers or back numbers are required must have them clearly displayed at all times.

   7.1. At shows, yarded & stabled equines are to have their name, the name of the person responsible and the telephone number clearly visible on their head collar and/or rugs.

8. Horses from the Southern Hemisphere competing in the Northern Hemisphere should be permitted to take part in classes one year younger, as their official birth date is 1 August. Horses from the Northern Hemisphere competing in the Southern Hemisphere should be permitted to take part in

classes for horses one year older, as their official birth date is 1 January. Refer FEI Rules, 254.1.2.1

9. Open Class – An open class is defined by one that has no restrictions. Classes that are not considered open include but are not limited to, age group classes restricting both horses and riders, Amateur, Pro Am, Junior, Young Rider and Lady Rider.

10. The Show Dates Card will be the official calendar. The show rating cannot be increased, or series competitions added, unless it is amended by ESNZ Jumping and published on the ESNZ Website.
    Any cancellations must be notified to ESNZ Jumping where it will be published on the ESNZ website.
    The Season runs from 1 August to 31 July.

11. There is no provision for Hors Concours in ESNZ Jumping classes.

CHAPTER II: ARENAS AND SCHOOLING AREAS

Article 201 – Arena, Schooling Areas and Practice Obstacles

1. The arena must be enclosed, during the NZ Championships, Premier competitions and special competitions at the Horse of the Year Show and should, during other competitions/events. While a horse is in the arena, all entrances and exits should be physically closed.

2. An indoor competition arena should have a minimum size of 1200 sq. m. with a minimum width on the short side of 20m. An outdoor competition arena should have a minimum size of 4000 sq. m. with a minimum width of 50m.

3. The Exercise and Schooling Areas

   3.1. The Organising Committee must provide at least one exercise or schooling area sufficiently large for good training conditions. There must be a minimum of one straight and one spread obstacle. The ground has to be in good condition. When there are many competitors and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags maybe replaced by tape or paint in order to provide a white and red flag.

   3.2. Where space permits and the number of competitors is large, a separate schooling area may be designated.

4. Practice Obstacles
   The use of fence material not provided by the Organising Committee is forbidden under penalty of disqualification and/or fine (Article 241.1.1.4 and 242.2.2.8). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be held by anyone.

5. Ground lines may be placed directly underneath the first element of an obstacle or up to 1m away on the take-off side. If there is a ground line on the take-off side of an obstacle, a ground line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1m. A ground line may never be used on the landing side of a spread obstacle.

   5.1. If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. There can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the height of the place where the poles cross each other.

   5.2. The top poles of a fence must always be in cups at both ends. If the pole is resting on the edge of a cup, it must be on the far edge and never on the

near edge. Any obstacle 1.30m or higher must have a minimum of two poles ~~in cups~~ on the takeoff side of the obstacle regardless of whether or not a ground line is used. The lower pole must always be below 1.30m. One end of the lower pole of a practice obstacle must be in a cup. The other end may rest on the ground.

5.3. Obstacles in the practice arena may not exceed in height and width 10cm more than the maximum height and width of the obstacles of the competition in progress, if the maximum height of obstacles during that competition is 1.40m or less. If the obstacle height of the competition in progress is greater than 1.40m, the obstacles in the practice arena may not exceed 1.80m in width and 1.60m in height.

5.4. Walking poles are not allowed. It is not permitted to walk horses over poles when these are elevated or placed in cups at one or both ends.

5.5. The Organising Committee may provide material to simulate a water ditch.

6. Gymnastics~~/-~~Training

6.1. Athletes may train their Horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed 1.30m in height. Athletes using such obstacles must not violate the rules against rapping (see Art. 243.2.1). Training exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. For these exercises a maximum of three obstacles with a height not exceeding 1.00m may be used; minimum distance between obstacles is 2.50m, maximum distance is 3.00m. For schooling and exercise only – not permitted during warm-up for competition.

6.2. Placing Poles: if there is enough space placing poles may be used and placed on the ground not closer than 2.50m on the take-off side of a vertical obstacle not exceeding 1.30m in height. A placing pole may be used on the landing side not closer than 2.50m when the obstacle is jumped at the trot or 3.00m if at the canter. Any pole placed approximately 6.00m or more from an obstacle on either side or on both sides is not considered a placing pole and is therefore allowed to be used with both verticals and oxers. For schooling and exercise only – not permitted during warm-up for competition.

6.3. Exercising and Training: whenever possible provision should be made for Athletes to exercise and train in the presence of a steward for several hours in the morning. Athletes may change obstacles providing Art. 201.4, 201.5 and 201.6 are not contravened. Gymnastic/training exercises as described above are not permitted during the warm-up for a competition.

7. Combinations are permitted as long as there is enough space and if they are built with correct distances. The OC must provide the material.
When training areas are crowded Athletes may only use single obstacles.

8. The schooling area(s) must always be supervised by a steward when in use.

Article 202 - Access to the Arena and Practice Obstacles

1. Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Entry into the arena during NZ Championships, Premier competitions and special competitions at the Horse of the Year and during other competitions and events should be prohibited by means of a notice “Arena Closed” placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice “Arena Open”. An announcement must also be made over the public address system. However, in competitions over two rounds with different courses, competitors may inspect the course before the second round.

2. The Organising Committee of an indoor event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.

3. If the schooling (exercise) area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances practice obstacles are not allowed in any competition arena. The obstacle must be a spread obstacle not exceeding 1.40m in height and 1.60m in spread or a vertical obstacle not exceeding 1.40m in height, provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice will entail disqualification (Article 242.2.2.3), and may in addition be liable to a fine. Jumping the practice obstacle in the wrong direction will incur disqualification (Article 242.2.2.9) and may in addition be liable to a fine. The competitor is allowed 90 seconds maximum to make these attempts, counted from the time the Ground Jury rings the bell. A knock down, refusal or run out count as attempts. If there is a refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the competitor is allowed to make a second and final attempt. (The time taken to reset the obstacle is neutralised.) The Ground Jury must give the signal to start the round after the competitor has made their attempt(s) or after 90 seconds. After the sound of the bell, the competitor who has attempted only once, is allowed the second attempt but must cross the starting line in the correct direction within the 45 seconds; failure to do so will start the time of the round (Articles 203.1.1.2).

4. Competitors may not jump or attempt to jump any obstacle in the arena during a parade before the competition. Failure to comply with this paragraph may incur disqualification (Article 242.2.2.5).

5. A prize winner may only jump an obstacle for the benefit of the press with the permission of the Ground Jury, provided it does not form part of a subsequent round. This practice should not be encouraged.

Article 203 - Bell

1. The bell is used to communicate with the competitors. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:

   1.1. to give permission to the competitors to enter the arena when the course is ready for their inspection (Article 202.1) and to signal that the inspection time is over.

   1.2. to give the signal to start and to activate a 45 second countdown which should be shown on the time equipment on the scoreboard or on another display beside the arena. The 45 second countdown sets the time that the Athlete can spare before commencing their round. The Ground Jury has the right to interrupt the 45 second countdown if unforeseen circumstance occurs. Incidents such as but not limited to, disobediences occurring between the signal to start and up until the moment the Athlete/Horse combination crosses the starting line in the correct direction, are not penalised. However, in the event of a fall of an ~~athlete~~ Athlete and/or Horse at any time from the moment the athlete/horse combination enters the competition arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been given, the combination must be checked by the event's medical service (or by a medical doctor if the event's medical service is not available). In the event of falling prior to starting their round, the Ground Jury may give the athlete a later starting position if considered necessary. After the start bell has been rung crossing the starting line in the correct direction for a second time before jumping the first obstacle, is counted as disobedience. However, under special circumstances at indoor events only, the Ground Jury has the right not to activate the start or to cancel the starting procedure and give a new signal to start and restart the countdown.
   Refer to Art 224 Falls.

   1.3. to stop a competitor for any reason or following an unforeseen incident, and to signal to the competitor to continue the round after an interruption (Article 233).

   1.4. to indicate to the competitor that an obstacle knocked down following a disobedience has been replaced (Article 233).

   1.5. to indicate by prolonged and repeated ringing that the competitor has been eliminated.

2. If the competitor does not obey the signal to stop, they may be eliminated at

the discretion of the Ground Jury (Article 241.4.4.5 except where specifically provided under Article 233).

3. If, after an interruption, the competitor starts and jumps or attempts to jump without waiting for the bell to ring, the competitor will be eliminated (Article 241.3.3.14).

Article 204 - Course and Measuring

1. The Ground Jury must walk the course to inspect the obstacles before the start of the competition. The course is the track which the competitor must follow when competing from passing through the starting flags up to passing through the finishing flags. The length must be measured accurately to the nearest metre and must be wheeled for all series competitions, taking account, particularly on the turns, of the normal line to be followed by the ~~horse~~Horse. This normal line must pass through the middle of the obstacle.

2. In N.Z. Championships, Teams, Grand Prix, Premier competitions, and the Special competitions at the Horse of the Year Show the President of the Ground Jury or their deputy must ensure that the Course Designer has properly measured the course. In exceptional cases, the Ground Jury may alter the time, if the conditions as mentioned in paragraph number three apply.

3. Once the competition has started only the Ground Jury, in consultation with the course designer, and the technical delegate if present, may decide that a gross error has been committed in the measurement of the course. This may be done after the third competitor has completed the course, without disobedience or any other interruption and before the next competitor has started. In this case, the Ground Jury has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.

4. If the condition of the ground becomes bad, the Ground Jury may alter the speed before the start of the first competitor of the competition.

5. The total length of the course in meters may never exceed the number of obstacles in the competition multiplied by 60.
6. The starting and finishing lines may not be more than 15m or less than 6m from the first and last obstacles. These two lines must each be marked with an entirely red flag on the right, and an entirely white flag on the left. The start line and finish line should also be marked with markers with the letters S (= start) and F (=finish).
7. The round starts when the competitor crosses for the first time in the correct direction the starting line after the bell has rung. The time awarded to the competitor starts running either upon crossing the starting line or upon

expiration of the 45th second of the countdown mentioned in Article 203.1.1.2 whichever occurs first.

Article 205 - Course Plan

1. *The Course Designer must give the Ground Jury a copy of the course plan showing accurately all the details of the course. An exact copy of the course plan given to the Ground Jury must be posted as close as possible to the entrance of the arena, ~~-~~and should be posted at least 30 minutes before the beginning of each Competition; if applicable the time allowed may be added to the course plan later than 30 minutes before the start of the Competition as soon as the Course Designer has finished measuring the course. The track as measured by the Course Designer must be indicated on the course plan that is posted prior to the competition for Ring One and Series Classes and should be indicated on the Course Plan for other classes.* ~~A plan showing accurately all the details of the course must be posted as close as possible to the entrance of the arena at least half an hour before the beginning of each competition. An identical copy must be given to the Ground Jury.~~

2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain special competitions.

3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury and competitors. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C, etc.).

4. The plan must indicate the following;

   4.1. the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without penalty.

   4.2. the relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles.

   4.3. any compulsory turning points marked by a white flag on the left side and a red flag on the right (Article 207.1.1.3).

   4.4. the track to be followed by competitors marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the competitor is free to choose their own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan.

   4.5. the table of penalties to be used.

   4.6. the time allowed, time limit and speed, if any, or the fixed time in certain special competitions.

4.7. the obstacles, the length, the time allowed and the time limit for the jump-off.

4.8. the combinations considered as completely close or as partially closed (Article 214).

4.9. all decisions and/or modifications made by the Ground Jury in regard to the course.

Article 206 - Alterations to the Course

1. Should circumstances make it necessary to alter the plan of the course after it has been posted, the change may be made only after agreement of the Ground Jury. In this case the Chefs d'Equipe in the case of team competitions and all individual competitors must be advised of the alterations.

2. Once the competition has begun, its conditions may not be altered and the course or its obstacles may not be changed. If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Team Events Article 264 applies.

3. Notwithstanding paragraph 2, an obstacle may be re-sited during a round, or between rounds of a competition if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles which cannot be re-sited, such as water jumps, ditches, or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous competitors penalised during this round at that obstacle must be adjusted by canceling jumping penalties and time corrections incurred. All eliminations and time penalties already incurred will stand.

4. If necessary, a new time allowed, and time limit shall be fixed for the course as altered under paragraph 3.

Article 207 – Flags

1. Completely red flags and completely white flags must be used to mark the following details of the course. The red flags must always be passed on the right-hand side of the competitor and the white flags on the left-hand side.

   1.1. the start: (It is advisable to place also a marker S (Article 204).

   1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. However,

flags may be omitted if the stand supporting the obstacle is higher than the obstacle. The inside element of the stand shall then be deemed to be the boundary of the obstacle. They must also be used to mark the limits of the obstacles provided in the schooling (exercise) areas (Article 201) or of the practice obstacle in the arena (Article 202). In the schooling (exercise) area it is also permitted to use wings or uprights with a red or white top instead of flags.

1.3. compulsory turning points; (Article 205.4.4.3)

1.4. the finish (it is advisable to place also a marker F) (Article 204.4.6).

2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the athlete must pass between the flag(s) (red on their right and white on their left). Flag poles defining the limit of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit. Flags must have no sharp points or corners.

3. If a competitor passes the flags on the wrong side, they must retrace their steps and pass them on the correct side before continuing the round. If they do this, they will be penalised as for a corrected deviation from the course. If the competitor does not correct this mistake, they will be eliminated (Article 220).

4. Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or finishing line has been knocked down following a disobedience/resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the competitor must continue their round and the obstacle/compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next rider is given the signal to start.

5. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, (Article 211) the Ground Jury will interrupt the round of the competitor. The clock must be stopped while the flag is replaced and a time correction of 6 (six) seconds will be applied in accordance with the procedure provided for in Article 232.

6. In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags: a red flag and a white flag at each end of these lines.

CHAPTER III: OBSTACLES

Article 208 - General

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.

2. The obstacles must not be unsporting, and they must not provide advantage to local competitors.

3. Under no circumstances, except in Puissance, in Power and Skill Competitions or in a High Jump Record may any obstacle exceed 1.70m in height. Spread obstacles must not exceed 2m in spread with the exception of triple bars which may have a maximum spread of 2.20m. This applies also in the case of one or of several jump-offs. The water jump may not exceed 4.50m in spread including the take-off element with the exception of the water jump for a Long Jump Record.

4. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support. In this case the support must have a depth of 18mm minimum and a depth of 30mm maximum. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.

5. The limits on the height and spread of obstacles laid down by these Rules and in the schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is 5cm maximum in height and 10cm in width.

6. The approximate dimensions of obstacles in competitions other than those which are specially laid down in the Rules, must be stipulated in the schedule.

7. In competitions for which the schedule indicates a maximum height of 1.45m or above the height of the obstacles in the competition may, at the discretion of the Course Designer, exceed the height indicated in the schedule by 3cm.

Article 209 - Vertical Obstacle

An obstacle, whatever its construction, can only be called vertical when all the parts of which it is composed are positioned in the same vertical plane on the take-off side without any rail, hedge, bank, or ditch in front of it.

Article 210 - Spread Obstacle

1. A spread obstacle is an obstacle which is built in such a manner that it requires an effort both in spread and in height. For all competitions ~~approved~~ safety cups must be used as support for the back poles of spread obstacles and in the case of a triple-bar to support the center and back poles of the obstacle. Safety cups must be used when poles are placed over a water jump (Article 211.10) and should also be used in the exercise area.

2. It is the responsibility of the President of the Ground Jury or Technical Delegate, if appointed, to establish through the Organising Committee before the event commences whether ~~the~~ safety cups are in use. ~~have been officially approved by ESNZ Jumping. However, the organiser will also be required to inform the President of the Ground Jury or the Technical Delegate before the event begins whether the safety cups in use have been supplied by an approved manufacturer.~~

Article 211 - Water Jump

1. For an obstacle to be called a water jump it must have no obstacle in front, in the middle, nor behind the water. The water must have a minimum spread in excess of 2.00m and should be dug into the ground or constructed in such a manner as to ensure the safety of the horses competing and meet the approval of the course designer, the technical delegate and ground jury.

2. A take-off element (brush, small wall) with a minimum height of 40cm and a maximum height of 50cm must be erected on the take-off side. The width of the front of the water jump, which may include floral decorations, must be at least 30 percent greater than the length.

3. Defining the edge of water jumps.

   3.1. At NZ Championships, Premier competitions, and special competitions at the Horse of the Year Show the landing side of the water jump must be defined by a lath, at least 6cm wide and not exceeding 8cm, covered with a bed of white plasticine, or coloured plasticine painted white, about 1 cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with plasticine so that a lath which has been marked by a horse may be replaced at any time. The lath must be placed at the edge of the water and properly fixed to the ground: at the time of the course inspection by the Ground Jury, the entire length of the lath must touch the water.

   3.2. In other competitions the landing side of the water jump must be defined by a lath or by any other adequate white-coloured arrangement such that the Judge at this obstacle may clearly determine whether the horse has marked it.

4. If the bottom of the water jump is made of concrete or hard material, it should be covered with a softer material such as a coconut or rubber mat.

5. It is a fault at the water jump:

   5.1. When a horse puts one or several feet on the lath defining the limit of the water jump. It is a fault when the foot or the shoe touches the lath and leaves an impression. Impression of the fetlock joint or boot does not constitute a fault.

   5.2. When a horse touches the water with one or several feet.

6. Striking, knocking down, or displacing the brush or take-off element is not a fault.

7. If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If the decision is a run-out the bell will be rung, and the clock stopped while the flag which has been knocked down or displaced is put back and 6 seconds will be added in accordance with Article 232.

8. The decision of the water jump Judge is final. For this reason, the Judge must be a member of the Ground Jury.

9. The water jump Judge must register the identification number of the horses penalised and the reasons for the penalties.

10. Only a vertical obstacle of not more than 1.50m in height having any number of poles but with the use of ~~ESNZ Jumping approved~~ safety cups can be placed over the water jump. The vertical obstacle must be placed no further than 2m from the front of the obstacle. This obstacle is judged as a spread obstacle not as a water jump. For this reason, a lath or other arrangement may not be used to define its limits. If water is over 2m with a pole over - this then becomes a vertical and is judged as one. For this reason it is not necessary to use a lath or other arrangement to define its limits.

11. If water is used under, in front of, or behind an obstacle, (a so called “Liver-pool”,) the total width of the obstacle (including the water) may not exceed 2.00m. Open water with a spread of more than 2.00 m may not be used as a liverpool. For all liverpool obstacles, the front edge of the water tray must be placed either in alignment with the same vertical plane as the front poles, or in front of the vertical plane of the front poles.

Article 212 - Combination Obstacles

1. Double, treble, or higher combinations mean a group of two or more obstacles, with distances between the elements of 7m minimum and 12m maximum (except for Hunting or Speed and Handiness competitions judged under Table C, and for permanent fixed obstacles where the distance may be less than 7m) which require two or more successive efforts. The distance is

measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalised separately.

3. When there is a refusal, or a run-out, the competitor must retake all the elements unless it is a closed combination or partially closed combination (Article 214.2) or in a six bar or obstacles-in-line competition.

4. Penalties for faults made at each element and during different attempts, are counted separately and added together.

5. In a combination a triple bar may only be used as the first element.

Article 213 - Banks, Mounds, and Ramps

1. With exception to Article 213.2 banks, mounds, ramps, and sunken roads, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (Article 212).

2. A bank or mound without an obstacle or with only one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.

3. No banks mounds, sunken roads, talus, slopes, or ramps may be used at indoor events, except table banks not exceeding one metre in height.

Article 214 - Closed Combinations, Partially Closed and Partially Open Combinations

1. A combination is considered to be completely closed, if the sides which surround it can be surmounted only by jumping.

2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed combination by decision of the Ground Jury. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal, run-out, the following procedure applies (Article 221 and 222) - if the disobedience occurred in the closed part, the competitor must jump out in the direction of the course; - if the disobedience occurred in the open part, the competitor must take the whole obstacle again. Failure to do so incurs elimination (Article 241.3.3.15).

   In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 6 seconds must apply. If, once inside the enclosure, the horse refuses, horse, and competitor must jump out

in the direction of the course. The 6 second penalty is added to the time when the clock is restarted, and the competitor resumes their round.

3. The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. The decision must be shown on the plan of the course.

4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

Article 215 - Alternative Obstacles and Joker

1. When, in a competition, two obstacles of the course are placed side by side and the competitor has the choice of jumping either one of the obstacles:

   1.1. if there is a refusal or a run-out without a knock down or displacing of the obstacle and/or flag, at the next attempt the competitor is not obliged to jump the obstacle at which the refusal or run-out occurred. The competitor may jump the obstacle of their choice.

   1.2. if there is a refusal or run-out with a knock-down or displacing of the obstacle and/or flag they may only restart the round when the obstacle and/or flag knocked down or displaced has been replaced and when the Ground Jury gives the signal to start. The competitor may then jump the obstacle of their choice.

2. Red and white flags must be placed at each of the elements of this alternative obstacle.

3. The Joker is a difficult obstacle but must not be unsporting. It may be used in - Accumulator competition (Article 269) or in a Top Score competition (Article 270.1) or Gambler Stakes competition (Article 270.2).

CHAPTER IV: PENALTIES DURING A ROUND

Article 216 - Penalties

During a round, penalties are incurred for:

1. Knocking down an obstacle (Article 217) or a foot in the water or any imprint of the foot or shoe on the lath defining the limits of the water jump on the landing side (Article 211.5).
2. A disobedience (Article 219).
3. A deviation from the course (Article 220).
4. A fall of a horse and/or competitor (Article 224).
5. Unauthorised assistance (Article 225).
6. Exceeding the time allowed or the time limit (Articles 227 and 228).
7. The term “fault” is used to cover all incidents during a round that are liable for penalties.

Article 217 - Knock Down

1. An obstacle is considered to have been knocked down when, through a mistake of the horse or competitor:
   1.1. the whole or any upper part of it falls, even if the part which falls is arrested in its fall by any part of the obstacle (Article 218.1)
   1.2. at least one of its ends no longer rests on any part of its support.
   1.3. the lowering of the rail and cup together on an undisturbed upright will not be faulted. The method of adjusting the height of cups should be designed so that this cannot occur.
2. Touches and displacements other than a knock down of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury should decide in favour of the competitor. The knock down or displacement of an obstacle and/or flag as a result of a disobedience is penalised as a refusal only. In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung, and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a disobedience and by time in accordance with Article 232.
3. Penalties for knocking down an obstacle are those provided for under Tables A and C (Articles 236 and 239).

4. If any element of an obstacle which has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung, and the clock stopped while this part is picked up and the way is cleared.

5. If a competitor jumps an obstacle correctly which has been improperly rebuilt, they incur no penalty; but if the competitor knocks down this obstacle they will be penalised in accordance with the table for the competition.

Article 218 - Vertical and Spread Obstacles

1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top element is penalised.

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

Article 219 - Disobediences

1. The following are considered as disobediences and are penalised as such (Articles 236 and 239):

   1.1. a refusal; (Article 221)

   1.2. a run-out; (Article 222)

   1.3. a resistance; (Article 223)

   1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a disobedience to circle around the last obstacle jumped unless the track of the course so requires.

2. Notwithstanding the above, the following is not considered to be a disobedience:

   2.1. circling for up to 45 seconds after a run-out or a refusal (no matter whether the obstacle has to be rebuilt or not) to get into position to jump the obstacle.

Article 220 - Deviation from the Course

1. It is a deviation from the course when the competitor:

   1.1. does not follow the course as set out on the published plan.

   1.2. does not cross the starting line (Article 241.3.3.6) or the finishing line

between the flags in the correct direction (Article 241.3.3.17).

1.3. omits a compulsory turning point (Article 241.3.3.7).

1.4. does not jump the obstacles in the order (Article 241.3.3.10) or in the direction indicated, except in certain special competitions (Article 241.3.3.11).

1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle (Article 241.3.3.8). Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a competitor for jumping an obstacle not forming part of the course.

2. An uncorrected deviation from the course incurs elimination (Article 241.3.37).

Article 221 - Refusal

1. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.

2. Stopping in front of a compulsory turning point or an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalised.

3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.

4. If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if this is to count as a refusal or as an obstacle knocked down. If the Judge decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt (see Articles 232.1 and 233.1).

4.1. If the Judge in charge of the bell decides that it is not a refusal, the bell is not rung, and the competitor must continue their round. The competitor is then penalised as for an obstacle knocked down.

4.2. If the bell has been rung and the competitor jumps other elements of the combination in their stride, it does not entail elimination, or any further penalty should they knock down this element of the combination.

Article 222 - Run-out

1. It is a run-out when the horse escapes the control of its rider and avoids an obstacle which it has to jump or a compulsory turning point, which it has to pass.

2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The competitor is penalised as for a run-out and they must jump the obstacle again correctly.

3. It is considered to be a run out and is penalised as such for a horse or any part of a horse to go past the extended line of an obstacle to be jumped, or an element of a combination, or of a finish line or of a compulsory turning point.

Article 223 - Resistance

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.

2. It is equally a resistance when the competitor stops their horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (Article 233.1). A resistance is penalised as for a refusal except in the circumstances set out in Article 241.3.3.4.

Article 224 - Falls

<u>Refer to Art 203.1.2 Bell</u>

1. Fall of an athlete

   1.1. Fall of an athlete in the Competition arena
   An athlete is considered to have fallen when, either voluntarily or involuntarily, he/she is separated from his/her horse, in such a way that he/she touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.

   1.2. If it is not clear that the athlete has used some form of support or outside assistance to prevent his/her fall, the benefit of doubt must be given to the athlete.

2. Fall of an athlete anywhere outside of the Competition arena
   An athlete is considered to have fallen when, involuntarily; he/she is separated from his/her horse. If an athlete has voluntarily dismounted, it is not considered a Fall.

3. Fall of a horse
   A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

4. Protocol to be followed in case of a fall of an athlete and/or horse.
   In case of a fall of an athlete and/or horse at any time in the competition arena, in the practice arena, or elsewhere within the grounds of the event, the athlete must be checked by the event's medical service (or by a medical doctor if the medical service is not available) before he/she may be permitted to take part in the round in progress or in the next round or competition at the event, respectively the horse must be cleared by the Veterinarian or President of the Ground Jury and one other official if the Veterinarian is not available, it may be permitted to take part in the next round or competition at the event, according to the provisions outlined in paragraph 4.1-4.3 below.

4.1. Fall in the competition arena

4.1.1. Fall during the round
In the event of a fall of an athlete and/or horse at any time prior to starting the round (see Art. 226.2), the combination must be checked by the event's medical service (or a medical doctor if the event's medical service is not available). In the event of falling prior to the moment the combination crosses the startling line in the correct direction, the Ground Jury may give the athlete a later starting position if considered necessary. Riders with multiple equines in the class must still ride the equines in the correct order. The horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, if the Veterinarian is not available, before it may be permitted to take part in the next round or competition at the event. In all FEI competitions FEI Jumping Rules Art 224.4.1.1 must be applied.

4.1.2. Fall after crossing the finish line
In the event of a fall of an athlete and/or horse after crossing the finish line (see Art. 226.2), the combination is not eliminated from the round in question. The athlete must be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively the horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, if the Veterinarian is not available, before the athlete and/or horse may be permitted to take part in the jump-off or second round if applicable, or in any further competition at the event. Refer to Art. 235.4 for details relating to a fall of an athlete and/or a horse after crossing the finish line.

4.2. Fall in the practice arena
In case of a fall of an athlete and/or a horse in the practice arena prior to entering the competition arena for the first or second round of a competition, the athlete must be checked by the event's medical service

(or by a medical doctor if the medical service is not available), respectively the horse must be cleared by the veterinarian or President of the Ground Jury and one other official, if the veterinarian is not available, before the athlete and/or the horse may be permitted to take part in the round in progress. In this case the Ground Jury may give the athlete a later starting position in that round if considered necessary. In case of a fall of an athlete and/or a horse in the practice arena prior to entering the competition arena for a jump-off, the Ground Jury may, at its discretion, decide to delay the jump-off for a reasonable amount of time for the athlete to be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively the horse to be cleared by the Veterinarian or President of the Ground Jury and one other official, if the veterinarian is not available, or to eliminate the combination from the jump-off.

Article 225 - Unauthorised Assistance

1. Any physical intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or their horse is considered to be unauthorised assistance.

1.1. An earpiece (or similar electronic communication) that connects a competitor to another person is considered unauthorised assistance, (hearing aids acceptable). Penalty is elimination. For the avoidance of doubt, Riders, grooms, or any other person may wear one earphone at any other time.

2. In certain exceptional cases, the Ground Jury may authorise the competitor to enter the arena on foot or with the help of a groom without this being considered as unauthorised assistance.

3. Any help given to a mounted competitor to adjust their saddlery or bridle or to hand them a whip while mounted during the round will incur elimination. To hand a mounted competitor their headgear and/or spectacles during the round is not considered to be unauthorised assistance (Article 241.3.3.20). To hand a mounted competitor, or they retrieve, their headgear and/or spectacles during the round is not considered to be unauthorised assistance and no penalty will be applied but the clock will not be stopped.

CHAPTER V: TIME AND SPEED

Article 226 - Time of Round

1. The time of a round, recorded in second and in hundredths of a second, is the time taken by a competitor to complete the round, plus the time corrections (Article 232), if any.
2. Time starts at the precise moment when the mounted competitor passes the starting line in the correct direction providing the starting signal has been given, or at the moment the 45 second count down expires. It extends to the moment when the mounted competitor crosses the finishing line in the correct direction after having jumped the last obstacle.
3. A display board beside the arena, clearly visible for the competitor should show the 45 second countdown.

Article 227 - Time Allowed

The time allowed for a round in each competition is determined in relation to the length of the course and the speeds laid down under Article 234 and Annex 3

Article 228 - Time Limit

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down. Competitors exceeding this time limit are eliminated (Article 241.3.3.12).

Article 229 - Recording the Time

1. Each competition at an event must be timed by the same system or by means of the same type of timing equipment. Automatic equipment is compulsory for NZ Championships, all Series competitions and special competitions at the Horse of the Year Show. The timekeeper is required to record the number of the horse and the time taken to complete their round.

2. Three digital stop watches which can be stopped and restarted without returning to zero should be provided. Two digital watches are required in case the automatic timing breaks down and another watch to measure the time taken to start after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time-limit for a resistance. The President or a member of the Ground Jury must have a digital stopwatch.

3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a back-up.

4. In case of a breakdown of the automatic timing equipment, the time of any competitor affected by the breakdown shall be determined by a stopwatch in hundredths of a second, a video recording may never be used to establish the time of a competitors round.

5. If the crossing of the starting and/or finishing line by the competitor cannot be clearly judged from the Ground Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed to signal the crossing of the competitor. The time taken by the competitor to complete the round is to be registered at the Ground Jury box.

Article 230 - Interrupted Time

1. While the clock is stopped, the competitor remains free to move around until ringing the bell gives them permission to start again. The clock is restarted when the competitor reaches the place where the clock was stopped. Exception, in the case of a disobedience with a knockdown Article 232.1 applies.

2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The Timekeeper may not be made responsible for this function.

3. The automatic timekeeping should not only register the time ridden by the competitors but also the time, including time corrections, if any.

Article 231 - Disobediences During Interrupted Time

1. The time of a round is interrupted only under the provisions of Articles 232 and 233. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.

2. Disobediences are not penalised during interrupted time, except for the second refusal following a refusal with a knock-down.

3. The provisions concerning elimination remain in force during interrupted time.

Article 232 - Time Corrections

1. If, as the result of a disobedience, a competitor displaces or knocks down an obstacle, a flag defining the limits of the water jump, or a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag. The bell is rung, and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready, and that the competitor can

continue the round. The competitor is penalised for a refusal and 6 seconds of time corrections will be added to the time taken by the competitor to complete their round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If a disobedience with a knockdown occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination.

2. In an event below ~~1.30m~~1.20m where the third refusal equals elimination, if after the rebuild of a fence the horse has a second refusal without attempting to jump and without disturbing the jump the clock must be restarted at the point where the horses' forefeet would have left the ground and continues to run while the rider prepares to attempt the fence again.

Article 233 - Stopping During the Round

1. In the event of a competitor not being able to continue their round for any reason or unforeseen circumstance, the bell should be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped.

2. If the competitor does not stop when the bell is rung, they continue at their own risk, and the clock should not be stopped. The Ground Jury must decide whether the competitor is to be eliminated for ignoring the order to stop, or whether, under the circumstances, they should be allowed to continue. If the competitor is not eliminated and is allowed to continue the round, the scores obtained at the obstacles preceding and following the order to stop will count whether they are good or bad.

3. If the competitor stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example: wrong dimensions, etc.) or because of unforeseen circumstances preventing them from continuing their round, the clock must be stopped immediately and the obstacle in question must be checked. As a result:

   3.1. the dimensions are correct, and the obstacle has been properly rebuilt or the so-called unforeseen circumstances are not accepted as such by the Ground Jury the competitor will be penalised as for stopping during the round (Article 223.2) and the time of the round will be increased by 6 seconds.

   3.2. if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the competitor is not penalised. The time of the interruption must be canceled, and the clock stopped until the moment when the

competitor takes up their track at the point where they stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from the recorded time.

3.3. if a rider stops to do up the retention harness or to retrieve his/her helmet there will be no penalty, but the clock will not be stopped.

Article 234 - Speed

The speed for competitions are as follows:

Article 234 Speed		*Horse*	*Horse Jump off*	*Pony*	*Pony Jump off*
	Competition Height				
234.1	0.80m and below			300mpm min	Max 350mpm
234.1	1.05m and below	300mpm min	Max 350mpm		

Article 234 Speed		*Horse*	*Pony*	*Indoor*
	Competition Height			
234.2.1	Other competitions unless otherwise stated	325mpm min - 400 mpm max	325mpm min - 350 mpm max	
234.2.2	Puissance/Power and Skill	No minimum speed required	No minimum speed required	
234.2.3	Hunting and Speed and Handiness	375mpm min	350 mpm min	
234.2.4	Horse competition 1.10m-1.30m	1st round: 350mpm min	-	May be reduced to 325mpm
234.2.5	All horses' competitions above 1.30m	1st round: 375mpm	-	May be reduced to 350mpm, if stated in the schedule
234.2.6	Horse Grand Prix Events	1st round: 375mpm min	-	375mpm max
234.2.7	Pony Grand Prix Events	-	350mpm	

Article 234 Speed		*Young Horse*
	Age Group	
234.2.8	4 & 5-Year-Old	300mpm min
	6-Year-Old	350mpm min
	7-Year-Old	350mpm 1.30m and under. 375mpm over 1.30

1. The speed at which the competition is to be conducted should be published in the event schedule.
2. The speed of the competition may be changed if the competition arena is of insufficient size, or the footing does not allow the competition to be conducted fairly and/or safely at the speed published in the event schedule. The decision to change the speed of the competition is made by the Course Designer and President of the Ground Jury in consultation.

CHAPTER VI: TABLES OF PENALTIES

Article 235 - Faults

Definition of faults: See Article 200.6

1. Faults made between the starting line and the finishing line must be taken into consideration. This includes faults made at an obstacle of the course even if the upper element of the obstacle falls from one or both of its end supports after the finish line has been crossed Exception: A knockdown of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence their round, whichever occurs first. There is no penalty should a rail from the first round fall once the Athlete's bell has been given for an instant jump off.

2. Disobediences committed during the time when the round is interrupted (Article 231.2) are not penalised.

3. Disobediences, occurring between the moment the ~~athlete~~Athlete/~~horse~~ Horse combination enters the competition arena and up until the moment the combination crosses the starting line in the correct direction, are not penalised. However, in the event of a fall of an Athlete and/or Horse at any time prior to starting the round (see Art.226.2), the combination must be checked by the event's medical service (or a medical doctor if the event's medical service is not available). In the event of falling prior to the moment the combination crosses the starting line in the correct direction, the Ground Jury may give the Athlete a later starting position if considered necessary. Riders with multiple Horses in the class must still ride the Horses in the correct order. The Horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, if the Veterinarian is not available, before it may be permitted to take part in the next round or competition at the event. Ref Art 224 4.1.1. In all FEI competitions FEI Jumping Rules Art 219 must be applied.~~in the event of a fall of an athlete and/or horse from the moment the combination enters the arena up until the moment they cross the starting line in the correct direction once the signal to start has been given, the combination will not be permitted to take part in the round or competition in question.~~

4. A fall of the athlete and/or horse after crossing the finish line does not incur elimination. However, in the event of a fall after the finish line, the following applies:

   4.1. In case of a fall of an athlete and/or horse after crossing the finish line in a competition with an immediate jump-off, the athlete/horse combination is eliminated from the jump-off and will be placed equal last in the jump-

off with athletes who have withdrawn, retired or been eliminated from the jump-off. The athlete must be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively the horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, before the Athlete and/or Horse can be permitted to take part in any further competition at the event.

4.2. In case of a fall of an athlete and/or horse after crossing the finish line in a competition with a jump-off (but not an immediate jump-off) or after crossing the finish line of the first round of a two-round competition, the athlete must be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively the horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, before the athlete and/or horse can be permitted to take part in the jump-off, respectively in the second round. In the case of a competition with a jump-off the Ground Jury may, at its discretion, decide to delay the jump-off for a reasonable amount of time for the athlete to be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively for the horse to be cleared by the Veterinarian or President of the Ground Jury and one other official, or to eliminate the combination from the jump-off. In the case of a two-round competition, the Ground Jury may give the athlete a later starting order in the second-round if considered necessary.

4.3. In case of a fall of the athlete after crossing the finish line of a jump-off, or after crossing the finish line of the initial round if the combination did not qualify for the jump off, or after crossing the finish line in a competition with no jump-off, the athlete must be checked by the event's medical service (or by a medical doctor if the medical service is not available), respectively the horse must be cleared by the Veterinarian or President of the Ground Jury and one other official, before the athlete and/or horse can be permitted to take part in any further competition at the event.

Article 236 - Table A

1. Faults are penalised in penalty points or by elimination according to the tables set out below.

- Obstacle knocked down while jumping ..... 4 penalties
- One or more feet in the Water Jump or any imprint of the foot or the shoe on the lath defining its limits on the landing side .... ..4 penalties
- First disobedience ..... 4 penalties
- Second disobedience ..... 8 penalties

- Disobedience with knockdown or displacing of obstacle – Time Correction ..... 6 seconds
- Second disobedience in all horse and pony competitions 1.~~30~~ 20m and above..... Elimination
  (for the purpose of this rule – competitions that have a maximum and minimum height, the height halfway between the maximum and minimum will be considered the height of the competition. This also applies to Article 239.2, plus Annex 11)
- Third disobedience or other infringement laid down under Article 241 ..... Elimination
- First fall of horse or competitor in all competitions ..... Elimination
- Exceeding the time allowed in the first and second rounds and jump-offs not against the clock..... 1 penalty point for every four seconds commenced
- Exceeding the time allowed in the jump-off against the clock..... 1 penalty for each second or commenced fraction of second
- Exceeding the time limit..... Elimination

2. Penalties for the disobediences accumulate not just at the same obstacle but throughout the entire round.

Article 237 - Scores Under Table A

Adding the penalties for faults at the obstacles and the time penalties gives the score obtained by the competitor for the round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the competition.

Article 238 - Methods of Determining Scores Under Table A

1. Normal Competitions

1.1. A1 The competitors with equality of penalties share the prizes. Depending on the conditions of the schedule, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.

1.2. AM3 A competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump- off against the clock. Other competitors are placed according to their penalties in the first round.

1.3. AM4 A competition not against the clock with a time allowed but in the event of equality of penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties in the first jump-off and if necessary, in the first round.

2. Competitions against the clock

2.1. A2 Competitors with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for the first place, there may be a jump- off over a shortened course over obstacles which may be increased in height and/or spread in accordance with the provisions of the schedule.

2.2. AM5 A competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other competitors are placed according to their penalties and time in the first round. The jump-off may be run according to table C if thus provided in the schedule.

2.3. AM 6 A competition against the clock as for 2.2, but if, in the first jump-off against the clock there are competitors with equal penalties for first place, there will be a second jump-off against the clock. Other competitors are placed according to their penalties and time in the first jump-off and if necessary, according to their penalties and time in the first round.

3. In all competitions when the placings are determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off (Article 245.6).

4. Nevertheless, if in a jump-off against the clock two or more competitors obtain exactly the same time, a second jump-off may **not** take place. The competitors are then placed equal).

5. In no circumstances may the number of jump-offs in the same competition under paragraph, 1.3 and 2.3 above exceed two.

Article 239 - Table C

1. Faults under Table C are penalised in seconds which are added to the time taken by the competitor to complete the round.

2. Penalties under Table C.

- Obstacle knocked down while jumping, on or more feet in the water or on the lath defining its limited on the landing side. . . . . 4 seconds
- For the second phase of two phase competitions, “knock-out competitions” and for any jump-off (under table C) in outdoor competitions . . . . 3 seconds
- For indoor competitions. . . . . 3 seconds

- First disobedience..... None
- Disobedience with knock down or displacing of an obstacle – Time Correction..... 6 seconds
- Second disobedience..... None
- Second disobedience in all horse and pony competitions 1.~~30m~~ 20m and above..... Elimination
- Third disobedience or other infringement laid down under Article 241..... Elimination
- First fall of horse or competitor in all other competitions..... Elimination

3. There is no time allowed under table C. Only a time limit of
   - 3 min., if the course has a length of more than 600m
   - 2 min., if the length of the course is less than 600m
   - Exceeding the time limit..... Elimination
4. Scores under Table C.
   - 4.1. Adding the clock time and any time corrections for interrupted time gives the time of the round.
   - 4.2. The score (in seconds) is obtained by taking the time of the round and adding 4 seconds for each obstacle knocked down, or 3 seconds if in a jump-off or the second phase of a two-phase competition.
5. Competitors wishing to school in speed competitions under table A or C must inform the Organising Committee before the competition commences. Those wishing to school will start first in the competition. Competitors not complying with the above may be eliminated at the discretion of the Ground Jury (Article 241.4.4.4).
6. In the event of equality for first place, the competitors will be placed equal first unless there is specific provision for a jump-off in the schedule of the event.

CHAPTER VII: ELIMINATIONS, DISQUALIFICATIONS, FINES

Article 240 - Fines & Official Warning Cards

1. The President of the Ground Jury may impose fines and official warning cards in accordance with the General Regulations in the following cases:

   1.1. a competitor who has been eliminated or at the end of their round does not leave the arena without delay.

   1.2. a competitor who has been eliminated, or who retires and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena.

   1.3. a competitor who jumps one or several obstacles which are part of the course after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (Article 202.5).

   1.4. a competitor who uses, in the exercise or in the schooling areas, obstacles different from those provided by the Organising Committee (Articles 201.4).

   1.5. a competitor who does not, when at the request of the Ground Jury, salute the Ground Jury or the official personalities on entering the arena (Article 256.2.1);

   1.6. failure to display the correct identification number where an event requires one, in case of a repeated offence (Article 280.2).

   1.7. a competitor who disrespects the advertising rules or does not comply with the rules laid down under Article 256.

   1.8. a competitor who disrespects the directives of the Organising Committee.

   1.9. a competitor who touches an obstacle to the affect of changing it.

   1.10. a competitor who does not follow orders of officials or behaves incorrectly towards officials.

   1.11. a competitor who repeats offences after a warning.

   1.12. a competitor who disrespects the rules regarding dress and saddlery.

   1.13. All cases of abuse of horses and officials (Article 132 General Regs).

   1.14. Any rider who uses the whip after elimination (Article 243 3.2 iv)

2. All fines imposed by the Ground Jury are paid to ESNZ Jumping.

3. Official warning card – Refer to General Regulations Art. 143.

Article 241 - Eliminations

1. Unless otherwise specified in the rules, or in the conditions for the competitions, elimination means that the competitor and the horse in question may not continue in the current competition. Elimination may also be retroactive.

2. The competitor has the right to jump one single obstacle after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. (This however does not apply to elimination resulting from a fall.)

3. The following paragraphs lay down the reasons for which competitors are eliminated in all jumping competitions; elimination must be applied by the Ground Jury in the following cases:

3.1. jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorised by the Ground Jury (Article 202.3).

3.2. starting before the signal is given and jumping the first obstacle of the course (Article 203.1.2).

3.3. taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the competitor (Article 203.1.1.2).

3.4. a horse resisting for 45 consecutive seconds during the round (Article 223.2).

3.5. taking more than 45 seconds to jump the next obstacle, or to jump the last obstacle and cross the finishing line.

3.6. jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (Article 220.1.1.2).

3.7. omitting a compulsory turning point or not precisely following the track indicated by a continuous line on the course plan.

3.8. attempting to or jumping an obstacle which does not form part of the course during the round (Article 220.1.1.5).

3.9. omitting to jump an obstacle of the course (Article 220.1.1.5) or after a run- out or a refusal, failing to attempt to jump again the obstacle where the fault was committed.

3.10. jumping an obstacle in the wrong order (Article 220.1.1.4).

3.11. jumping an obstacle in the wrong direction (Article 220.1.1.4).

3.12. exceeding the time limit (Articles 236.1 and 239.3).

3.13. following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt.

3.14. jumping or attempting to jump an obstacle after an interruption without waiting for the bell (Article 203.3).

3.15. not jumping all the elements of a combination again after a refusal or run out (Articles 212.3) except in the case of the closed part of a combination (Article 214.2).

3.16. not taking each element of a combination separately and consecutively (Article 212.2).

3.17. not crossing the finishing line mounted, in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena (Article 220.1.1.2).

3.18. competitor and/or horse leaving the arena without permission of the Ground Jury, including prior to starting.

3.19. a loose horse leaving the arena before the end of the round, (including prior to starting).

3.20. accepting while mounted any object whatever during a round except headgear and/or spectacles.

3.21. non-compliance with rules relating to saddlery and equipment (see Article 257).

3.22. an accident to a competitor or to a horse which prevents them from completing the competition (Article 258).

3.23. not leaving a closed combination in the right direction or displacing a closed combination.

3.24. third disobedience during the course of a round (Articles 236 and 239). In competitions for horses and ponies 1.2~~3~~0m and above the second disobedience during the course of the round.

3.25. fall of competitor or horse during the round (Articles 224, 236 and 239). NB: fall after crossing the finish line does not incur elimination, except in an instant jump-off where the combination will be unable to start in the jump-off.

3.26. if the Ground Jury feels that for any reason horse or competitor is unfit to continue in competition.

3.27. jumping or attempting to jump an obstacle with a retention harness

incorrectly fastened.

3.28. any rider wearing earphones and/or other electronic communication devices during competition.

3.29. horse's bleeding in the mouth (in minor cases of blood in the mouth, such as where a horse seems to have bitten its tongue or lip, Officials may authorise the rinsing or wiping of the mouth and allow the athlete to continue; any further evidence of blood in the mouth will result in elimination.

3.30. jumping or attempting to jump an obstacle in the arena after the completion of a round unless circumstances rendered it impossible for the Athlete/Horse combination to avoid jumping the obstacle, e.g. in a competition with an instant jump-off or in a two-phase competition if the bell is rung too late for the Athlete to safely pull up before the obstacle

4. Elimination is left to the discretion of the Ground Jury in the following cases:

4.1. not entering the arena when the competitor's name and/or number is called.

4.2. not entering the arena mount or not leaving the arena mounted.

4.3. all physical unauthorised assistance except for paragraph 3.20 above.

4.4. schooling a horse in speed competitions under table A or C, without information the Organising Committee in advance.

4.5. not stopping when the bell is rung during the round (Articles 203.2 and 233.2).

4.6. not wearing the correct ID number or back number where required by the organising committee.

Article 242 - Disqualifications

1. Disqualification means that a competitor and their horse or horses may take no further part in a competition or in any other competition of the event.

2. The Ground Jury may disqualify a competitor in the following cases:

2.1. entering the arena on foot once the competition has started.

2.2. exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury (Article 202.2)

2.3. jumping or attempting to jump the practice obstacle in the arena more times than authorised (Articles 202.3) or in the wrong direction.

2.4. exceeding the total maximum weight of equipment added to a horse's

leg (Article 257.2.2.3)

2.5. jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (Articles 202.4)

2.6. retiring, before a jump-off, without permission of the Ground Jury or without valid reason.

2.7. rapping horses (Article 243.3).

2.8. exercising horses during the course of an event over obstacles different from those provided by the Organising Committee (Articles 201).

2.9. jumping in the wrong direction the obstacles in the exercise and schooling areas (Article 201.4) and the practice obstacle, if any, in the arena (Article 202.3).

2.10. all cases of abuse and/or ill treatment reported by a member of the Ground Jury, by a member of the Appeal Committee or by a Steward (General Regulations - Abuse of horses).

2.11. all cases laid down in the Veterinary Regulations.

2.12. any behavior at the show deemed as offensive, abusive, violent or illegal in action, by word or electronic media.

3. Disqualification is mandatory in the following cases

3.1. marks and or blood anywhere on the horse as a result of excessive use of the whip or spurs

3.2. blood on the horses Flank(s)

3.3. in an FEI event leaving the show grounds with the horse for any purpose during the period of the event.

Article 243 - Abuse of Horses

1. All forms of cruel, inhumane or abusive treatment of horses, which include but are not limited to various forms of rapping, are strictly forbidden. Any act or series of actions that in the opinion of the Ground Jury can be deemed abuse of a Horse shall be penalised according to the GRs (Art 132) or JRs (Art 240, 241, 242) with one or more of the following penalties:.

   i. Warning Card (Art 240);

   ii. Fine (Art 240);

   iii. Elimination (Art 241);

   iv. Disqualification (Art 242).

2. The following are considered to be abuse of a Horse (see also GRs Art 132)

2.1. Rapping Horses:

The term “rapping” is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competitions. It is not practical to list every possible means of rapping, but in general it consists of the competitor and/or dismounted assistants, for whose behavior the competitor is responsible for either hitting the Horses legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing a Horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it. In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the competitor and the Horse concerned will be disqualified from all Competitions for at least 24 hours. In addition, the Ground Jury may take any further action it deems appropriate under the circumstances, including but not limited to, disqualifying the Athlete and/or Horse from the entire event.

2.2. Excessive use of the whip

i. The whip may not be used to vent an Athlete’s temper. Such use is always excessive

ii. The use of a whip on a Horse’s head is always excessive use

iii. A Horse should never be hit more than three times in a row. If a Horse’s skin is broken, it is always considered excessive use of the whip

iv. The whip is not to be used after Elimination; An Athlete identified as misusing or excessively using the whip will be disqualified and may be fined at the discretion of the Ground Jury.

2.3. Excessive Use of the hand/bit

i. The hand or bit must not be used to vent an Athlete’s temper. Such use is always excessive.

ii. The bit is not to be used in such a way that it is a punishment following a misdemeanor or elimination.

2.4. Other forms of Abuse

Abuse of a Horse in any other form (such as, but not limited to, hypersensitizing or desensitising the limbs, the use of banned schooling methods, excessive use of spurs and other cases as specified in the GRs, VRs or any other FEI rules and regulations) is also prohibited and must be penalised appropriately under these rules.

~~Article 244 - Stewarding / Boot and Bandage Control~~

Moved to Article 259 Officials

CHAPTER VIII: JUMP-OFF

Article 245 - General

1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. Competitors must start the same horse in the jump-off as in the initial round. However, an organising committee with permission of the ESNZ Jumping Board may decide to bring a set number of competitors into the jump off with penalties carried forward. Which must be in the conditions of the show.

2. In principle a jump-off must take place under the same rules and table as the original preliminary round(s) of the competition and the rules for jump-offs in that type of competition. However, the jump-off from a minor table A competition may be judged under Table C providing it is specified in the schedule. In any case all must be held immediately after the original round(s) of the competition.

3. If specified in the schedule the Organising Committee may decide that competitors who have completed their preliminary round without penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the competitor to start the jump-off course. The rules as mentioned in Article 203 are applicable. Competitors, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This competition is only allowed for competitions under table A, according to Article 238 and is not authorised for a Grand Prix competition or for the competition with the highest prize money.

4. Unless otherwise laid down in these Rules (Power and Skill competitions) no competition may involve more than two jump-offs.

5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the original round, except where otherwise specified in the schedule or rule book. Moved to Article 252.

6. In the event of equality of score for the first place, a jump-off may take place according to the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it will be considered that the competition is run with no jump-off.
7. In any jump-offs it will never be compulsory for a competitor to jump-off against themselves when they are riding all the horses in the jump-off. Horses belonging to the same owner will never be compelled to jump-off against each other if they are the only horses in the jump-off. In the above circumstances, the competitor(s) must nominate one horse as the winner. If

more than two horses are involved, the remainder will be classified equal second.

Article 246 - Obstacles, Distance

1. The obstacles in the jump-off(s) may only be increased in height and/or spread (partially or totally), without exceeding the limits laid down in Article 208, if the competitors sharing first place have completed the previous round without jumping penalties.
2. If the original course includes combination(s) the jump-off(s) must also include at least one combination.
3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).
4. The shape, the type of obstacles and their colour may not be altered, but it is permitted to leave out one of the elements of a combination. If the combination is a treble or quadruple, the centre element(s) only may **not** be omitted.
5. The order of the obstacles for a jump-off may be altered compared to the original courses.
6. In a jump-off, the distance between the elements of a combination may never be altered.
7. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection or will be built from obstacles of the previous round or rounds; if obstacles from the previous round(s) are built differently or with new obstacle material for the jump-off, they will not count as extra obstacles for the jump-off, providing the change of material has been approved by the Ground Jury and riders are notified. The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed. A vertical in the first or second round may be converted to a spread or vice versa in the jump-off, in which case it will be considered one of the two additional obstacles.

   Alternatively, a combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off, in which case the combination, constitutes the two additional obstacles allowed in the jump-off.

Article 247 – Elimination, Retirement or Withdrawal from a Jump-off, or Second Round or Winning Round

1. An ~~athlete~~ Athlete who retires, is eliminated or withdraws with permission of the Ground Jury from a jump-off or second round or winning round will be placed equal last in the jump-off/second round/winning round after all Athletes who have completed the round.

2. An ~~athlete~~ Athlete who withdraws from a jump-off, second round or winning round without the permission of the Ground Jury or without informing the Ground Jury will be placed after ~~Athletes~~ Athletes having withdrawn with the permission of the Ground Jury,~~that have~~ retired or been eliminated in the jump-off/second round/winning round.

3. If before a deciding jump-off, ~~two or more competitors~~ all Athletes qualified for the jump-off decline to jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organising Committee will award the trophy by lot and the prize money for the vacant places will be added together and shared equally between the competitors. If the Ground Jury's instruction to continue is not followed by the competitors, no trophy will be awarded, and the competitors will each receive only the prize money and the placing of the lowest place for which they would have jumped-off.

CHAPTER IX: PLACINGS

Article 248 - Individual Placings and Prize Giving

1. The placing of an individual competitor is decided according to the table in use and the instructions included in the schedule for the competition or amendments noted on the course plan.

2. Any competitor who has no chance of being placed may, at the discretion of the Ground Jury, be stopped at any time during their round.

3. Competitors who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions.

4. Prize winners of qualifying competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified.

5. Prize winners must take part in the prize-giving ceremony and should do so with the placed horses. Exceptions, however, for satisfactory reasons, may be made by the Ground Jury. If a Prize-winner fails, without plausible excuse, to take part in the prize-giving ceremony, the Ground Jury, at its discretion, may decide to withhold the prize. Therefore, the organising committee must publish in the schedule and programme the number of prize-winners that are required to take part in the ceremony. If the schedule or programme does not indicate the number that must be present, then all competitors placed must attend the prize-giving ceremony.

6. With the exception of horse rugs presented by sponsors of competitions, rugs may not be worn at prize-giving ceremonies. The Ground Jury, under special circumstance, may however decide to relax the above rule.

7. It is compulsory that all advertised prize money in the schedule be paid out to all eligible competitors as a minimum and for larger classes there be a minimum ratio of 1 prize for every 7 starters.

CHAPTER X: COMPETITIONS AND HORSES

Article 249 - Rating of Events

1. ESNZ Jumping board will define the conditions for allocating ratings for events to be entered into the official jumping calendar.

2. The main condition will be the amount of prize money allocated to the major class.

3. There may be other series competitions that must be scheduled depending on the rating of the event.

4. ESNZ Jumping may set other conditions e.g.: suitability of the footing, horse accommodation that will be used to establish an events rating.

5. Scheduling of Events

   5.1. Any carded event running jumping series classes cannot be organised on the same day as another carded event running jumping series classes within 250km by road. Carded events take precedence over local events.

   5.2. Only one Premier event may be held on the same day in each island.

   5.3. ESNZ Jumping may decide to instigate exceptions to these conditions in unusual circumstances or dispensation can be sought by ESNZ Jumping.

Article 250 - Local Events

1. All non-carded Jumping Events are considered local events.

Article 251 - Entries, Recorded and Non Recorded Competitions

1. Entries at ESNZ Jumping carded events should be organised as per Article 114 of the General Regulations.

2. Only registered horses at carded events will have their competition results recorded and will for the purposes of the General Regulations be counted as Graded competitions.

Article 252 - Draw for the Starting Order

1. Team Competitions.

   1.1. The draw for the order of starting for both team and individual competitions will follow the procedure laid down below:

1.2. A draw will first take place to determine the order of starting of the individual competitors entered in addition to teams.

1.3. A second draw will then take place to decide the order in which the teams will start. Each Chef d'Equipe will then fix the order in which they nominate their team competitors to start. These competitors will be inserted in sequence in the remaining spaces between the individual competitors.

1.4. If a competitor has more than one horse taking part in a competition, the starting order will be adjusted in such a manner that, if possible, an interval of at least five competitors is provided between these horses. Competitors must ride team horses first.

1.5. If a Chef d'Equipe decides to change the competitors and horses after the starting order has been published, it can happen that one competitor must ride two horses too close together. In this case the Chef d'Equipe must inform the Ground Jury or the Organising Committee at least one hour before the start of the competition. The Ground Jury may then alter the starting order as far as this competitor only is concerned.

2. Individual Competitions.

2.1. It is not obligatory to draw for or adhere to any drawn order of starting. However, the Organising Committee may decide that the drawn starting order must be adhered to throughout any or all competitions. In this case, competitors will be eliminated if not ready to start in their turn. (Article 240).

2.2. Late entries must start first in all draw order competitions.

2.3. Should a competitor state on entering that they are riding two or more horses in one competition, the order of starting will be adjusted to ensure that these horses are separated, if possible, by at least 5 horses.

2.4. Order of starting in Premier and World Cup Competitions.

2.4.1. The title "Grand Prix" may only be used once during the event. The order of start in all Grand Prix competitions is determined by a separate draw.

2.4.2. If there is a special ranking for the best competitor or best combination competitor/horse at the event, the ranking in reverse order before the Grand Prix can be used as the order of starting.

2.4.3. The organising committee may also divide competitors into three groups. There must be a draw to establish the starting order in each group.

2.4.4. The method used must be mentioned in the schedule.

3. Horses which lose a shoe prior to starting in a competition will be given a later starting position. In a jump-off a horse that loses a shoe prior to starting

will be given a new starting place three positions later. If the horse in question has not had its shoe replaced by that time, the Ground Jury will decide whether, at its discretion, the horse in question should receive a later starting place or be eliminated.

Article 253 - Declaration of Starters

1. Organising Committee should state their policy on withdrawals, substitution, and changes of competitors in their schedules and/or programmes.
2. At carded events withdrawals, substitution and changes of competitors must be declared to the Event secretary at a time fixed by the organising committee.

Article 254 - Participation and Changes of Competitors

1. In principle in competitions for horses, competitors may ride an unlimited number of horses.
2. Notwithstanding paragraph 1, Organising Committees may limit the number of horses per competitor in either particular competitions or for the whole event.
3. Series organised by the ESNZ Jumping may also restrict the number of horses per competitor either for each particular competition or for particular series.
4. It is forbidden, under penalty of elimination to change riders during a normal competition. Exception Champion Rider classes.
5. Qualifying rounds and finals and competitions for points prizes are considered as separate competitions. A horse need not be ridden by the same rider throughout unless the separate competitions are a part of an overall competition for the same combinations (NZ Championships).

Article 255 - Young, Junior, Pony & Children

1. Competitors will be eligible to take part in the Young Rider competitions from the beginning of the season when they reach the age of 14 until the end of the season during which they reach the age of 21. The season being from 1 August to 31 July the following year.
2. Competitors will be eligible to take part in the Junior Rider competitions from the beginning of the season they reach the age of 12 until the end of the season during which they reach the age of 18. The season being from 1 August to 31 July the following year.
3. Competitors will be eligible to take part in pony competitions as pony riders

until the end of the season during which they reach the age of 17. The season being from 1 August until 31 July the following year.

4. Competitors will be eligible to take part in children's competition until the end of the season they reach the age of 14. The season being from 1 August until 31 July the following year.

5. Competitors will be eligible to take part in horse competitions from the beginning of the season in which they reach 12 years – the season being from 1st August until 31st July the following year.

6. Competitors may take part in standalone Premier League competitions from the beginning of the season in which they reach 16 years – the season being from 1st August until 31st July the following year.

7. Competitors may take part in FEI World Cup qualifying competitions from the beginning of the calendar year in which they reach 18 years.

Article 256 – Dress, Protective Headgear and Salute

1. Dress

1.1. When inspecting the course, dress must be neat and tidy.

1.2. It is compulsory for anyone mounted on a horse or pony on the grounds of an event sanctioned by the ESNZ to wear an approved hard hat properly fastened at all times with a 3-point retention harness. Competitor may retrieve, replace, or fasten head gear with no penalty but the clock will not be stopped. If an athlete chooses to remove their headgear at any time, whether permitted or not by these rules such removal shall always be entirely at their own risk.

1.3. A Minimum Standard of dress must be worn at all events. Organising Committees must specify when a Formal Standard of dress is to be worn.

1.4. **Minimum Standard of dress:** Breeches or Jodhpurs; Jodhpur boots, Gaiters (short leggings /chapettes) or riding boots must be worn. Shirts must have a collar and sleeves (short or long) and be predominantly one colour. (This includes polo shirts). Riding jackets are not compulsory.

1.5. **Formal Standard of dress:**
Light coloured Breeches or Jodhpurs of one colour; Brown or Black jodhpur boots, Gaiters (short leggings/chapettes) or riding boots must be worn. Shirts must have a collar and sleeves (short or long) and be predominantly one colour. A choker, stock or tie, and riding jacket must be worn.

1.5.1. In bad weather, the Organising Committee may allow Athletes to wear a waterproof jacket. In very warm weather, the Organising Committee may allow Athletes to ride without a jacket.

1.5.2. Summer Dress - Athletes are encouraged to wear their riding jacket during their Competition round, regardless of the prevailing temperature. However, when the air temperature reaches 25 degrees Celsius (measured in the shade), athletes are not required to wear a jacket, except for Series Classes and Ring 1 competition.

1.5.3. When competing without a jacket, shirts must have a collar and sleeves (short or long) and be predominantly one colour. Shirts must not be sleeveless.

1.6. Logos / monograms on clothing must comply with the Article 125 of the General Regulations.

1.7. At the discretion of the Ground Jury, riders who are improperly dressed may be refused permission to take part in the competition.

1.8. Earphones and or electronic communication devices may never be worn during jumping competitions. For the avoidance of doubt, Athletes, grooms, or any other person may wear one earphone at any other time while mounted.

1.9. Riders will not be permitted to compete unless they wear an approved tagged helmet (GRs 151). A rider found with an unapproved or non-tagged helmet will not result in elimination, but Art 151.5 of the GRs will be applied, and a rider can continue to ride provided they wear an approved tagged helmet.

1.10. Rowel spurs, that is spurs with a notched, or serrated rotating disc are not authorised anywhere within the grounds of Jumping Events; spurs with a rotating disc that are not notched or serrated are allowed. The Athlete may wear only one spur on each boot. The spur must point to the rear with the shank directed downwards. No tape or other material on any part of the spur is allowed. For Ponies only - Non serrated rowel spurs must be at least 3mm in thickness. (Art 243 and Annex 9).

Not allowed

2. Salute

2.1. Organising Committees may require competitors to salute by an announcement prior to the commencement of a particular competition. The Ground Jury may refuse to start a competitor who has not saluted. The Ground Jury may also fine the competitor (Article 240.1.5).

2.2. Competitors should salute during a march past, parade, presentation of prizes and during the playing of anthems.

2.3. For special reasons, the Ground Jury can decide that the salute is necessary.

2.4. Competitors are not required to remove their hat when saluting. Raising the whip or lowering the head will be considered as saluting.

Article 257 - Saddlery

1. In the competition arena

1.1. Blinkers and fly masks that cover the horses' eyes are forbidden.

1.2. Only unrestricted running martingales are allowed on horses competing in 1.30m and above and ponies 1.20m and above. No more than one martingale stopper per rein may be used. Reins or rings may not be configured in such a way as to cause a running martingale to function as a standing or fixed martingale.

1.3. There are no restrictions on bits or nosebands. However, the Ground Jury has the right, based on veterinary advice, to forbid the use of a bit or noseband that may cause injury to the horse. Reins must be attached to the bit(s) with a headpiece or directly to the bridle. A maximum of two pairs of reins may be used. If two pairs of reins are used, one pair must be attached to the bit or directly to the bridle. Gags and Hackamores are allowed.

1.4. Sheepskin may be used on each cheek piece of the bridle providing the sheepskin does not exceed 3cm in diameter measured from the horse's face.

1.5. Draw reins (running reins, including market harboroughs) are forbidden in the competition arena except during prize giving ceremonies and march past parades.

1.6. Failure to comply with any of the provisions listed in Article 257.1 will incur elimination (see Article 241.3.21).

2. Anywhere within the grounds of the event (restricted area) under control of the Organising Committee.

2.1. In the interests of safety, the stirrup iron, and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. The rider must not directly or

indirectly tie any part of their body to the saddlery.

2.2. Competitors are allowed to use a dressage whip when working on the flat with a maximum length of 120cms. It is strictly forbidden to use or carry a whip which is weighted at the end at any time, or to carry or use one which is more than 75cm in length (including the flapper) in the arena, exercise or schooling areas when riding over poles or any obstacle. No substitute for a whip may be carried. Failure to comply with this paragraph will incur elimination. (Article 240.3.21) The competitor may only carry one whip.

2.3. The total maximum weight of equipment allowed to be added to a ~~horse's~~ Horse's leg, front or hind (single or multiple boots, fetlock rings etc) may not exceed~~is~~ 500g (shoe or substitute for a shoe excluded) under any circumstances, including when the equipment is wet. Failure to comply with this paragraph will incur disqualification.

2.4. Approved hard hats are compulsory and must be worn at all times when riders are mounted anywhere on the grounds. See Article 256.1.1.2. and 256.1.2.4.

2.5. For Ponies only – Serrated rowel spurs must never be worn. Non serrated rowel spurs must be at least 3mm in thickness. Blunt spurs are allowed. (Art 243 and Annex 9)

2.6. Hind Boots: At all ESNZ Jumping Events, only hind boots meeting the following descriptions may be used.

2.6.1. For all jumping competitions for Young Horses (four-, five-, six-, and seven-year-old Horses):

i) Hind boots that have a rounded protective element on the inside only are the only type of hind boot allowed. The boot can be up to a maximum interior length of 16 centimetres, the width of the fastener must be at least five centimetres.
Hind boots with additional protection for the pastern that extends below the rounded shell on the inside of the boot are allowed providing the protection is made of soft pliable material. The pastern protection that extends below the rounded shell on the inside is not taken into account when measuring the length of the boot.

ii) Boots must be designed in such a way that both sides can be bent to fit around the Horse's leg without effort. The rounded protective element of the boot must be placed around the inside of the fetlock.

iii) The inside of the boot must be non-abrasive and smooth, that is, the surface must be even and there may not be any pressure points, ie there may be no pads or blocks under the lining on the inside of the boot; for the avoidance of doubt, stitching on the inside of the protective element that attaches the inner lining to the boot is permitted. Sheepskin linings are allowed.

iv) Only non-elastic Velcro-type fasteners are permitted; no hooks,

buckles, clips, or other methods of attaching the fasteners may be used. The inside surface of the fastener that is in direct or indirect contact with the Horse's skin must be non-abrasive. The fastener must be one-directional, that is, the strap must be attached directly from one side of the boot to the fastening component on the other side of the boot but must not wrap around the entire boot. The fastener may be secured with another Velcro-type strap extending vertically over the fastener where it is attached to the fastening component.

v) No additional elements may be added to or inserted in the boot itself. The use of Vet Wrap or similar lightweight bandaging material under hind boots is permitted; when possible it should be applied in the presence of the Steward. A member of the Stewarding team has the right at any time to require the Vet Wrap/bandaging material to be removed and re-applied in their presence.

vi) Fetlock rings may be used for protective purposes providing they are properly adjusted and loose, and providing the total weight of equipment on the ~~horse's~~ Horse's leg does not exceed 500 grams under any circumstances, including when the equipment is wet. Pastern bands~~/wraps~~ may ~~not~~ be used around the pastern providing they are not over-tightened.

2.6.2. For all jumping competitions:
From 1st August 2020: All competitions
Only boots that meet the following descriptions may be used:

i) Boots as described in Article 257.2.6.1 (above) for Young Horse competitions

ii) Boots that have a rounded protective element on the inside only, and boots with a rounded protective element on the inside and outside, that is, double-shell boots that wrap around the back of the fetlock, are permitted providing they meet the following criteria:
All boots must be designed in such a way that both sides can be bent to fit around the Horse's leg without effort. For double-shell boots specifically, the boots must be pre-moulded to the shape of a Horse's fetlock, ie the boot must be pre-moulded in a "U" shape, in such a way that the boot naturally wraps around the fetlock. Double shell boots that require the fastener(s) to be attached to permit the boot to wrap around the fetlock are not permitted. The boot can be up to a maximum length of 20 centimetres at its longest point. Hind boots with additional protection for the pastern that extends below the rounded shell on the inside of the boot or on both sides of the boot are allowed providing the protection is made of soft pliable material. The pastern protection that extends below the rounded shell on the inside is not taken into account when measuring the length of the boot. (refer to FEI Jumping Stewards manual annexes for instructions on how to measure the length of the boot correctly).
The rounded protective element of the boot must be placed around the

inside of the fetlock (for boots with a protective element on one side only, the protective element must be placed around the inside of the fetlock). The inside of the boot must be non-abrasive and smooth, that is, the surface must be even and there may not be any pressure points on the inside of the boot; for the avoidance of doubt, stitching on the inside of the protective element that attaches the inner lining to the boot is permitted. Sheepskin linings are allowed.
The boot may have no more than two fasteners. Only the following types of fasteners are permitted:

Velcro-type fasteners: - Each strap must: • Have a Velcro or Velcro-type fastening system • Have a minimum width of 2.5cm if there are two straps or; • Have a minimum width of 5cm if there is only one strap For boots with a protective element only on the inside of the fetlock, straps may be elastic. For double shell boots, the straps must be elastic	
Stud-type fasteners: - Each strap must: • Be made of elastic • Have a minimum width of 2.5 cm • Have holes that fit over a stud on the boot	

Hook type fasteners: - Each strap must: • Be made of elastic • Have a minimum width of 2.5cm • Have a hook at the end that fits into an "eyelet" on the boot	

The inside surface of the fastener that is in direct or indirect contact with the Horse's skin, must be non-abrasive. All fasteners must be one-directional,

that is, the ~~fastener~~ strap must be attached directly from one side of the boot to the fastening component on the other side of the boot but must not wrap around the entire boot~~;~~. Velcro-type fasteners may be secured with another velcro-type strap extending vertically over the fastener where it is attached to the fastening component (refer to the FEI Jumping Stewards Manual annexes). ~~no~~ No mechanism that allows the fastener to double back on itself or that allows leverage of any kind to be applied to the fastener is permitted.

No additional elements may be added to or inserted in the boot itself. The use of Vet Wrap or similar lightweight bandaging material under hind boots is ~~not~~ permitted~~.~~; when possible it should be applied in the presence of a steward. A member of the stewarding team has the right at any time to require the Vet Wrap/bandaging material to be removed and re-applied in their presence.

Fetlock rings may be used for protective purposes providing they are properly adjusted and loose providing the total weight of equipment on the ~~horse's~~ Horse's legs does not exceed 500 grams under any circumstances, including when the equipment is wet. Pastern bands~~/wraps~~ may ~~not~~ be used around the pastern providing they are not over-tightened.

2.7. The use of the tongue strap is forbidden.

2.8. Plastic shields that cover the horse's eyes (i.e, glasses or sunglasses for horses) are forbidden.

Article 258 - Accidents

In the event of an accident preventing either the competitor or a horse from finishing, they are both eliminated. If despite the accident, the competitor completes the round but does not leave the arena mounted, they do not incur elimination.

CHAPTER XI: OFFICIALS

Article 259 – Officials

1. Ground Jury – Minimum Qualification

Events	No. of Judges	President of GJ and Foreign Judge	Members	Additional Members	President for Competition ion	Water Jump Judge
FEI Show with a CSI-W	President + 3President + Foreign Judge + 2	FEI Level 3	2 @ FEI Level2 x FEI Level 1 or 2	Min. National Level 2 or FEIMin FEI Level 1	FEI Level 3FEI Level 2	FEIMin FEI Level 1
FEI Show with a CSI 1*	President + 3	FEI Level 3	Min. 3 National Level 2 or FEI3 x Min National Level 3	National Level 2 or FEIMin National Level 3	FEI Level 3Min National Level 3	National Level 2 3 or FEI
NZ & Island Ch's and Premier	President +2	National Level 3	2 Min National Level 32	National Level 1 Judge	National Level 2	National Level 2 Judge
Grand Prix Competition	President +1	National Level 3 Judge	2 Min National Level 1 Judges	National Level 1 Judge	National Level 2 Judge	National Level 12
All other carded Competition	President +1	Min National Level 1 2 Judge	1 National Level 1 Judge	National Level 1 Judge	National Level 1 Judge	National Level 1 2 Judge
Non carded shows	Our listed Judges					

2. Control of schedule and reports

Events	Control of Schedule	Report if required within 14 days
Premier Competitions	ESNZ J	President of GJ and Chief Steward
Grand Prix Competitions	OC	President of GJ on request Reports of misconduct and abuse
All other events	OC	Reports of misconduct and abuse

3. Appeal Committee
   The composition of the appeal committee, the appointment of the appeal committee, and the appointment of the President and members of the committee must be in accordance with the General Regulations Art 139. See Annex 13.

4. Veterinarians
   Organising Committees should have a veterinarian available on the site of the event. If this is not possible the organising committee should arrange to have a veterinarian available at short notice.

5. Course Designers and Technical Delegate

5.1. Course Designers

5.1.1. In National, Island, Young Horse Jumping Championships, Special competitions at the HOY show and Premier competitions Course Designers must be selected from a ESNZ Jumping list of Official National Course Designers and appointed with the agreement of the ESNZ Jumping Board.

5.1.2. At Grand Prix events the course designer in the feature arena must be chosen from the ESNZ Jumping list of ~~Official National and~~ National Level 2 or National Level 3 Course Designers by the Organising Committee.

5.1.3. At all other carded events, the course designer must be chosen from the ESNZ Jumping list of ~~Official National, National and Candidate~~ National ~~Course~~ Level 1,2, or 3 Course Designers by the Organising Committee.

5.2. Technical Delegate

5.2.1. In National, Island Championships and the HOY show a Technical Delegate from the ESNZ Jumping lists of Technical Delegates or a~~n~~ ~~Official~~ National Level 3 Course Designer appointed by the ESNZ Jumping Board is compulsory.

5.2.2. A Technical Delegate selected from the ESNZ Jumping list of Technical Delegates or ~~Official~~ National Level 3 Course Designers should be appointed by the organising committees of Premier events and Young Horse Jumping Championship.

5.2.3. For all other events a Technical Delegate selected from the ESNZ Jumping list of Technical Delegates, ~~Official National and~~ National Level 2 or National Level 3 Course Designers may be appointed by the organising committee.

See Annex 13

6. Stewarding/Boot and Bandage Control
Moved from Article 244

6.1. The schooling area(s) and warming up area(s) should, and during National and Island championships, Premier and special competitions at the HOY show must always be supervised. One steward at least, should always be present whenever the arenas are in use to ensure that the rules are observed, and practice arenas are not overcrowded so that all athletes get a fair chance to use the obstacles. Cups should be removed by the steward from practice arenas at the end of each day to prevent unsupervised jumping.

6.2. A Chief Steward must always be appointed for NZ and Island

Championships, Premier events, Young Horse Jumping Championships, and the HOY show from the list of National or FEI Stewards. All other events running a national jumping series class must have a listed Steward.

6.3. Boot and Bandage Control
Boot and Bandage control may be carried out at any class at any ESNZ jumping competition subject to the approval of the president of the ground Jury. Refer to Jumping Stewards Manual for this procedure.

6.4. 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 500g (shoe excluded). Failure to comply with this paragraph will incur disqualification (Article 242.2.4).

6.5. Any show running a national jumping series class must have a listed National Level 3 or above steward.

See Annex 13.

7. Conflict of Interest.
A substantial appearance of a conflict of interest exists whenever others may reasonably infer from the given circumstances that a conflict exists. A conflict of interest is defined as any personal, professional or financial relationship including relationships of family members (immediate family), that could influence or be perceived to influence objectivity when representing or conducting business or other dealings for or on behalf of the National Federation.

Conflicts must be avoided whenever practicable. However, conflicts may be linked to experience and expertise that is necessary to qualify officials. The specific balance between conflict and expertise shall be regulated by the relevant sport rules.

CHAPTER XII: COMPETITIONS

Article 260 - General

1. There are many different jumping competitions for both individuals and teams. The following rules cover the types of competitions which appear to be most popular.

2. Organising Committees may provide for new types of competitions, but any competition covered by this chapter must be run strictly according to these Rules.

3. Organising Committees may at their discretion invite horses and ponies to compete at varying heights (Art. 208) except where stated below. The ESNZ Jumping Board may annually require a particular competition to have a minimum and maximum height. Examples are Series and Championship competitions.

4. Handicap competitions may be organised by the Organising Committees. The conduct of the competition must be clearly stated in the Schedule. Examples of competition division could be for - horse age groups, for horses that have been registered in different seasons, horses with maximum number of wins and placings.

Article 261 - Normal Competitions and Grand Prix Competitions

1. Normal and Grand Prix competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate equality for first place by a first jump-off or by a maximum of two jump-offs.

2. These competitions are judged under Table A against or not against the clock, but always with a time allowed.

3. The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of Organising Committees.

4. Qualification

   4.1. If qualification conditions are scheduled for the Grand Prix competition it is compulsory that all qualifying competitions are organised under Table A against the clock or Table A with one or two jump-offs.

4.2. If qualification conditions are scheduled for the Grand Prix event, it is compulsory that the formula given in the Annex of these rules is referred to. If qualification conditions for competitor/ horse are ESNZ Jumping Series Competitions, it is compulsory that all qualifying competitions are run under Table A against the clock or under Table A with one or two jump-offs.

5. Grand Prix competitions must be conducted in accordance with one of the following formulas:

5.1. over one round

5.1.1. not against the clock with 1 jump-off against the clock (Article 238.1.2)

5.1.2. against the clock with 1 jump-off against the clock (Article 238.2.2)

5.1.3. not against the clock with 2 jump-offs against the clock

5.1.4. not against the clock with 2 jump-offs, the second jump-off against the clock (Article 238.1.3)

5.1.5. against the clock with 2 jump-offs against the clock (Article 238.2.3)

5.2. over two rounds (identical or different) with one eventual jump-off against the clock.

5.3. over two rounds, with the second round against the clock.

5.4. the chosen formula must appear in the schedule.

Article 262 - Power and Skill

1. General

1.1. The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles. They should be for experienced horses and ponies.

1.2. In the event of equality for first place, there must be successive jump-offs.

1.3. The obstacles in the jump-offs must always be the same shape, the same type and the same colour as in the initial round.

1.4. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the competition. After the fourth jump-off they **must** stop the competition. The competitors left in the competition are placed equal.

1.5. If after the third jump-off, the riders do not wish to continue, the Ground Jury must stop the competition.

1.6. There cannot be a fourth jump-off if competitors have not had a faultless round in the third jump-off.

1.7. Time is never a deciding factor in the event of equality of penalties. There is no time allowed and no time limit.

1.8. These competitions are judged under Table A not against the clock.

1.9. Only when it is not possible for competitors to school in the practice arena a practice obstacle must be placed in the competition arena. This obstacle will be clearly marked and is the only “Practice” obstacle to be used.

1.10. If the dimensions of the arena and the number of competitors permit it, the Ground Jury may decide that the competitors still in the competition may remain in the arena after the first or second jump-off.

2. Puissance

2.1. 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 1.40m in height, two obstacles from 1.60m to 1.70m and one wall or vertical obstacle, which may vary from 1.70m to 1.80m 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 30cm offset at the base).

2.2. A straight fence instead of a wall may be used, in which case, planks with a pole on top may be used as a substitute.

2.3. In the event of equality for first place, there must be successive jump-offs over two obstacles which should be a wall or a vertical obstacle and a spread obstacle (Article 246).

2.4. In the jump-off, both obstacles must be increased regularly in height and in spread. The straight obstacle or wall may be increased in height only if competitors equal for first place have not been penalised in the preceding round (Article 246).

3. Six Bar Competition

3.1. In this competition, six vertical obstacles are placed in a straight line about 11m apart. They must be identically constructed and composed only of poles of the same type. The number of obstacles may be reduced depending on the size of the arena.

3.2. All the obstacles may be kept at the same height, for example, 1.20m or at progressive heights, for example 1.10m, 1.20m 1.30m, 1.40m, 1.50m, 1.60m, or the first two at 1.20m, the next two at 1.30m and so on.

3.3. In the event of a refusal or a run-out, the competitor must restart the course at the obstacle where the fault was made.

3.4. The first jump-off must take place over the six obstacles which must be raised unless the competitors who are equal for first place have been penalised in the first round. From the second jump-off onwards, the number of obstacles may be reduced to four but the distance between them must be kept at about 11m as required initially (the lower obstacles should be withdrawn).

3.5. Jump-off refer to Article 262.1.4 - 262.1.8

4. Two Fence Challenge

4.1. This competition is held over two obstacles. One obstacle is a vertical and the second is a spread or wall.

4.2. In the event of equality for first place there must be successive jump-offs over both obstacles which must be increased regularly in height.

4.3. Jump-offs refer to Article 262.1.4 and 1.8.

Article 263 - Hunting Competition or Speed and Handiness Competition

1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.
2. These competitions are judged under Table C.
3. Courses must be twisting, with obstacles very varied (alternative obstacles are allowed, giving the competitor the opportunity to shorten their track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting competitions and must be so named in the schedule. All other competitions of this type are called Speed and Handiness competitions.
4. No fixed track to be followed is laid down on the plan; an arrow underneath or through each obstacle shows only the direction in which it must be taken.
5. Compulsory turning points are included only if absolutely necessary.

Article 264 - Official Team Competitions **(incl. Trans-Tasman Competition)**

(Young Rider Trans-Tasman Teams Event see Article 279)

1. Organisation

1.1. ESNZ Jumping may designate certain team competitions "Official" Team Competitions. The formula for these will be decided by ESNZ Jumping in consultation with the Organising Committee concerned. In some cases, because of particular circumstances dispensation to some of these rules

may be given. However, ESNZ Jumping maintains the right to request Organising Committees to amend rules because of the circumstances of a particular team competition.

1.2. The competition takes place over two rounds over the same course during the course of the same day. (Article 273.3.2)

1.3. In principle the competition is judged under Table A not against the clock with a time allowed in both rounds.

2. Obstacles

The number and dimensions of the obstacles must be within the following limits:

2.1. The obstacles should be approximately 10 to 12 in number.

2.2. There should be a water jump.

2.3. At least two vertical obstacles must be provided (sloping walls do not count as compulsory straight obstacles) at the maximum height.

2.4. No combination obstacle may require more than three jumps or efforts (except for permanent obstacles, banks, mounds, or slopes).

2.5. The course should be about 500m to 700m long and must include at least one double or one treble, but not more than three doubles or one double and one treble.

2.6. If the Ground Jury unanimously decides before the first or the second round that the course has been rendered impracticable as a result of adverse weather conditions, it may direct that the dimensions of some obstacles be reduced or that they be moved slightly. In consultation with the Course Designer, the Ground Jury may also direct that the dimensions of some obstacles be increased if it is deemed the course of the first round was too easy. Such an alteration to the course may only be carried out before the first competitor enters the arena in one round or the other. The second round maybe reduced by two or three obstacles.

3. Competitors

3.1. A full team comprises four competitors and four horses. The score of the best three competitors in each of the two rounds is taken into consideration to determine the placings. All members of each team must take part in the first round (except as otherwise provided in paragraph 3.3. and 4.3 below).

3.2. If a team is already winning after its third competitor has gone in the second round, or if a team cannot improve its placing after its third horse has gone in the second round, then the fourth horse may be withdrawn.

3.3. When, in the first round or second round, the result cannot be improved after the third competitor has gone, the fourth competitor may be withdrawn.

4. Participation

Participation in team competitions is subject to the following conditions:

4.1. The competitors and horses that will start are chosen the day before the competition from the list drawn up by the Chef d'Equipe or Team Captain and declared to the Secretary, by 6 p.m. on the day before the competition, including their starting order.

4.2. In the event of an accident or illness of a competitor and/or horse, between the submission of the declaration and one hour before the start of the competition, the competitor and/or horse may, on production of a certificate from an officially recognised medical doctor and/or with the permission of the officially recognised veterinarian and after approval by the Ground Jury, be replaced by another competitor and/or horse. In the event of substitution, the starting order remains unchanged. During the competition, no substitution will be allowed in any circumstances.

4.3. Should a team be able to produce only three horses, its captain may enter three horses and competitors.

4.4. No horse or rider may compete in more than one team in the one competition.

5. Order of starting

5.1. The starting order for the Teams is determined by a draw in the presence of the Ground Jury and the Chef d'Equipe or Team Captains. The draw will take place the day before the competition at a time fixed by the Ground Jury in agreement with the Organising Committee.

5.2. All the number ones start first in succession, then the number twos and so on. The Chef d'Equipe of the teams comprising only three competitors may choose in which of the three positions out of the four they will run competitors.

5.3. The starting order of the teams in the second round will be in the reverse order of the total penalties incurred by the best three competitors in each team in the first round. Teams that tie after the first round will take the same order of starting as in the first round.

5.4. The competitors in each team start in the same order as in the first round.

6. Number of Competitors in the second round.
The number of teams and competitors in the second round must be agreed between ESNZ Jumping and the Organising Committee and printed in the Schedule.

6.1. A reduced number of teams will take part in the second round with four competitors a team except for those teams with only three members. Those teams that are equal will be separated by the total times of the best three competitors of each team in the first round.

6.2. A reduced number of teams left in the first round will take part in the second with three competitors per team. The Chef d'Equipe will determine which three competitors of the team will participate in the second round. Those teams equal for a qualifying place on penalties will be separated by the total times of the three best competitors of each team in the first round.

7. Elimination and abandonment

7.1. If two or more competitors of a team, participating with four competitors in the first or second round, are eliminated or retire, the whole team is eliminated.

7.2. If one competitor of a team participating with three competitors in the first or second round is eliminated, the whole team of three is eliminated.

7.3. If a team is qualified to take part in the second round, a competitor eliminated in the first round may start in the second round.

7.4. A team which is qualified to take part in the second round, may only withdraw from the second round, with permission of the Ground Jury. In this case the team will not receive prize money. It will be replaced by another team.

7.5. However, the President of the Ground Jury, in consultation with the Organising Committee when only three or less teams are taking part, may allow eliminated teams to continue by giving competitors who have been eliminated the highest score of a completed competitor plus 20 penalties.

8. Placing and Classification

8.1. Classification of the teams not taking part in the second round is based on the total penalties of the best three competitors of each team in the first round. Teams with equality of points are placed equal.

8.2. Placing of teams after the second round is decided as follows:

8.2.1. Formula One: The total penalties of the best three competitors of each team in the first round are added to the total penalties of the best three competitors in the second round.

8.2.2. Formula Two: The total penalties of the best three competitors per team in the first round are added to the total penalties of the best three competitors per team in the second round. In the case of equality of penalties for first place, there will eb a jump-off in which one competitor per team will participate. The Chef d'Equipe determines which member of the team will participate in the jump-off. Any one of the team members can take part in the jump-off. The jump-off takes place against the clock over a minimum of six obstacles. In the case of equality of penalties and time after the jump-off, the teams are placed equal first. Teams with equality of total penalties for other places are placed equal.

Article 265 - Other Team Competitions

1. The particular conditions which determine the scores in team competitions must be published in the schedule and the programme of the event. The scores are normally arrived at by adding together the penalties and/or the times of the members of each team.

Article 266 - Fault and Out Competition

1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are excluded. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc.) When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but they are not given any points for the obstacle jumped after the bell has rung.

2. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.

3. When the fault which ends the round is other than a knock down, such as a disobedience, a fall or when the competitor does not jump the obstacle over which the clock must be stopped, the bell is rung. The competitor is then placed last of those who have obtained the same number of points.

4. The winner of the competition is the competitor who obtains the greatest number of points. In the event of equality, the competitor's times are taken into consideration and the competitor with the fastest time will be declared the winner.

5. A Fault-and-Out competition may be organised in two ways:

   5.1. Over a set number of obstacles: When the competition takes place over a maximum number of obstacles and the competitor has jumped the last obstacle, the clock is stopped at the moment when the competitor crosses the finishing line.

   In the event of equality of points and time for first place only, there must be a Fault-and-Out-jump-off over a limited number of obstacles.

   5.2. With a fixed time of 60 to 90 seconds (45 in indoor arenas):
   The competitor takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached. 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. Time is taken at the following obstacle, at the moment when the horses forefeet touch the ground on landing.

Article 267 - Hit-and-hurry Competition

1. In this competition, instead of being eliminated at the first fault, the competitor gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combinations of obstacles are not allowed.

2. This competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalised by the time lost by the competitor, but three disobediences and the first fall stop the competitor. In this case, the competitor will be placed last of the competitors who have obtained the same

number of points.

3. The winner of the competition will be the competitor who at the end of the fixed time has acquired the greatest number of points in the fastest time.
4. When the fixed time is reached, the bell is rung. The competitor must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but they are given no points for the obstacle jumped after the bell has rung.
5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The competitor's time is taken at the next obstacle as in paragraph 4.
6. When the competitor does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The competitor is then placed last of those who have obtained the same number of points. If a competitor has a disobedience and displaces or knocks down an obstacle, the time must be increased by six seconds and the bell must be rung accordingly.

Article 268 - Relay Competitions

1. General

1.1. These competitions are for teams of two or three competitors.

1.2. The course shown on the plan must be completed consecutively according to the number of team members.

1.3. The competitor going through the starting line must jump the first fence and the rider jumping the last fence must also cross the finishing line in order to stop the clock. If a competitor crosses the finishing line after another competitor has jumped the penultimate fence, the team is eliminated.

1.4. The time of the round is taken from the moment when the first competitor crosses the starting line until the last member of the team has passed the finishing line.

1.5. The time allowed is based on the speed for the competition and the length of the course multiplied by the number of team members.

1.6. If, during the round, disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round.

1.7. The elimination of a team member incurs the elimination of the whole team.

1.8. The second disobedience by the team or the first fall by a competitor eliminates the whole team.

1.9. The team is eliminated if, in changing over, the competitor takes off to jump an obstacle before the forefeet of the horse of their team member have reached the ground.

Relay competitions are as follows:

2. Normal Relays

2.1. In these competitions the first competitor jumps their round and having taken the last obstacle the next competitor starts their round and so on.

2.2. As soon as the horses forefeet of their team member jumping the last obstacle have reached the ground, the next competitor may jump their first obstacle.

2.3. These competitions are run under Table C.

3. Fault-and-Out Relays

The Fault-and-Out Relays take place according to the provisions laid down for the Fault-and-Out Competition under Article 266 with teams of two or three competitors either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.

3.1. Over a maximum number of obstacles

3.1.1. The changeover, indicated by a sound of the bell, is compulsory when each competitor has completed their round or at each fault committed by each competitor, except at the last one. The competitor's team member must then take over either at the first obstacle or at the next obstacle where a knock down occurred or at the obstacle where a disobedience was committed.

3.1.2. If the last team member has completed their round with no penalty or if they knock down the last obstacle of the course, the competition ends at the finishing line and the clock must be stopped at this moment.

3.1.3. When the last competitor knocks down an obstacle of the course, other than the last one, the bell is rung, and they must then jump the obstacle to allow their time to be recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped the whole team is placed last of those who have obtained the same number of points and had their time recorded.

3.1.4. In this competition, bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the following disobedience committed by each of the second or the third team members depending on the number of competitors in the team. One point is deducted for each commenced second exceeding the time allowed.

3.1.5. The classification is reached according to the highest number of points obtained by the team and the best time.

3.2. With a fixed total time

3.2.1. In this case, the above provisions under paragraphs 1.1., 1.3.,1.4. and 1.5

must be applied.

3.2.2. Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.

3.2.3. The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.

3.2.4. If the last competitor knocks down the last obstacle of their round, they must jump the first obstacle of the course to allow the time to be recorded.

3.2.5. If, during the round, disobediences with knock down are committed, the time corrections are deducted from the fixed time.

4. Fault-and-Out - Successive Relays
These competitions take place according to the same rules as for the Fault- and-Out Relays over a maximum number of obstacles. However, the competitors take over from each other after each fault until the course has been completed by as many times as the number of members in each team.

5. Fault-and-Out Optional Relays

5.1. In these competitions the competitors may take over as they like in the competition, but a changeover is compulsory, indicated by a sound of the bell, when each competitor has completed their course or at the point where a fault is committed.

5.2. Optional relays are run under Table C.

Article 269 - Accumulator Competition

1. This competition takes place over 6, 8 or 10 obstacles which are progressively more difficult. No combination obstacles are allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.

2. Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No points are awarded for an obstacle knocked down. Faults other than knockdowns are penalised as for Table A.

3. This competition may take place either with the first round against the clock and a jump-off in case of equality of penalties for first place following the initial round or not against the clock with a jump-off or directly against the clock. In the case of a jump-off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump- off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.

4. If the competition takes place not against the clock with a jump-off, competitors not qualified for the jump-off are placed according to their points obtained in the first round, disregarding the time. If the competition takes place with the first round against the clock and a jump-off, competitors not qualified for the jump-off are placed according to penalties and time obtained in the first round.

5. For the last obstacle of the course, an alternative obstacle may be provided, of which one part may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points (Article 215). If the Joker is knocked down, these points must be deducted from the total points obtained so far by the competitor. At the discretion of the Course Designer, two Jokers may be included instead of one as alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of last obstacle on the course; The second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on the course. The rider may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the rider earns 150% or 200% respectively of the points of the last obstacle on the course. If the Joker is knocked down 150% or 200% respectively of the points of the last obstacle on the course must be deducted from the total points obtained so far by the rider.

~~5.1. As an option, the Joker may be placed after the finish line, in which case it is not part of the main course and the following formula must be used: after the Athlete has crossed the finish line his time is recorded, and he has 20 seconds in which to attempt the Joker once should he so choose. If the Joker is correctly jumped, the Athlete earns double points of the last obstacle of the main course. If the Joker is knocked down (JRs Art. 217.1), these double points must be deducted from the total points obtained so far by the Athlete. In case of a fall of Athlete or Horse after crossing the finish line but within the 20 seconds available to jump the Joker, the Athlete will not be eliminated but will keep the points he had accumulated prior to crossing the finish line.~~

Article 270 - Top Score, Gamblers Stakes and Jigsaw

1. Top Score

1.1. In this competition, a certain number of obstacles, without a combination obstacle are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty.

1.2. The obstacles must be built so that they can be jumped in both directions.

1.3. 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 the Course Designer to delete the obstacles they wish.

1.4. The competitor is credited with the number of points carried by each obstacle that they have jumped correctly. No points are awarded for an obstacle knocked down.

1.5. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, they may jump all the obstacles they wish in any order and in any direction. The starting line must be provided with four flags: a red and a white flag at each end of the line.

1.6. 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 their time to be recorded. If they do not cross the finishing line, they are 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

1.7. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.

1.8. 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 and for displacing a lower part positioned in the same vertical plane. In case of a disobedience without a knock-down, the competitor may jump that fence or continue to the next obstacle.

1.9. 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 already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.

1.10. All disobediences are penalised by the time lost by the competitor.

1.11. The competitor who has obtained the greatest 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.

1.12. ~~There are two options for using a~~ Joker~~.~~:

1.12.1. An obstacle may be provided as a part of the course, duly marked preferably 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.

~~1.12.2. The Joker is not a part of the main course. After the fixed time has expired, the bell is rung to end the competitors round. The competitor must cross the finishing line to have the time recorded, and then has 20 seconds in which to attempt the Joker once. 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. Also~~

~~applicable to Article 269 (Accumulator).~~

~~1.13. If by ringing the bell, a Joker is required to be Jumped within twenty seconds after the fixed time has expired and after the competitor has crossed the finish line, only one attempt is allowed.~~

2. Gamblers Stakes

2.1. At least 8 obstacles of varying height will be placed in the arena and at each a large playing card or number will indicate its value. Combination obstacles are not permitted.

2.2. The competitor must start through the start flags and jump 6 obstacles of their choice and finish through the finish flags. The starting and finishing lines can be taken in either direction. (Article 207). An obstacle may be provided in the course or after the finish and titled “Joker”. The Joker may be jumped once (in addition to the above 6 obstacles) and 26 points are awarded if it is jumped correctly but if it is knocked down, 26 points are deducted (Article 215). In the event of a refusal or run out with a knock down at the Joker, the Ground Jury will act as in the case of similar disobediences which occur at other obstacles on the course; no points will be deducted from the competitor’s score. If the Joker is placed after the finish line, the competitor has 20 seconds in which to attempt the Joker should they so choose.

2.3. The competitor will be timed.

2.4. The obstacles may be jumped in any order and from either direction, but an obstacle may not be jumped twice.

2.5. Each obstacle jumped clear will entitle the competitor to claim the points as indicated by the playing card or number on that obstacle. No points will be awarded for an obstacle knocked down.

2.6. The winner will be the competitor who obtains the most points from the 6 obstacles of their round and the Joker.

2.7. The value of the obstacles shall be: Ace 14 pts, King 13, Queen 12, Knave 11, Ten 10, Nine 9 pts etc.

2.8. In the event of equality of points, time will decide.

2.9. The first two disobediences will only be penalised on time, but the third disobedience and the first fall incur elimination.

2.10. Should a competitor have a refusal they must continue to endeavor to jump that obstacle from the same side and may not proceed until they have jumped it. If the obstacle is displaced Article 232 will apply.

2.11. Should a competitor jump more or fewer than 6 obstacles (excluding the Joker) or jump any obstacle more than once, they will be eliminated.

2.12. There shall be no jump-off.

3. Jigsaw

3.1. This is competition for pairs of horses and riders.

3.2. Not less than 12 fences will be placed in the arena and will be numbered only for the purpose of judging.

3.3. The two riders will enter the arena and start through the start flags, and each will be required to jump half of the total number of fences both jumping at the same time.

3.4. The fences may be jumped in any order, and in either direction but each of the fences must be jumped once only, and each rider must jump half of the total number.

3.5. The time will be taken when the first horse goes through the start flags until both horses go through the finish flags.

3.6. The winners will be the pair that finishes the course in the fastest time with any penalty points added.

3.7. The competition will be judged under table C.

3.8. There shall be no jump-off.

3.9. Should a competitor have a refusal, they must continue to endeavor to jump that obstacle from the same side and may not proceed until they have jumped it.

Article 271 - Take-your-own-line Competition

1. In this competition the obstacles may be jumped only once in the order chosen by the competitor. Any competitor who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.

2. Competitors may cross the starting line or finishing line in either direction. The lines must be provided with four flags: a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.

3. This competition takes place without a laid down speed, under Table C.

4. If the rider has not completed the course 120 seconds after the round has started, they will be eliminated.

5. All disobediences are penalised by the time lost by the competitor.

6. If there is a refusal or run-out with a knock-down or displacement of the obstacle, the competitor may only restart their round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives the signal to start. They may then jump the obstacle of choice. In this case 6 seconds for time correction (Article 232) will be added to the time of the round.

Article 272 - Knock-out Competition

1. This competition takes place by pairs of competitors against each other. The competitors must have qualified as a result of a separate competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or Table C.

2. The two competitors will compete against each other simultaneously over two identical courses without combinations. 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.

3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.

4. In this competition, each competitor may only ride one horse in the eliminating rounds, chosen from their horses which have qualified in the preliminary qualifying round or the qualifying competition. If a competitor finds that their opponent has withdrawn from any round, the competitor remaining in the competition must complete the round in question above.

5. If there are competitors placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump- off against the clock.

6. The eliminating rounds in which two competitors take part are run without time if judged under Table A. Each fault made of whatever nature (knockdown, refusal, run out) is penalised by one point. Notwithstanding the above, in the case of a refusal with or without a knockdown, the competitor will continue their round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under Table A the competitor is penalised by one point. A competitor passing an obstacle without attempting to jump it will be eliminated. If the competition is run under Table C, 3 seconds will be added to their time in this case. Any infringement of the provisions of Article 240 incurs elimination from the competition.

7. If the competition is run under Table C, each fault is penalised by three seconds.

8. The competitor who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified for the next round and so on until the two finalists meet to decide the winner. Competitors defeated in the corresponding rounds are placed equal.

9. A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide the competitor who crosses this line first.

10. If at the end of the eliminating round, there is a dead heat between two

competitors, the round must be started again.

11. If the competition is run under table C, there must be an independent time-keeping installation for each competitor.

12. The starting order in the eliminating rounds will be decided according to the table printed in Annex 5 (16 or 8 according to the conditions of the schedule).

Article 273 - Competition over Two Rounds

1. This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each competitor must participate with the same horse. Competitors, who have been eliminated or who have retired during the first round, may not take part in the second round and may not be placed.

2. All the competitors have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:

   2.1. either all competitors

   2.2. or a limited number of competitors (either a percentage or set number of athletes, in any case at least 25%,) return for the second round in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule)

      2.2.1 If the first round is not against the clock, all athletes tied on penalties for first place, plus any athletes tied on penalties for the last qualification place, return for the second round even if this is not mentioned in the schedule.

      2.2.2 If the first round is against the clock, the OC may select either of the following options (the OC must indicate in the schedule which option will be used):

      (i) at least 25% or set number of athletes, the exact percentage or number to be mentioned in the schedule, return for the second round based on their penalties and time in the first round; or,

      (ii) at least 25% or a set number of and time in the first round; the exact percentage or number to be mentioned in the schedule, return for the second round based on their penalties and time in the first round; in any case all athletes without penalties in the first round will return for the second round.

3. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

	First round Table A	Second round Table A	Second round Starting order	Jump-off Starting order
3.1	Against the clock	Not against the clock	Reverse order of penalties & time in the 1st round	Same as 2nd round
3.2	Not against the clock	Not against the clock	Reverse order of penalties in the 1st round. Competitors retain their draw order in case of equality of penalties	Same as 2nd round
3.3.1	Against the clock.	Against the clock.	Reverse order of penalties and possibly time in the 1st round.	No Jump-off.
3.3.2	Not against the clock.	Against the clock.	Reverse order of penalties in the 1st round. Athletes retain their draw order in case of equality of penalties.	No Jump-off.
3.4.1	Against the clock.	Against the clock.	Reverse order of penalties and time in the 1st round.	Same as 2nd round.
3.4.2	Not against the clock.	Against the clock.	As above in 3.3.2	Same as 2nd round.

4. Classification.

4.1. The classification will be established according to the penalties and time in the jump- off. ~~The remaining~~ Classification of ~~a~~Athletes not qualified for the jump-off will be classified according to aggregate penalties over both rounds and the time incurred in the first round. (Article 273.3.1)

4.2. The classification will be established according to the penalties and time in the jump- off. ~~The remaining~~ Classification of ~~a~~Athletes not qualified for the jump-off will be classified according to aggregate penalties over both rounds. (Article 273.3.2)

4.3. The classification will be established according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not ~~taking part in~~ qualified for the second round will be placed according to the Penalties incurred in the first round (if the first round is not against the clock (Article 3.3.2)) or according to their Penalties and time in the first round (if the first round is against the clock (Article 3.3.1)~~)~~.

4.4. The classification will be established according to the Penalties and time in the jump off. ~~The remaining~~ Classification of Athletes not qualified for the jump-off will be ~~placed~~ according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not ~~taking part in~~ qualified for the second round are placed according to their penalties and time in the first round (if the first round is against the clock (Article 3.4.1)) or according to their Penalties in the first round (if the first round is not against the clock (Article 3.4.2)~~)~~.

Article 274 - Competition in Two Phases

1. Normal Competition in Two Phases

1.1. This competition comprises two phases run without interruption, each at an identical or different speed. The finishing line for the first phase being identical with the starting line for the second phase.

1.2. The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.

1.3. Competitors penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded. The competitor must stop after crossing the first finishing line.

1.4. Competitors not penalised in the first phase continue the course, which finishes after crossing the second finishing line. If the second phase is run under Table A, the penalty for exceeding the time allowed is 1 penalty for each 4 seconds commenced. There is no penalty if a rail from the first phase falls once the competitor has commenced the second phase.

1.5. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulas:

	First phase	Second phase	Placing
1.5.1	Not against the clock (Table A)	Not against the clock (Table A)	According to the penalties in the second phase. Athletes who do not qualify for the second phase are placed according to the penalties in the first phase.
1.5.2	Not against the clock (Table A)	Against the clock (Table A)	According to the penalties and time in the second phase. Athletes who do not qualify for the second phase are placed according to the penalties in the first phase.
1.5.3	Against the clock (Table A)	Against the clock (Table A)	According to the penalties and time in the second phase. Athletes who do not qualify for the second phase are placed according to the penalties and time in the first phase.

1.5.4	Not against the clock (Table A)	Table C	According to the total time (Table C) of the second phase Athletes who do not qualify for the second phase are placed according to the penalties in the first phase.
1.5.5	Against the clock (Table A)	Table C	According to the total time (Table C) of the second phase. Athletes who do not qualify for the second phase are placed according to penalties and time in the first phase.

1.6. Competitors stopped after the first phase may only be placed after competitors who have taken part in both phases. Competitors who are eliminated or retire in the second phase will be placed equal last after all competitors who completed the second phase.

1.7. In the event of equality for first place, the tied competitors will be placed equal first.

2. Special Two Phase Competition

2.1. This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.

2.2. The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.

2.3. Competitors completing the first phase may continue in the second phase.

2.4. The second phase finishes after crossing its finishing line.

2.5. This competition must be judged in accordance with the following formula:

	First phase	Second phase	Placing
2.5.1	Not against the clock (Table A) Minimum 5 obstacles, Maximum 7 obstacles	Against the clock (Table A) Remaining obstacles (total of minimum 11 and maximum 13 obstacles in both phases)	According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the second phase.

2.6. Competitors who are eliminated or retire from either the first or second phase will not be placed.

2.7. In the event of equality for first place, the tied competitors will be placed equal first.

3. Power and Speed

3.1. This is a special competition conducted under this Article except as stated below.

3.2. The first phase will be a Puissance course judged under first round Puissance rules (Article 262.2), fence heights may be lower and heights for each phase must be specified in the schedule. The second phase will be judged under Table A against the clock rules. (Article 238.2.1)

3.3. Faults incurred on each phase (judged separately) are added to decide the winner. In the event of equality of faults, the winner will be the competitor with the fasted time in the second phase.

3.4. There shall be no Jump-off.

4. **Time Test**
This competition is similar to Power and Speed except that the first phase will be judged under Table A (Article 238 2.1) followed by the Puissance phase judged under first round Puissance rules (Article 262.2)

Article 275 - Competition in Group with Winning Round

1. In this competition the competitors are divided into groups. They can either be divided by draw, according to the results of a qualifying competition or to be specified in the schedule.
2. The way in which the competitors are divided among the groups, and how the starting order within the groups is determined must be specified in the schedule.
3. First all competitors in the first group start, then all competitors in the second group and so on.
4. The best competitor of each group qualifies for the winning round.
5. The Organising Committee may stipulate in the schedule that a limited number of competitors, who have not obtained the best result in their group, but who are the next best of all competitors, also qualify for the winning round.
6. All competitors in the winning round start with 0 penalties.
7. Competitors in the winning round will retain their starting order of the first round or if so, stipulated in the schedule, they will start in reverse order of the results (penalties and time) in the first round.
8. The first round and the winning round are judged under Table A against the clock.
9. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.
10. All competitors participating in the winning round must receive prize money.

11. If a competitor qualified for the winning round does not start in this round, they will not be replaced.

Article 276 - Competition with Winning Round

1. Competition with two rounds and a winning round.

   1.1. In this competition the best 16 competitors of the first round qualify for the second round, in which they start in reverse order of the results (penalties and time) of the first round.

   1.2. The best 8 competitors according to the total penalties and time of both rounds or of the second round only, participate in the winning round.

   1.3. The course of the second round may be different from that of the first round.

   1.4. The course of the winning round must be a shortened course over obstacles of the first and/or second round.

   1.5. The starting order in the winning round is in reverse order of total penalties and time over both rounds or of the second round only, according to the conditions of the schedule.

   1.6. In the winning round all competitors start with 0 penalties.

   1.7. All three rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round competitors are penalised with one penalty point for every four seconds commenced.

   1.8. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.

   1.9. If a competitor qualified for the winning round does not start in this round, they will not be replaced.

   1.10. Refer to Article 247 1 and Article 247 2 for details of classification of competitors who withdraw from the winning round or who are eliminated or who retire in the winning round.

2. Competition with one round and winning round.

   2.1. In this competition at least 25% and a minimum of 10 competitors of the first round qualify for the winning round, in which they start in reverse order of the results (penalties and time) of the first round. The following competitors qualify for the winning round according to the conditions of the Schedule:

      i. At least 25% or a set number of competitors, in any case a minimum of 10 competitors, qualify for the winning round based on their penalties and time in the first round; or:

      ii. At least 25% or a set number of competitors, in any case a minimum of 10 competitors, qualify for the winning round based on their penalties and time

in the first round, and in any case all competitors without penalties in the first round, qualify for the winning round.

2.2. In the winning round all competitors start with 0 penalties.

2.3. Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round competitors are penalised with one penalty point for every four seconds commenced.

2.4. This competition may not be used for the Grand Prix or for the competition with the highest prize money or as a qualifying competition for another competition.

2.5. If a competitor qualified for the winning round does not start in this round, they will not be replaced.

2.6. Refer to Article 247 1 and Article 247 2 for details of classification of competitors who withdraw from the winning round or who are eliminated or who retire in the winning round.

Article 277 - Derby

1. It takes place over a distance of at least 1000m and not more than 1300m over a course comprising at least 50% of the efforts over natural obstacles and should be run in one round only and with one jump-off if so scheduled for.

2. It may be judged under Table A or Table C. If judged under Table C there is no time allowed just a time limit. The time limit may be increased at the direction of the Ground Jury if the length of the course exceeds the requirements from establishing the time limit as laid down in Article 239.3.

3. Even if this competition carries the best prize money of the event, each competitor is allowed to ride a maximum of three horses according to the conditions of the schedule.

Article 278 - Competition over Combinations

1. The course must comprise six obstacles: a single obstacle as first obstacle and five combinations. At least one obstacle must be a treble combination.

2. The competition takes place under Table A or Table C.

3. If there is a jump-off, according to the conditions of the schedule, the jump- off course must comprise six obstacles. It must include a double, a treble and four single obstacles: or three doubles and three singles. To achieve this, some elements of the combination obstacles for the first round must be removed.

4. The provisions of Article 204.5 do not apply to this competition. However, the length of the course may not exceed 600m.

Article 279 - Events and Competitions with Borrowed Horses

National Events and competitions may be organised with borrowed horses. In such cases, the following conditions apply.

1. The Organising Committee will make available the necessary number of horses (maximum 3 per competitor).

2. At least 24 hours before the start of the first competition a fair draw of the borrowed horses for each team or individual competitors must take place. Unless otherwise stated in the schedule and approved by ESNZ Jumping, the horses, in the case of team events, the home team will be drawn first.

3. The draw must take place in front of the Chefs d'Equipe or a representative of each team in the case of team events, the competitors, the President or a member of the Ground Jury. The horses must be present and properly identified and must wear the bridle normally used. This same bridle must be used throughout the whole event unless the permission to change is given by the owner.

4. The Organising Committee should provide a reasonable number of reserve horses to be used in case any horse is found incapacitated by a veterinarian or in the case of apparent complete incompatibility between one of the competitors and their horse, as stated by the Ground Jury.

5. The schedule must clearly establish the conditions under which the horses are borrowed and drawn, and the competitions are conducted.

6. Competitions common to New Zealand v Australia on borrowed horses.

6.1. Young Rider Trans-Tasman Teams Event.

6.1.1. The course will be set at 1.20m with ten to eleven obstacles, including two doubles. The second round will be the same as the first.

6.1.2. First and second round speed equals 325m/m, jump-off at 350m/min.

6.1.3. The second round will be run in reverse order of team's faults, but teams will ride in original order eg one rider from each team.

6.1.4. ~~There may be three refusals allowed per rider.~~Combinations will be eliminated after the second disobedience – Art 236. Art 241.3.24

6.1.5. If eliminated the rider will incur +20 faults on the worst score of the round.

6.1.6. A bonus point will be given when three riders of the same team incurs 0 penalties in a round.

6.1.7. Best three scores to count.

6.1.8. If after the two rounds there is equality of team penalties (excluding bonus points) there will be a jump-off of one nominated horse from each team. Rider to stay on original horse.

6.1.9. Points allocated; 1st = 5, 2nd = 3, 3rd = 1 (plus bonus points if applicable)

6.1.10. Jump-off. On occasions that teams other than New Zealand are competing, and one of them is equal with New Zealand or Australia, there is no need for a jump-off. A jump-off will always take place when Australia is equal to New Zealand.

CHAPTER XIII: VETERINARY INSPECTIONS AND EXAMINATIONS, MEDICATION CONTROL AND IDENTIFICATION PAPERS

Article 280 - Veterinary Examinations, Horse Inspections and Identification Numbers

1. The Veterinary Inspections and Examinations should be conducted in accordance with the Veterinary Regulations and as laid down in Annex 7 of the ESNZ Jumping Rules.

2. Identification Numbers. Where organising Committees require identification numbers to be worn, each horse or rider keeps the same number throughout the event. Failure to display this number incurs first a warning and, in the case of a repeated offence, a fine or elimination (Article 242).

Article 281 - Medication Control of Horses

The Medication Control of horses must be conducted in accordance with the General Regulations and the Veterinary Regulations.

Article 282 - Identification Papers, Registration and Results

1. All horses and ponies must be registered before competing at any Event conducted under the ESNZ Jumping rules, except for the exception in paragraph 8.2.

2. ESNZ will be responsible for, - Issuing registration forms. - Issuing identification papers. - Annual re-registration and discipline starts. - Noting on the performance card when a period of suspension is imposed on any horse or pony. - Maintaining all records.

3. Identification papers must be returned to ESNZ whenever requested.

4. ESNZ must be notified of sale, change of name or retirement, temporary or permanent of a horse or pony.

5. Current or Life Members badge (when membership of the Equestrian Sport New Zealand is obligatory under Article 123) must be presented to the Judge or the person nominated by the Organising Committee when required.

5.1. The Judge or persons nominated by the Organising Committee may demand the production of ID Papers to prove any horse or pony is currently registered when registration is obligatory under Article 282. Where applicable prize money will be withheld until the Identification Papers are produced.

5.2. For pony competitions, a valid Royal Agricultural Society. height certificate for the pony concerned must be produced when required.

5.3. Failure to comply with paragraphs 5, 5.1, and 5.2 above within 1 hour of the completion of the competition may entail disqualification and further penalties. Placings of remaining competitors will be adjusted.

5.4. When organising committees require it all horses and ponies must wear allocated event ID numbers.

6. The President of the Ground Jury or their nominee must ensure that official result forms are completed after each competition. The result form must be signed by the member of the Ground Jury and forwarded to the Recording Officer.

6.1. All judges must ensure that they have the official result forms available.

7. All horses and ponies will be re-registered annually by sending the appropriate forms together with fees and levies to the ESNZ.

8. ESNZ Jumping is responsible for the administration of the start levy system. All fees and penalties will be retained by ESNZ Jumping.

8.1. ESNZ Jumping will decide annually what fees and levies will be imposed on horses and ponies for the following season, and these will be advertised on the website.

8.2. Horses and ponies not registered will be ineligible to compete under ESNZ Jumping rules until the levy and re-registration fees have been received by ESNZ. Exception Article 139.1 G.R, Unregistered Horses and Ponies may take part in Jumping competitions up to 1.10m for horses and 1.00m for ponies upon paying the appropriate ESNZ Casual registration to the Organising Committee.

8.3. Horses/ponies that compete while not having a jumping annual start or having paid a casual jumping levy will be fined a minimum of $100 (payable to ESNZ) and any prize money or points will be forfeited, and the other placings will be adjusted. This does not apply to those competing in Show Hunter classes only.

Article 283 - Height Records

1. For the high jump the use of foldable square, spirit level or of a measuring apparatus as in athletic sport is strongly recommended. The height or spread is measured by means of a steel tape measure nailed to a board.

2. In measuring the height cleared, the following points should be observed:

2.1. Before the start of the competition, it must be confirmed that the takeoff point and the bottom of the obstacle are on the same level horizontally.

2.2. After the jump, the obstacle will be measured, from a small board horizontally placed behind the obstacle and in the middle of the obstacle.

2.3. These measurements are taken by two National Level 2 Judges.

3. The procedure is as follows:

3.1. A competitor may not attempt the next height or spread unless they have cleared the preceding one.

3.2. The competitor may attempt a height record if in the opinion of the Ground Jury it is a reasonable step up in height from the height reached at the conclusion of the competition.

3.3. In order to beat a record, the equine must clear a height by at least 2 centimeters or a spread by 10 centimetres above or beyond the record.

3.4. No record can be ratified unless it has been achieved in public and at an Event officially recognised by the National Federation.

4. Record of evidence

4.1. Immediately after the Event, a report is drawn up, giving the details of the competition, the state of the ground and vouching for the place, the date and time of the competition and that it was properly conducted.

4.2. This report is signed by two people, the President of the Event, and the President of the Jury.

4.3. There are three copies. Two copies are forwarded to ESNZ Jumping for investigation. The third copy is kept on the files of the Event where the record was made.

4.4. ESNZ Jumping will prepare and keep an up-to-date list of the records (Article 284).

4.5. A Technical Committee studies the performance for which ratification is requested, as quickly as possible. The ESNZ Jumping Board has full discretionary power and need not ratify the record if it considers that the conditions have not been properly observed.

4.6. The ESNZ Jumping Board alone is empowered to ratify a Record.

Article 284 - New Zealand Height Records

1. Horses

1.1. Colin Clarke and Town Boy held the record of 6’ 5 1/2”

1.2. At the Gisborne Circuit Show, Cavalier and Ross McVicar cleared 6’ 6 ½” to set a new height record in 1967z.

1.3. At the Tomoana Showgrounds, Hastings in 1970, Stuart Mitchell riding Jatent set a new record of 6’ 11.5”

1.4. At the Highland Games in Hastings, April 1984, Allan Goodall riding Skud cleared a heigh of 2.130 metres.

2. Ponies

2.1. At the Stratford A&P Show 1979, Ilone Kelly on Gold Coast and James Cropp on Kahlua broke the previous record and James went on to set a new record of 1.840m.

2.2. In 1986, the record was jointly held by Megan Illston and Daniel Webb, riding McRobbie and Talamanca respectively. At the Dannevirke A&P show the pair cleared 1.860m in a 2-fence challenge.

2.3. At the Hawkes Bay A&P Show, October 1991, competing in a 2-fence challenge, Kim Zander on Skylight and Hayden Jamieson on Ridgewood Redwings were first equal at a height of 1.900 metres.

Article 285 - Classification of Horses and Ponies

1. Classification of the height of a pony is up to and not exceeding 148cm. Once a pony is registered with ESNZ it may, if height/circumstances change, be re-registered as a horse, with a current height certificate provided to prove it is now a horse (ie exceeding 148cm). However, once re-registered as a horse it cannot be registered again as a pony.

2. Classification of a horse, height over 148cm. Once a horse is registered with ESNZ it may, if height/circumstances change, be re-registered as a pony provided it has a current RAS Height Certificate or Life Certificate. However, once re-registered as a pony it cannot be registered again as a horse.

3. Once a horse/pony has been measured and issued with a Life Height Certificate, it cannot be registered as a different height to what the Life Height Certificate shows.

4. Under ESNZ Jumping rules competitors may compete a pony until the end of the season during which they reach the age of 17, the season being from 1 August until 31 July. No one above the age of 17 may compete a pony. A pony may never compete in a horse competition. A horse may never compete in a pony competition.

5. The above heights are those recorded by the RAS approved measuring stewards and equipment.

6. Exceptions may be novelty classes and show hunter training classes.

7. Any other exceptions to these rules need ESNZ Jumping Board Approval

Annex 1 - Code of Conduct

WELFARE OF THE HORSE

The following is a Code of Conduct based on that promoted by the FEI, but includes a few minor changes to reflect the New Zealand environment.
Code of Conduct

1. In all Equestrian sports the horse must be considered paramount.
2. The wellbeing of the horse shall be above the demands of breeders, trainers, riders, owners, dealers, organisers, sponsors, or officials.
3. All handling and veterinary treatment must ensure the health and welfare of the horse.
4. The highest standards of nutrition, health, sanitation, and safety shall be encouraged and maintained at all times.
5. Adequate provision must be made for ventilation, feeding watering, and maintaining a healthy environment when horses are being transported.
6. Emphasis should be placed on increasing education in training and equestrian practices and promoting scientific studies in equine health.
7. In the interests of the horse, the fitness and competence of the rider shall be regarded as essential.
8. All riding and training methods must take account of the horse as a living entity and must not include any technique considered by the ESNZ to be abusive.
9. The ESNZ will establish adequate controls in order that all persons and bodies under their jurisdiction respect the welfare of the horse.
10. The National and International Rules and Regulations in Equestrian sport regarding the health and welfare of the horse must be adhered to, not only during national and international events, but also in training. Competition Rules and Regulations shall be continually reviewed to ensure such welfare is upheld.

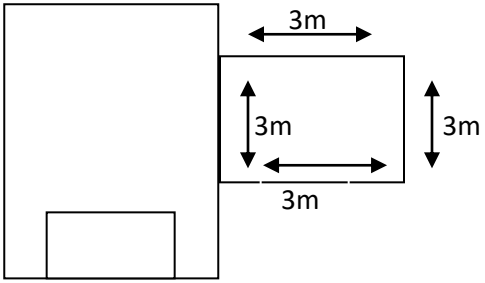
MINIMUM STANDARD FOR ESNZ APPROVED PORTABLE YARDS

The use of ESNZ portable yards at events is by permission of the Organising Committee. If portable yards are not allowed to be used this should advertised in the event schedule.
The OC, Chief Steward, Ground Jury or TD at an event, may withdraw permission for the use of any yard considered unsafe, either by its condition or, that is unsuitable to safely contain the horse or pony concerned.
Any portable yard must be securely attached to the side of a truck or float. If

attached to a trailer float, the float MUST be attached to a suitable towing vehicle. Horses of ponies must NOT be tied to the portable yard rails. They may be tied to the truck or float while inside the yard.

Specifications for Portable Yards

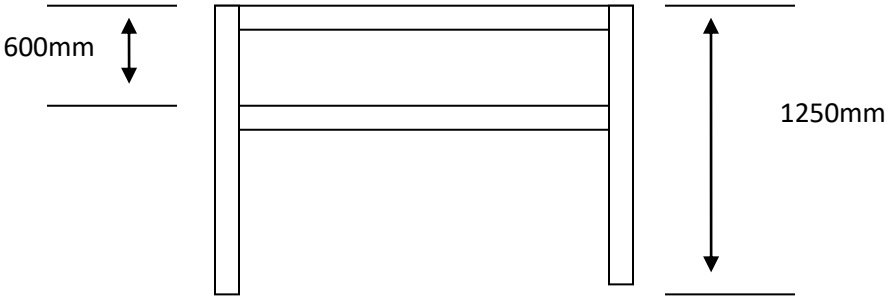
Minimum size: 3m x 3m x 3m x 3m (A larger area is recommended for horses 16hh or over)



No portable yard may exceed a distance of 5 meters out from the truck or float it is attached to

Minimum Height: 1250mm

Minimum number of rails: 2 with a maximum of 600mm between rails.



Uprights and rails: upright MUST have a base that is staked into the ground, uprights and rails can be round, rectangular or square.

Yards may be made of alloy, steel or galvanised pipe. Galvanised pipe or steel uprights and rails must be a minimum 2mm wall thickness and 25mm diameter. Alloy uprights and rails must be a minimum 3mm wall thickness and 32mm diameter. Yards may NOT be made of electric fence tape.

The minimum standards for portable yards will always meet the standards in ESNZ General Regulations ANNEX A: MINIMUM STANDARDS FOR ESNZ APPROVED PORTABLE YARD

Annex 2 - Jumping NZ Trophies

JUMPING NEW ZEALAND TROPHIES

The following Trophies were presented to ESNZ Jumping and are ESNZ Jumping's responsibility. There are a number of Trophies that have been donated to ESNZ to be presented to the winners, on an annual basis for a number of Championships and Competitions at the Horse of the Year Show. These Trophies are listed in Annex B of ESNZ's General Regulations.

1. The West Derby Shield Presented to the winner of the Grand Prix Series. This Trophy was originally presented to the NZ Horse Society for the Area Team Championship when the competition fell into disuse it was presented to Jumping New Zealand to present to the winner of the Grand Prix Series. The donor of this trophy was Edward "Ted" Preston, a well-known racehorse owner and thoroughbred breeder whose stud was called "West Derby". Ted Preston also had a number of sons one of whom represented New Zealand against Australia (Rod Preston on Blackwatch)

2. Bally Hoo Shield Presented to the winner of the Pony Grand Prix Series. This trophy was presented by Stuart and the late Maureen McLeod when the great "Bally Hoo" retired. Bally Hoo had a long career that included winning the Pony of the Year with Penelope Mansell as well as being very successful with Catriona McLeod.

3. Zedco Cup Presented to the winner of the 8-Year-Old series. This trophy was presented in memory of the late Stuart and Maria Tucker who were tragically killed in a car accident in the United States when on holiday. Stuart had represented New Zealand as a rider (on the horse Zedco), been on the Board (then the executive of ESNZ Jumping) been Chef D'Equipe at the WEG in 1990, and at the Barcelona Olympics in 1992. Stuart was also the chairman of the Northern Hawkes Bay area and a long serving committee member of that area.

4. Fernhill Stud Trophy Presented to the winner of the 7-Year-Old Breeding Series. This trophy was presented by Graeme Hart, owner of the Fernhill Stud. Fernhill Stud is the producer of the many successful horses with the "Kiwi" prefix.

5. The Mitavite Trophy For the winner of the 6-Year-Old Breeding Series. This trophy was presented by the Mitavite Stockfeed Company when the Age Group Breeding Series for young jumping horses was first instigated.

6. The Bomac Trophy was presented by Bomac Laboratories as sponsors of the Grand Prix Series from 1990. From 2007 this trophy was presented to the Premier League Series winner.

7. Smokefree Young Rider Points Prize Trophy was presented by Smoke Free

New Zealand as sponsors of the Young Rider Series in 1995.

8. The Joy Owens Trophy was presented by Joy Owens to the winner of the Junior Rider Series. Joy particularly wanted to support the Junior Riders, as she had spent many hours watching her granddaughter's ride. Joy and husband Bob also sponsored the Japan Cup in Tauranga for many years, and Bob sat on the board of the Tauranga Racing Club. They also had two standardbred stallions Tudor Hanover and Redmond Lane that were very successful sires here in NZ, both achieving top stallion of the year on different occasions.

Annex 3 - Calculation of time allowed

Speed: 300m/minute

Tens	M	0	10	20	30	40	50	60	70	80	90
Hundreds	**1**	20”	22”	24”	26”	28”	30”	32”	34”	36”	38”
	2	40”	42”	44”	46”	48”	50”	52”	54”	56”	58”
	3	60”	62”	64”	66”	68”	70”	72”	74”	76”	78”
	4	80”	82”	84”	86”	88”	90”	92”	94”	96”	98”
	5	100”	102”	104”	106”	108”	110”	112”	114”	116”	118”
	6	120”	122”	124”	126”	128”	130”	132”	134”	136”	138”
	7	140”	142”	144”	146”	148”	150”	152”	154”	156”	158”
	8	160”	162”	164”	166”	168”	170”	172”	174”	176”	178”
	9	180”	182”	184”	186”	188”	190”	192”	194”	196”	198”

Speed: 325m/minute

Tens	M	0	10	20	30	40	50	60	70	80	90
Hundreds	**1**	19”	21”	23”	24”	26”	28”	30”	32”	34”	36”
	2	37”	39”	41”	43”	45”	47”	48”	50”	52”	54”
	3	56”	58”	60”	61”	63”	65”	67”	69”	71”	72”
	4	74”	76”	78”	80”	82”	84”	85”	87”	89”	91”
	5	93”	95”	96”	98”	100”	102”	104”	106”	108”	109”
	6	111”	113”	115”	117”	119”	120”	122”	124”	126”	128”
	7	130”	132”	133”	135”	137”	139”	141”	143”	144”	146”
	8	148”	150”	152”	154”	156”	157”	159”	161”	163”	165”
	9	167”	169”	170”	172”	174”	176”	178”	180”	181”	183”

Speed: 350m/minute

Tens	M	0	10	20	30	40	50	60	70	80	90
Hundreds	**1**	18”	19”	21”	23”	24”	26”	28”	30”	31”	33”
	2	35”	36”	38”	40”	42”	43”	45”	47”	48”	50”
	3	52”	54”	55”	57”	59”	60”	62”	64”	66”	67”
	4	69”	71”	72”	74”	76”	78”	79”	81”	83”	84”
	5	86”	88”	90”	91”	93”	95”	96”	98”	100”	102”
	6	103”	105”	107”	108”	110”	112”	114”	115”	117”	119”
	7	120”	122”	124”	126”	127”	129”	131”	132”	134”	136”
	8	138”	139”	141”	143”	144”	146”	148”	150”	151”	153”
	9	155”	156”	158”	160”	162”	163”	165”	167”	168”	170”

Speed: 375m/minute

Tens	M	0	10	20	30	40	50	60	70	80	90
Hundreds	**1**	16”	18”	20”	21”	23”	24”	26”	28”	29”	31”
	2	32”	34”	36”	37”	39”	40”	42”	44”	45”	47”
	3	48”	50”	52”	53”	55”	56”	58”	60”	61”	63”
	4	64”	66”	68”	69”	71”	72”	74”	76”	77”	79”
	5	80”	82”	84”	85”	87”	88”	90”	92”	93”	95”
	6	96”	98”	100”	101”	103”	104”	106”	108”	109”	111”
	7	112”	114”	116”	117”	119”	120”	122”	124”	125”	127”
	8	128”	130”	132”	133”	135”	136”	138”	140”	141”	143”
	9	144”	146”	148”	149”	151”	152”	154”	156”	157”	159”

Speed: 400m/minute

Tens	M	0	10	20	30	40	50	60	70	80	90
Hundreds	**1**	15”	17”	18”	20”	21”	23”	24”	26”	27”	29”
	2	30”	32”	33”	35”	36”	38”	39”	41”	42”	44”
	3	45”	47”	48”	50”	51”	53”	54”	56”	57”	59”
	4	60”	62”	63”	65”	66”	68”	69”	71”	72”	74”
	5	75”	77”	78”	80”	81”	83”	84”	86”	87”	89”
	6	90”	92”	93”	95”	96”	98”	99”	101”	102”	104”
	7	105”	107”	108”	110”	111”	113”	114”	116”	117”	119”
	8	120”	122”	123”	125”	126”	128”	129”	131”	132”	134”
	9	135”	137”	138”	140”	141”	143”	144”	146”	147”	149”

Annex 4 - Qualifications for Individual Competitions

1. The qualification competition should be conducted under the same Table as the competition to be qualified for (note Article 261.4).

2. The qualifying conditions for any competition must be clearly set out in the schedule and/or programme and be strictly adhered to.

3. Only horses that have completed the qualification round without elimination or retiring are eligible for the final round.

4. The current New Zealand or Island Champions, if the competition is in the same category as the particular Championship, automatically qualify for the final round if they have completed the qualifying round.

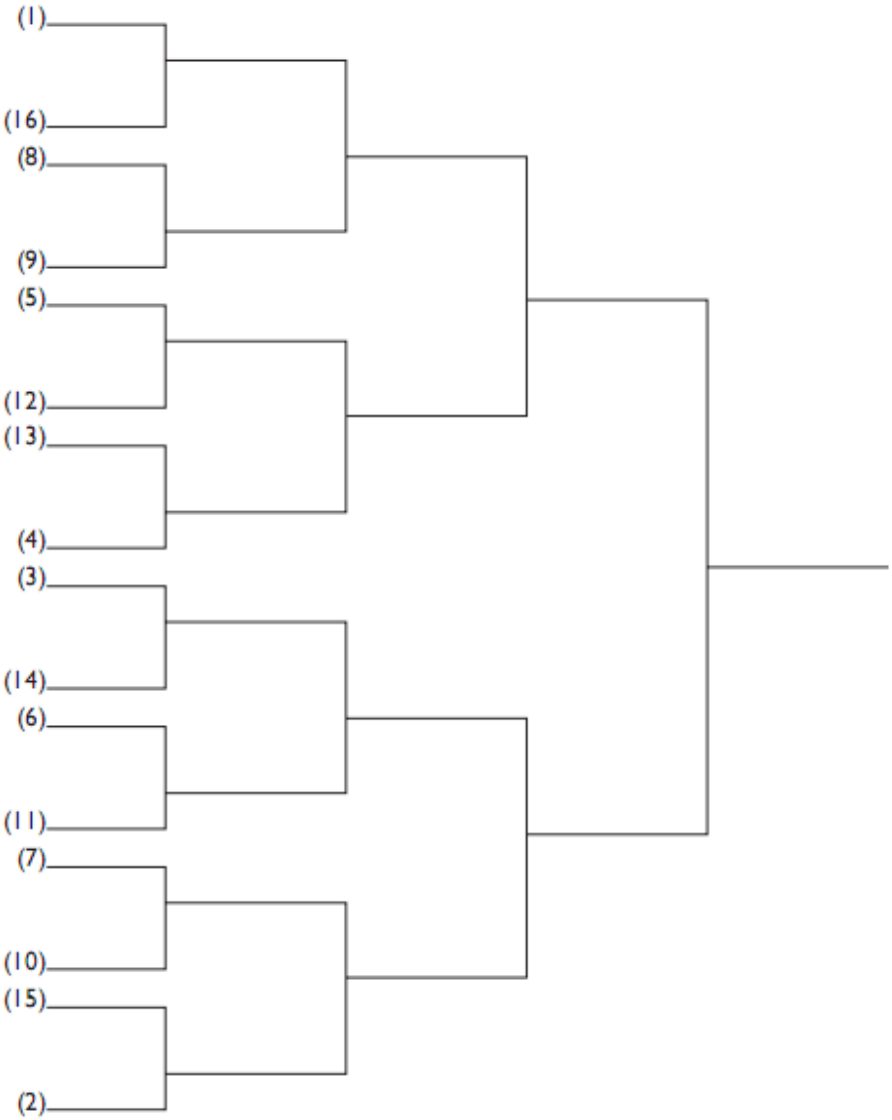
5. If the final competition is a part of a ESNZ Jumping series competition, half to two thirds the number of competitors in the final must be from the top of the series score board. This is on the condition that those competitors have completed the qualifying round.

6. The qualification competition must be held at least one day prior to the final round.

7. All qualifying competitions at National Champs and HOY must be the same rider/ horse combination throughout.

Annex 5 - “Knock-Out” Competition

Order of starting in the qualifying rounds
(in accordance with the qualification)



Annex 6 – Show Jumping Medal Equitation Class

1. This class is run in two phases: The first phase is the jumping phase, that counts for 60% of the overall score and the second phase is a call back portion; and can be on the flat or a combination of on the flat and over fences, that counts for 40% of the score (see section 11 below).

2. All horses and ponies must be registered with ESNZ. Riders must be members of ESNZ. Note: Article 130.1 of the ESNZ General Regulations.

3. Riders can only compete on one mount in each class and under the specific rules of each class.

4. Horses and ponies must have separate classes, ie they may not compete against each other.

5. Classes may be divided up by age groups (for example: Ponies – Riders aged 12 and Under / Ponies – Riders aged 13 yo to 17 yo).

6. If classes are divided, they must be judged and awarded prizes per class, not as one combined class.

7. Equipment for First Phase (Jumping Phase)

    - Equipment including bits, boots, bandages and martingales are allowed as per ESNZ Showjumping Rule 257

8. Equipment for Second Phase (call back phase; on the flat and which may include jumping):
    - All equipment rules are as in ESNZ Showjumping Rule 257 with the exception of martingales; see below:

    a) If only on the flat ie with NO JUMPING; martingales are not allowed. No other equipment changes are allowed.

    b) If on the flat combined with jumping as well; martingales are allowed. No other equipment changes are allowed.

9. Course

    A. Riders are allowed to walk the course before the class begins. ESNZ Showjumping Rule 202.

    B. All courses (including Second Phase- call back) must be posted at the gate; at least one hour before the class starts.

    C. The course plan must include:

    · All distances in both feet and metres

    · Separate course plans for each phase (ie First Phase: Jumping /

Second Phase [call back] Flat, possibly with Jumping)

- Individual course plans for horses and ponies: can be the same course with distances for horse/ponies – just needs to be individual plans.

D. The course plan should include:

- Triple and a double combination (with at least one oxer)
- Equal number of oxers/spreads to verticals
- At least one single spread fence from a non-related line

E. Obstacles must be built within the legal boundaries of ESNZ Showjumping: ESNZ Showjumping Rule 218

F. For horses

- Height: between 1.10 – 1.15m maximum
- Triple bar spreads maximum width: 1.35m
- Distances built on a 12-foot horse's cantering stride; or as ground conditions dictate
- Speed: (must be listed on course plan) 350m per minute

G. For Ponies

- Height: 90cm maximum
- Triple bar spreads maximum width: 1.10m
- Distances built on an 11-foot pony's cantering stride; or as ground conditions dictate
- Speed: (must be listed on course plan) 300m per minute

10. Judging

a. Time faults (if any) plus other penalties will be taken into the judge's consideration of the rider

b. Normal rules of rider conduct, equipment, mount disobediences and eliminations apply. Run under normal ESNZ Showjumping Rules.

c. Overall, this show jumping equitation class is judged on the effectiveness, style and execution of excellent horsemanship skills of the rider. Each aspect of the course(s) is marked individually.

d. The ESNZ Showjumping Medal Equitation Class will be judged by an

approved judge with 60% of the score from the over fences First Phase; and 40% from the flat/jumping Second Phase.

e. Note: there must also be a timekeeper; and a show official to record jumping faults and disobediences as per ESNZ Showjumping Rules.

11. Expectations regarding this class

a. Riders could be asked to perform any or all of the following in either of the Phases of this class:

Ride a line in a designated number of strides

Ride a bending or broken line accurately

Smoothly and effectively ride an offset distance e.g. short or long line

Narrow Jump

Roll back

Single fence place at shorter ends of ring

Long approach to single fence

b. Second Phase of this class

i. The Second Phase course plan must be posted at the gate at least one hour prior to the Second Phase starting.

ii. Riders selected to participate in the Second Phase will receive notice of their selection upon the conclusion of the First Phase.

iii. The Second Phase of this class will begin as soon as course changes are made from the First Phase.

iv. In the Second Phase, riders could be asked to perform any of the following (either individually or in a group)- not in any order:

- Working Walk
- Collected Walk
- Lengthened Walk
- Working Trot – sit or rise
- Collected Trot – sit or rise
- Lengthened Trot – sit or rise
- Working Canter

- Collected Canter
- Lengthened Canter
- Counter Canter
- Simple Lead Change
- Flying Lead Change
- Halt
- Rein Back
- Work without stirrups
- Trot or canter jumps
- Incorporate any of the above with a line or related jumps

Annex 7 - Examinations

Horse Inspections

The President of the Ground Jury or the Organising Committee may arrange an examination of either a particular horse, or horses, participants in a particular competition or level of competition, or all horses competing at an event. A National Jumping Steward may also arrange (in consultation with the president of the ground jury) to examine a particular horse/s or all horses participating in a competition or an event.

1. Examination
   Each horse may be examined by a veterinarian to establish the general state of its health, identity, and vaccination status. An appointed Steward may conduct an examination to establish the Identification of a horse. The examination should be conducted as follows, with the minimum inconvenience to all concerned.

   1.1. Check the identity of the horse by comparison with its Identification Papers.

   1.2. Check the age of the horse, if the event or any competition is limited to horses of a specific age. Any significant irregularities in the above should be drawn to the attention of the President of the Appeal Committee and the President of the Ground Jury, and they must deal with such irregularities before the horse is allowed to compete.

2. Horse Inspection
   This may be carried out on the afternoon of the day preceding the first competition. Chefs d'Equipe and/or Persons responsible should arrange a specific time for their horses to be inspected within the time specified. A Timetable should be available and ready at the Secretary's Office at least a day before the first competition, to avoid unnecessary delay for all concerned. At Senior Championships a second Horse Inspection may be scheduled prior to the start of the final competition. The Horse Inspection must be carried out by the Inspection Panel (Veterinarian and Ground Jury). In a doubtful case, the Panel may direct that the horse be referred to an officially supervised holding box for a further examination by an Examining Veterinarian. The horse returns for a re-inspection by the Panel immediately after the last horse has been inspected or at a suitable break. The Examining Veterinarian reports findings to the Panel. In the event of a disagreement, the President of the Ground Jury will make the final decision which will be announced immediately. In any case, all horses rejected at the first inspection have the right to be re-inspected at a later time. The protocol for the Horse Inspection is conducted as follows:

2.1. Each horse must be presented in either a snaffle or double bridle. Any other harness or equipment, i.e: rugs, bandages, etc. must be removed. No exception of paint or dye.

2.2. No horse may be presented with its identity concealed in any manner by the application of paint or dye.

2.3. The inspection must take place on a firm level and clean non-slip surface.

2.4. The horse is initially observed, by the Veterinary member of the Panel, for any obvious sign of injury or disease. Eventual remarks should be recorded.

2.5. The horse is then walked and trotted for any obvious signs of lameness or unfitness.

2.6. In case of team competitions Chefs d'Equipe must be present with their team horses in addition to their grooms and/or their competitors.

2.7. Person Responsible (Competitors) must be present with individual horses, in addition to their grooms.

2.8. Competitors must present their own horses(s) at the Horse Inspection. The President of the Ground Jury may relax this rule for a competitor if requested to do so by the Chef d'Equipe or the rider. It is emphasised that this is not a detailed veterinary examination, and it should be completed as quickly as possible.

3. Ground Jury, Appeal Committee and Veterinarian Liaison

3.1. Ground Jury
Consists of the panel of judges appointed from the ESNZ list of officials who hold the necessary current qualifications for the discipline whose rules are being used for this competition. Where necessary they will be approved by the technical committee and the ESNZ Jumping board. The more senior qualified may already be appointed as President of the ground jury as per Annex 13.

3.1.1. Responsibilities of the official Veterinarian
The Veterinarian shall report to the Ground Jury and/or Committee on all matters other than those of a purely technical veterinary nature.

3.1.2. Veterinary Examinations, Horse Inspections and Identification.
The Veterinarian shall report to the Ground Jury any horses considered to be unfit at either an Examination or at the inspection. If continuing participation is to be considered, such horses must be re-inspected by the Ground Jury together with the Veterinarian before they are allowed to complete. The President of the Ground Jury must also be informed of any horses which have been refused permission to compete by the chief steward for Identification paper irregularities.

3.1.3. If the Ground Jury does not act on a recommendation of the Veterinarian not to allow a horse to compete the circumstances must be reported to the Appeal Committee.

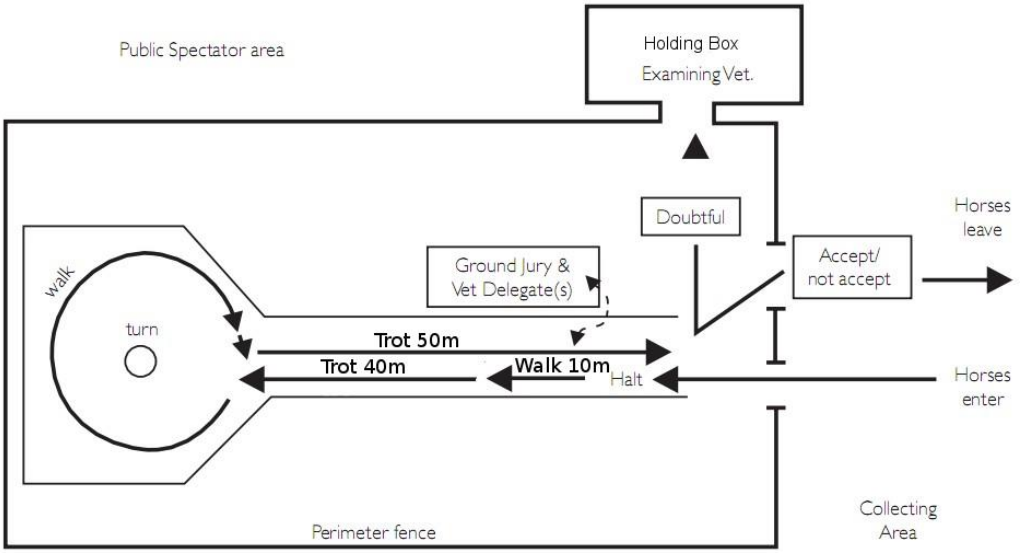
3.1.4. Selection of Horses to be Sampled for Medication Control.
The President of the Ground Jury is responsible for the random selection of horses to be sampled during the event. In addition to horses selected at random, the President of the Ground Jury together with the veterinarian, may decide to select specific horses for sampling. The selection of specific horses may be made at any time during the event.

3.1.5. A refusal or willful obstruction by any person to submit a horse for sampling must be reported immediately to the President of the Ground Jury.

3.1.6. Abuse (Article 132 General Regs), (Article 243)
Any case of alleged abuse of horses must be immediately reported to the President of the Ground Jury. Confirmed cases are official warning card offences.

3.1.7. Appeal Committee
see Annex 13

4. Trot Up
For events that require a trot up the following diagram should be followed:



4.1. Procedure (horses must be wearing bridles) Walk 10m
Trot 40m on loose rein
Turn right (clockwise) at walk
Trot 50m back on loose rein

4.2. Dress
If the trot up is held on the day of competition handlers are expected to be dressed ready to compete.
If the trot up is held the day before the competition dress can be more relaxed but neat, tidy, and safety must be considered.

Annex 8 - Special Events

This annex contains;
A Island Jumping Championships
B New Zealand National Championships
C National Young Horse Jumping Championships
D Series Final Event
E Horse of the Year Show

General Conditions For all above Events

Article 1 - Objectives

1. Objectives

   1.1. Promote Technical Excellence.

   1.2. To provide specific guidelines for the Organising Committee.

   1.3. Provide a unique experience for competitors.

   1.4. Develop traditions.

2. All jumping competitions must be organised under the General and Veterinary Regulations, the rules for Jumping, or the F.E.I. and these special regulations.

Article 2 - Allocation

1. The ESNZ Jumping Board will make allocation to an organising committee affiliated to the ESNZ as per the Article 106 and 110 of General Regulations (GR's). Special conditions may apply for the HOY show.

2. When allocating championships, the footing in the arena and the horse facilities will be taken into account.

Article 3 - Organisation

1. Other championship events and HOY Jumping competition must comply in full with GR's Article 108 "Organisation of Events" and Article 111 "Ceremonies".

2. All schedules and lists of officials for these shows MUST be presented to the jumping board for approval.

Article 4 - Schedules and Programmes

1. The organising committees of the championships and HOY Jumping competitions must comply in full with the details of Article 285.

2. The DRAFT schedule must be sent to ESNZ Jumping for approval 2 weeks prior to being printed, distributed and/or published. “Championships and the HOY must use the official emblem of ESNZ on all posters and on the front cover of the programme.”

3. The programmes at these events must include:

3.1. The NF Welfare Code in a prominent position.

3.2. Horses entered in individual championships over 1.30m and horses entered in the special and compulsory competitions at the HOY 1.30m and over and the Breeding Series Competitions must have their age, height, colour, breed, sire, dam and sire of dam displayed in the programmes.

Article 5 - Commercial Rights

1. ESNZ Jumping may ask the championship or event organising committee’s to enter into a “working agreement”.

Article 6 - Entries

1. GR’s Article 114 must be observed in full with the following additions.

1.1. Where an entry fee has been made in full, an automatic refund must be made, less a flat fee or percentage if a horse has been withdrawn before 5 pm (1700 hours) on the day before the event or competition begins.

1.2. All entry fees in the Championships and in the special and compulsory competitions at HOY must be five percent or less of the total prize pool allocated to a competition.

1.3. All qualifying competitions for a final class must be the same horse rider combination throughout.

Article 7 - Allocation of Prizes

1. The value of the first prize either in cash or prize easily converted into cash, in team or individual competitions must never exceed one third of the total value of prize money and prizes easily converted into cash, offered for the whole competition.

2. In Championships, and special and compulsory competitions at the HOY, a minimum of six prizes is to be offered.

3. Prizes must be distributed as set out in GR’s Article 120.

Article 8 - Eligibility of Competitors

1. All competitors taking part in HOY and National & Island Championship Title

Classes at these events must be current fully paid up financial members of ESNZ. All other competitors must abide by the current membership structure.

2. Particular championships **may** be restricted to New Zealand Citizens.

3. When the word season is used in these Special Regulations, it applies to events taking place after the 1st of August in one year and before the 31st of July in the following year.

4. Age eligibility for Young & Junior Riders, Pony, Children are included in Jumping Rules, Article 255.

5. Annex 4 needs to be considered.

Article 9 - Eligibility of Horses

1. Where applicable horses may compete on a Casual Levy in non title classes at National and Island Champs, all horses competing at HOY and in National and Island Championship and title classes are required to be currently registered with ESNZ with its identification page correctly filled in (GR's Article 128) and validated by ESNZ.

2. The breeding page of the identification papers should have at least the sire, dam and sire of the dam entered. The breeding age group championships will specify extra information needed for those competitions.

Article 10 -– Rule Removed 2016

Article 11 - Jumping Rules

The following must be adhered to in the Premier arena of Special Events

1. Arenas must be enclosed while a competitor is competing in the arena (Article 201).

2. A notice must be displayed at the entrance of the arena whether the arena is open or closed to competitors. (Article 202.1)

3. Flags must be in use to define the limits of obstacles (Article 207.1.2).

4. The start must have a sign next to the flags displaying the word "Start" and the finish must have a sign displaying the word "Finish" (Article 207 1.1 and 1.4).

Article 12 - Sponsorship

1. The organising committees of events designated Championships, and special

and compulsory competitions must accept ESNZ Jumping arranged sponsorships conditions and any sponsorship policies that ESNZ Jumping may have.

Article 13 - Exceptions

1. The ESNZ Jumping Board may make exceptions to these Special Regulations at its own discretion.
2. The Technical Delegate and/or President of the Ground Jury in consultation with the course designer may then amend details regarding the size of obstacles, length of course and speeds if the footing and/or weather conditions could have undue influence on the competition.

Article 14 - Ground Jury, Technical Delegate and Course Designer

1. The President of the Ground Jury and the other members of the Ground Jury will be appointed by the ESNZ Jumping Board in consultation with the organising committee of the event. The President of the Ground Jury and at least one other member must be official national judges or F.E.I. listed Judges. Other members of the Ground Jury must be at least National Level 1 Judges.
2. The Technical Delegate will be appointed by the ESNZ Jumping Board in consultation with the organising committee. The Technical Delegate must be selected from ESNZ's list of Technical Delegates but preferably be an National Level 3 Course Designer.
3. With the mutual agreement of the organising committee and the ESNZ Jumping Board the Course Designer must be chosen from the list of National Level 3 Course Designers or F.E.I. listed Course Designers.

Article 15 - Appeal Committee Chief Steward and Veterinarian

1. The President of the Appeal Committee and its members will be appointed by the ESNZ Jumping Board in consultation with the organising committees.

1.1. The president of the appeal committee can be available by phone.

2. The Chief Steward will be appointed from the National Level 3 list of Stewards by the ESNZ Jumping Board in consultation with the organising committee. The organising committee in consultation with the Chief Steward will appoint assistants to the Chief Steward.

3. The official veterinarian will be appointed by the organising committee after consultation with the ESNZ Jumping Board.

Article 16 - Expenses and Privileges

1. Jumping New Zealand is responsible for the traveling expenses within New Zealand of the President of the Ground Jury, the President of the Appeal Committee (unless agreed that phone contact is all that is necessary), Chief Steward, Technical Delegate, and the Course Designer. This includes FEI competitions where those officials are expected to officiate throughout the whole show.
2. The Organising Committee is responsible for the accommodation and meals of the President and Members of the Ground Jury, the President and Members of the Appeal Committee, Stewards, Technical Delegate, and the Course Designer.
3. The Organising Committee is responsible for providing transport for the President and Members of the Ground Jury, the President and Members of the Appeal Committee, Stewards, Technical Delegate, and the Course Designer.
4. The Organising Committee is responsible for any daily fees involved.

A – Island Jumping Championships

Article 20 - Purpose

The purpose of the Island Championship is to promote the sport in all the areas of each Island of New Zealand.

Article 21 - Organisation

1. Island Championships will be rated as a Premier event.

2. During the championship week no other Premier jumping event may be held or at least not in the island where the championship is being held.

3. The Board of ESNZ Jumping will allocate the championship by the procedure stated in the Chapter 2 General Regulations (Article 106) and the General Conditions of these special regulations. In the case of Island Championships, the ESNZ Jumping Board may establish a rotation system for allocation of the championships.

4. The Championships will be held only once each summer season.

5. The Championships will be held either outdoors or indoors.

6. The Premier, Young and Junior Riders Championship competitions must, and other Championships should take place in the feature arena.

Article 22 - Championships

There will be Island Championships for the following:

Horses	Ponies	Riders
Premier Speed The following are Optional: 1.10m, 1.20m, & 1.30m	Pony Grand Prix Pony 1.20 Speed (Optional)	Young Junior Amateur Pro Am

Article 23 - Conduct of Championship Competitions

1. The Premier, Grand Prix and Pony championship will be conducted in accordance with the Series Conditions for the Premier League (Grand Prix and Pony Grand Prix (Pony) Series. These Championships may be conducted under one of the two round formulas in Article 273 of the Jumping Rules decided by ESNZ Jumping in consultation with the Organising Committee.

2. The Young, Junior, Amateur, Pro Am, Rider Championships and the Five-, Six- and Seven-Year-Old Horse Championships Competitions will be conducted under the series conditions for their respective Series.

3. The Island Speed Competition will be under Table C Article 239.

	Maximum Obstacles	Height
Horses	13	1.20 - 1.30
Ponies	11	1.15 - 1.25

3.1. There will be a jump-off if times are equal.

Article 24 - Participation

The Organising Committee may organise qualifying competitions for any of the championships in another arena. (Note Annex 4)

Article 25 - Starting Order

There will be a draw for starting order in all Championships. If there is a qualifying competition the order will be in the order in which they qualified.

B – New Zealand National Championships

Article 30 - Purposes

1. The purpose of the New Zealand Premier Championships is to discover the best New Zealand jumping horse and rider combination.

2. In other New Zealand Championships, it is to find the best combination of competitor and horse at their level.

Article 31 - Organisation

1. Every season between 1st December and the last day of February a New Zealand National Jumping Championship will be held.

2. The ESNZ Jumping Board will set the conditions and terms for applications and the allocation of the Championships whenever applicable.

3. A Premier event will not be held on the weekend of the event in New Zealand.

4. The championship must be held out doors.

5. Championships may hold Competitions open to Non-Championship horses. On the final day, Championship horses may not compete in Non-Championship competitions unless they have been eliminated from the Championship.

6. The Premier Pony, and Grand Prix Championship must be held in the main arena.

Article 32 - Qualification

1. Horses

   1.1. For the Premier Championships horses must be eight years old and over. For the 1.10m Championship Horse's may be five years old or over.

   1.2. For other championships Article 9.1 of these regulations apply.

   1.3. A horse may not take part in the 1.20m championship if it has placed or won prize money above 1.30m in the current season.

   1.4. A horse may not take part in the 1.30m championship if it has placed or won prize money above 1.40m in the current season.

   1.5. A Horse may not take part in the 1.10m championships if it has placed or won prize money in competitions above 1.20m in the

current season. ~~Six-year-old horses are exempt.~~Horses competing in the Six Year Old Breeding Summer Series are exempt.

1.6. A Pony may not take part in the 1.10m championship if it has ~~placed or won prize money in competitions above 1.20m~~ gained series points in Pony Grand Prix in the current season.

1.7. A Horse may not take part in the 1m championships if it has placed or won prize money in competitions above 1.10m in the current season. ~~(Five-year-old horses are exempt)~~Horses competing in the Five Year Old Breeding Summer Series are exempt.

1.8. A Pony may not take part in the 1m championships if it has placed or won prize money in competitions above 1.10m in the current season.

1.9. A new combination can apply to the ESNZ Jumping Board for a dispensation from above qualifications. Dispensations must be submitted in writing at least 4 weeks prior to the start of the competition providing details of rider and equine including a record of results, the highest level competed, how long the combination has been together.

1.10. The conditions referred to in Articles 32.1.1.3, 32.1.1.4, 32.1.1.5, 32.1.16, 32.1.17, and 32.1.18 apply to events prior to the beginning of this event.

2. Competitors

2.1. Competitors may take part in the New Zealand Premier Championships from 1 January of the year they turn 16 years of age.

2.2. For all other horse championships Article 255 applies.

Article 33 - Participation

1. Horses and ponies may not take part in the championship competitions unless they are entered in the overall championship. On the final day horses and ponies taking part in Championships may not take part in non-championship competition unless they have been eliminated from the overall championship.

Article 34 - Championship Competitions

1. The Championships comprise three competitions each taking place on a different day. The total penalties incurred in each of the three competition counts towards the individual championships.

2. The design and construction of all obstacles with regard to technical suitability must be approved by the Technical Delegate and Course

Designer. Should a dispute arise relating to these obstacles the Technical Delegate has the final decision.

3. The New Zealand Championship event schedule of competitions must include the following championships:

3.1. National Titles

3.1.1. New Zealand Premier Championship

3.1.2. New Zealand Pony Championship

3.1.3. New Zealand Grand Prix Championship (Horse)

3.2. New Zealand Championship Titles

3.2.1. New Zealand 1.30m Championship (Horse)

3.2.2. New Zealand 1.20m Championship (Horse)

3.2.3. New Zealand 1.10m Championship (Horse)

3.2.4. New Zealand 1.10m Championship (Pony)

3.2.5. New Zealand 1.00m Championship (Horse)

3.2.6. New Zealand 1.00m Championship (Pony)

Article 35 - First Competition: New Zealand Premier Championship

1. Conduct and Table
   The first competition (Round A) is conducted over a Table A course and judged under Table C (Article 239) without a jump-off in the event of equality for first place.

2. Obstacles and Speed

Maximum Obstacles	Height	Speed
13	1.40 - 1.45	Table C

3. Participation
   Only horses entered in the overall championships may take part.

4. Starting Order
   The starting order in the first competition will be as follows.

4.1. All horses that have taken part in the Premier League Series will start in reverse order of points.

4.2. Horses with equal points will be drawn by lot to decide their starting order.

4.3. Any horse entering that has not competed in the Premier League will start in the first group. These horses will be drawn by lot.

4.4. In the event of competitors having equality of penalties then the reverse

order score of the first competition (A) will decide the starting order for those on equal faults and in the event of those with equality of faults in the first competition (A), then in their draw order of A.

5. Penalties

5.1. The scores obtained by each competitor will be converted into points by multiplying the score of each competitor by the co-efficient of 0.50. The score must be rounded up or down to the 2nd decimal place. The 2nd decimal place rounded up from .005 and rounded down from .004. (Score = Time of round plus time penalties for faults).

5.2. The competitor with the lowest number of points after the conversion will be given zero penalties, the other competitors being credited with the number of penalties representing the difference in points between each of them and the leading competitor. If a competitor is eliminated or has retired, the score of the most penalised competitor is increased by 20 penalties which will be added after the time difference has been converted into penalties.

5.3. Scoring Elimination or retirement gets worst score +20 but this only applies to round A. All other rounds E=E

Article 36 - Second Competition: New Zealand Premier Championship

1. Conduct and Table
The second competition is conducted over two rounds (Rounds B & C), the second round shorter than the first under Table A Article 273.3.3.2 with the first not against the clock but with the second round being on time.

2. Obstacles and Speed

2.1. First Round (B) obstacles will be the same dimensions as the first competition (A) except that the number of obstacles will be reduced to a maximum of 12 and the speed will be at 350mpm.

2.2. Second Round (C)

Maximum Obstacles	Height	Speed (m/min)
12	1.40 - 1.50	375

One combination.
A water jump may be used for the first round (B) but not the second round (C).

3. Participation

3.1. Only competitors who have taken part in the first competition (A) may

start in the second competition (B & C).

4. Starting Order

4.1. The starting order in the first round of the second competition (B) will be in reverse order of the points in the first competition (A) as determined under Article 35.5.2.

4.2. The second round (C) starting order will be in reverse order of the total penalties of the first competition (A) and the first round of the second competition (B). Those horses that are equal will go in the order of the first round.

Article 37 – Third Competition (Final): New Zealand Premier Championship

1. Conduct and Table
   The third competition is conducted over two rounds (D) and (E) each judged under Table A (Article 273.3.2) not against the clock with a time allowed.

2. Obstacles and Speed

2.1. Round D

Maximum Obstacles	Height	Speed (m/min)
12	1.40 - 1.60	375

A water jump should be used.

2.2. Round E

Maximum Obstacles	Height	Speed (m/min)
10	1.40 - 1.60	375

No water jump allowed. Liverpools allowed.

3. Participation:
   Competitors must have started in both the first (A) and completed second (B & C) competitions. Participation may be reduced if numbers are greater than twenty in the first and second round.

Starting Order and Placings

3.1. The starting order for Round D will follow the reverse order of total penalties incurred in the first (A) and second (B & C) competitions. In the event of equality of penalties, the score of the first competition (A) will decide the starting order.

3.2. For Round E the starting order will follow the reverse order of penalties incurred over the first (A) and second (B & C) competitions plus those incurred in Round D. The competitor with the most penalties will start first. The competitor with the least penalties will start last. Competitors

with equality of penalties then the score in the first competition (A) will decide their starting order.

3.3. The final placing is determined by adding together for each competitor the penalties of the first competition (A) as well as the two rounds of the second competition (B & C) and the two rounds of the third competition (D & E).

3.4. The competitor with the least penalties will be placed first and declared New Zealand Champion. In the event of equality for first place, there will be a jump-off against the clock at a speed of 400mpm over six to eight obstacles from the courses of Rounds D and E. The competitors will be invited to walk the course.

3.5. If after the jump-off there is an equality of penalties and time for first place, they will be placed equal.

4. The Inspection of final Round (Course E)
Time may be allowed for Competitors to inspect the course for the Round E at the conclusion of the Round D. Time must be allowed to walk the jump-off course if it is required.

Article 38 - Other Championships

1. All the conditions above are the same for the New Zealand Pony Championship, 1m Pony, 1m Horse, 1.10m Pony, 1.10m Horse, 1.20m Horse, 1.30m Horse and Grand Prix in the Article 34 “Championships Competitions”, Article 35 “First Competition”, Article 36 “Second Competition”, Article 37 “Third Competition (Final)”, except for the paragraphs concerning obstacles, speed, and length of course.

2. Obstacle

2.1. Dimensions

2.1.1. All competitions will include either two doubles or a dibble and a treble obstacle.

2.1.2. In the above Championship competitions on the second and third days the obstacles may be raised if there are two or more clear rounds in the first round. (Exception Pony Championships which have their own conditions)

2.2. All speeds at 350m/min unless otherwise stated.

2.2.1. Pony Championship: First Competition (A).

Maximum Obstacles	Height
11	1.20m - 1.25m

2.2.2. Pony Championship: Second Competition (B & C).

Maximum Obstacles	Height
1st Round (B)	
11	1.20m - 1.25m
2nd Round (C)	
11	1.25m - 1.30m

2.2.3. Pony Championship: Third Competition (D & E).

Maximum Obstacles	Height
1st Round (D)	
11	1.25m - 1.30m
2nd Round (E)	
9	1.25m - 1.35m

2.3. Grand Prix Championships First Competition (A).

Maximum Obstacles	Height	Speed
13	1.35m	Table C

2.4. Grand Prix Horse Championship Second (B & C) & Third Competitions (D & E).

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)
Max	12	10	1.40m - 1.45m	375

2.5. 1.30m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)
Max	12	10	1.30m - 1.40m	375

2.6. 1.20m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)
Max	12	10	1.20m - 1.30m	350

2.7. 1.10m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)

Max	11	9	1.10m - 1.20m	350

2.8. 1.10m Pony Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed(m/min)
Max	10	8	1.10m - 1.20m	350

2.9. 1.00m Horse Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)
Max	11	9	1.00m - 1.10m	350

2.10. 1.00m Pony Championship all competitions.

	No's 1st Round	No's 2nd Round	Height	Speed (m/min)
Max	10	8	1.00m - 1.10m	350

2.11. Water Jump:
A water jump may be used in the A, B & D rounds for the Pony Championship and Horse Grand Prix Championship.

Article 39 – Prizes

1. The amount of prize money paid to each of the Championships must be approved by the ESNZ Jumping Board and the Organising Committee. Should a dispute arise regarding amounts the ESNZ Jumping Board's decision will be final.

2. The Rutherford Cup will be presented annually to the New Zealand Premier Jumping Champion.

3. The Mary Dalley Trophy will be presented annually to the "Horse Grand Prix Championship" New Zealand Champion.

4. The National Jumping Pony Champion Trophy will be presented annually with the Hampton Trophy to the New Zealand Pony Champion.

5. Points: Note there is a special point allocation for national champs – see series conditions.

C – National Young Horse Jumping Championships

Article 40 - Purpose

1. This championship is to discover the best jumping horses in each age group of 4-, 5-, 6-, & 7-year-olds.

2. Promote the breeding of better jumping horses in New Zealand.

Article 41 - Organisation

1. During the championship week no other Premier jumping event may be held or at least not in the island where the championship is held.

2. The ESNZ Jumping Board will either appoint an Organising Committee and/or be responsible for the organising of the event. The Board may allocate the championship to an Organising Committee by the procedures stated in the General regulations and the General Conditions of these Special Regulations.

3. The championships will not be held any earlier than November in any season.

4. The championships will be held outdoors.

5. The championship competitions will not be opened to horses other than those horses taking part in the championships.

6. The schedule of competitions may include competitions for horses not taking part in the championships but jumping board approval is required.

7. All championship competitions must take place in the feature arena.

Article 42 - Qualification

1. Horses

   1.1. To qualify for the four-year-old Young Horse Jumping Championship the horse must be four years old based on 1st August birth date.

   1.2. To qualify for the five-year-old Young Horse Jumping Championship the horse must be five years old based on 1st August birth date.

   1.3. To qualify for the six-year-old Young Horse Jumping Championship the horse must be six years old based on a 1st August birth date.

1.4. To qualify for the seven-year-old Young Horse Jumping Championship the horse must be seven years old based on 1st August birth date.

2. Age and Breeding.

2.1. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder's information will be definitive.

2.2. Competitors must have their horses IP available for the Ground Jury of the competition. If their IP does not include proof of age and Sire, Dam and Sire of Dam as a minimum,-they will not be allowed to start in the Championships.

Article 43 - Participation

1. This is a championship for horses.

2. A competitor may ride more than one horse in the championship.

Article 44 - Championship Competitions

1. The Championship comprises three competitions conducted under Article 238.1.1 without a jump-off for the 4-, 5-, 6-, and 7-year-old horses each taking place on consecutive days and the total penalties incurred in each of these competitions count towards the final result. The horse with lowest total penalties will be the winner. If there are horses with equal penalties over the competitions, there will be one jump-off against the clock. Other horses are placed according to their penalties in the first three rounds.

2. The design and construction of all obstacles with regard to safety and technical suitability must be approved by the Technical Delegate and the Course Designer. Should a dispute arise the Technical Delegate has the final decision.

Article 45 - First Competition

1. Conduct and Table:
This first competition will be conducted under Article 238.1.1 (A1) without a jump-off.

2. Obstacles and speed.

2.1. Four-Year-Old

Maximum obstacles	Height	Speed (m/min)
10	0.95-1.10	300

2.2. Five-Year-Old

Maximum obstacles	Height	Speed (m/min)
12	1.10 – 1.20	325

Refer to series conditions for obstacles etc.

2.3. Six-Year-Old

Maximum obstacles	Height	Speed (m/min)
12	1.20 – 1.30	350

Refer to series conditions for obstacles etc.

2.4. Seven-Year-Old

Maximum obstacles	Height	Speed (m/min)
12	1.30 – 1.40	375

Refer to series conditions for obstacles etc.

3. Starting Order:
There will be a draw for the starting order for all classes.

Article 46 - Second Competition

1. Conduct and Table:
The second competition will be the same as the first for each age group.

2. Starting Order:
There will be a draw for the starting order for all classes.

Article 47 - Third Competition (Final)

1. Conduct and Table:
This competition will be conducted under Article 238.1.1 except there will be a jump-off against the clock if the penalties are equal over the three competitions for first place.

2. Obstacles and Speed

2.1. Five-year-olds - no change.

2.2. Six-year-olds - no change.

2.3. Seven-year-olds - no change.

3. Starting Order

The starting order is in reverse order to the penalties incurred in the first and second competitions. Horses with equality of penalties retain the same starting order as in the first competition.

4. Participation
   The organising committee may qualify a set number of starters for the third competition based on the horses' penalties after the second competition. If a qualifying system is used, the horses not qualifying will be provided with an alternative competition.

Article 48 - Prizes and Points

1. Prizes
   Minimum prizes for the Championship competition will be set each year by the Board of ESNZ Jumping in consultation with the Organising Committee.

2. Point System for 5- and 6-year-olds.
   4 points per day per clear round
   2 points per clear jump-off on final day
   Grand Prix points to overall place getters

3. Points System for 7-year-olds as per series conditions (awarded Premier points).

Article 49 - Showhunter

1. The NZ Show Hunter Young Horse Championships will be held in conjunction with the NZ Jumping Young Horse Championship.

2. There will be a preliminary round before the championships
   Heights will be:

Age	Preliminary Round	Championship Round
Four-year-old	0.80m	0.90m
Five-year-old	1.00m	1.05m
Six-year-old	1.05m	1.10m
Seven-year-old	1.10m	1.15m

Article 50 – Boots

Refer to Article 257.2.6.1

1. For the Age group classes at the Young Horse Show (four, five, six, and seven): All hind leg protections can be up to a maximum interior length of 16 centimetres, the width of the fastener must be at least five centimetres.

2. The inside of the protection must be smooth. Only non-elastic Velcro-type fasteners are permitted, no hooks, buckles, clips or other methods of attaching the fasteners may be used.

3. The rounded rigid part of the protection must be placed around the inside of the fetlock.

4. No additional elements may be used in conjunction with the protection.

5. Hind boots that have an extra flap for protection should be allowed providing the flap is soft and is clearly intended for protection only.

6. Sheepskin linings are allowed.

D – Series Final Event

Where the ESNZ Jumping Board decides that a series final event is to be held and allocates it to an area the general conditions for all events must be followed (Articles 1 to 16) with the following additions.

Article 60 - Purpose

To decide the winner of each Series class

Article 61 - Organisation

1. The event will be a Premier event.

2. All series classes must conclude at this event and all rules for series classes must be adhered to.

3. With approval of the ESNZ Jumping board classes other than series may be organised at this event.

Article 62 - Qualification

1. Entry MAY be restricted to the top “n” on the series list at a stated time.

Article 63 - Starting Order

1. All final classes will be in reverse order of points as at the close of competition at the previous event. If a rider has two Horses entered, a minimum of 5 competitors must be allowed between rides. The first Horse to go must be moved up the order of starters. Refer Article 252.2.3

Article 64 – Prizes and Points

1. To be agreed by the organising committee and ESNZ Jumping Board but will not be less than Premier level. The following classes will receive Premier points; GP, PGP, YR, PA, AR, JR and 7yr old. Premier League will receive WC points (1.5).

   5-and 6-year-old shall be allocated Grand Prix points. In addition, all horses completing rounds without penalties in the first round and jump-off will be allocated points as per the General Conditions.

E – Horse of the Year Show

Article 70 - Purpose

1. To maintain the traditions of the event.

2. To promote the sport to the equestrian family and the general public.

Article 71 - Organisation

1. A Premier jumping event may not be held on the weekend before or during the week of the HOY show.

2. The HOY Show may hold other jumping competitions other than the HOY Special Competitions.

Article 72 - Officials

Refer to general conditions for Special Events.

Article 73 - Qualification

1. Horses/Ponies

   1.1. Where qualifying competitions are held for competitions that are a part of a series that are organised by ESNZ Jumping a minimum of half of the final filed must be made up of the leading Horses/Ponies in the ESNZ Jumping Series and the winners of the National and Island Championships must have automatic places in the final if they have completed the qualifying round. Numbers will be made up by the highest placed competitors who do not meet the above criteria. (Annex 4)

   1.2. Qualifying competitions must be conducted under Table A. All qualifying competitions for a final class must be the same horse rider combination throughout.

2. Competitors

   2.1. Competitions at the HOY Show are open to any competitor from any Nation who are in good standing with their NF except where specified in the particular competition conditions.

   2.2. Competitors may qualify for their series as per horses (Article 8 and 9)

Article 74 - Special Competitions

1. **Major Class Early days of show**

1.1. This competition's trophy will be for the Norwood Gold Cup.

1.2. Conduct and Table
This competition is conducted under Article 238 2.2 or Article 273 3.3.1, 273 2.2.2, 273 4.3

1.3. Obstacles and Speed

Maximum Obstacles	Height	Speed (m/min)
13	1.35 - 1.45	375

2. **Area Pony Team Event**

2.1. This competition is for the "Saba Sam Shield"

2.2. This competition is organised under Official Teams Competition Article 264 8.2.2 with the following exceptions: - There may be a significant gap between rounds (eg. different days) - The Second round maybe different from the first round

2.3. Up to six teams may take part in the second round.

2.4. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed (m/min)
11	1.15 - 1.25	350

2.5. Competitors

2.5.1. A competitor may ride up to two ponies in the same team.

2.5.2. Ponies and competitors must be eligible for their areas

2.6. Participation Area

2.6.1. The Team must be entered by the Area Jumping Delegate. If the delegate is unavailable the area must delegate in writing a Chef d'Equipe to make their entries. Only one team per area.

2.6.2. If after all teams have made their entries Chef d'Equipe whose teams have only two or three competitors may request competitors from neighboring areas to compete for the depleted teams provided that those competitors have not been asked to compete for their own area.

3. **Young Rider of The Year**

3.1. This competition is for the "Big Red Trophy"

3.2. Conduct and Table
This Table A competition will be conducted under Article 238 2.3 or 273 3.4.1, 273 2.2.2, 273 4.4.

3.3. Obstacles and Speed

Refer to Series Conditions.

3.4. Participation
Competitors as per Article 255.

4. **Speed Horse of the Year**

4.1. This competition is for the “Blackmore Trophy”

4.2. Conduct and Table
This competition will be conducted under Table C Article 239.

4.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed
13	1.30	Table C

4.4. There will be a jump-off if times are equal

5. **Lady Rider of the Year**

5.1. This competition is for the “Merrylegs Cup”

5.2. Conduct and Table Article 238.2.2 or Article 273 3.3.1, 273 2.2.2, 273 4.3

5.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed (m/min)
13	1.30 - 1.45	375

5.4. Participation in this competition is only open to female competitors.

6. **Pony Jumper of the Year**

6.1. This competition is for the “Somerset Fair Cup”

6.2. This competition will be conducted under Article 273 3.4.1, 273 2.2.2, 273 4.4

6.3. Obstacles, Speed and Height

Maximum Obstacles	Height	Speed (m/min)
12	1.30 - 1.35	350

6.4. Participation

6.4.1. Pony as per Article 255 and 285

7. **Jumping Horse of the Year**

7.1. This competition is for the “Olympic Cup”

7.2. This competition is conducted under Table A Article 273 3.4.1, 273 2,2.2, 273 4.4.

7.3. Participation

7.3.1. Horses must be seven years and older.

7.3.2. Competitors may ride no more than two horses. The Organising Committee may restrict the number of horses to one.

Article 76 - Points Prize for Jumping (Excludes Showhunter)

1. This points prize will be for the “Nationwide Trophy” (This trophy may be presented at the AGM).
2. This prize will be awarded to the jumping rider gaining the most points in open jumping competitions at the HOY Show. (Article 200 9)
3. Points will be awarded as follows for all rings except the Premier Ring: First = 6, Second = 5, Third = 4, Fourth = 3, Fifth = 2, Sixth = 1.
4. Points for the Premier Ring are double those above.
5. Should there be equality of points the number of wins will decide. Should there still be equality, the number of points scored in the Premier ring will decide.

Article 77 - Points prize for the Event

1. This points prize will be for the “Lowry Medallion”
2. This points prize will be for the rider gaining the most points at the HOY event across all ESNZ disciplines.
3. Points will be awarded as follows: First = 6, Second = 5, Third = 4, Fourth = 3, Fifth = 2, Sixth = 1.

Annex 9 - Permitted, Not Permitted and Restricted Headgear and Saddlery

	HORSES	PONIES
Headgear	Approved and properly fastened 3 point retention harness**.** **Always** when mounted	
Spurs	Rowel spurs, that is spurs with a notched or serrated rotating disc are not authorised anywhere within the grounds of Jumping Events; spurs with a rotating disc that are not notched or serrated are allowed. The spur must point to the rear with the shank directed downwards. **(Art 256 1.10)**	Serrated rowel spurs must **Never** be worn. Non serrated rowel spurs must be at least 3mm in thickness. Blunt spurs are allowed. Max length of spurs is 4cm, measured from the Athlete's boot. **(Art 257 2.5)** The spur must point to the rear with the shank directed downwards.
Ear Piece	**Never** in competition unless rider has a signed medical certificate **(Art 225.1.1)**	
Saddles	No restrictions	
Whips	**Always** – max length 75cms **(Art 257 2.2)**	
Dressage whip	Only for flatwork max length 120cm – **Never** in competition or jumping and riding over poles **(Art 257 2.2)**	
Standing Martingales	**Never** in Competitions 1.30m and above **(Art 257 1.2)**	**Never** in Competitions 1.20m and above **(Art 257 1.2)**
Draw Reins/ Market Harborough	**Never** in Competition **(Art 257 1.6)**	
Running Martingale	**Always**	
Bits	No restrictions, providing no injury is caused. Reins must be attached to the bit with a headpiece or directly to the bridle **(Art 257.1.3)**	
Gags	**Always (Art 257.1.3)**	
Hackamores	**Always (Art 257.1.3)**	
Tongue Straps	**Never (Art257 1.5)**	
Sheepskin or leather piece on Bridle	Must not exceed 3cms measured from cheek **(Art 257 1.4)**	
Nose Bands	No restrictions but should never be overtightened	
Ear Hoods	**Always**	
Blinkers/Plastic Shields/Sunglasses	**Never (Art 257 1.1 & Art 257 2.8)**	
Hind Boots 2020/21 Onwards – *All competitions.*	**Always** Refer to Article 257.2.6.1 Refer to Article 257.2.6.2 Pastern wraps are ~~not~~ allowed providing they are not over-tightened. Fetlock rings are allowed.	

EXERSISING ACTIVITY

	HORSES	PONIES
Warm-up in relation to Competition	FEI WC & Premier League = under <1.60m x 1.80m All other Classes = not more than 10cms higher and wider than dimensions of class	Not more than 10cms higher and wider than dimensions of class
Schooling – Who can ride in practise and warm-up arenas	On the Flat - No restrictions Over Jumps - No restrictions	On the Flat - No Restrictions Over Jumps - Pony Riders only

Annex 11 - Jumping Series Conditions

General Conditions

1. Goals
   1.1. Increase the participation in the events involved in the Series described below and in the discipline.
   1.2. Promote the discipline to the media.
   1.3. Promote excellence in equitation and all other technical aspects of the discipline.
   1.4. Provide a competition structure which, by virtue of the rating, assists in the development of younger and/or less experienced riders, encourages the continued participation of older and/or more experienced riders, and also the further development of elite and potentially elite riders.

2. Principles
   2.1. The term "Series" refers to a number of competitions held successively at different events leading to a final classification, or to qualify horses and/or combinations for a final event or competition. These General and Series Conditions shall be deemed to be Regulations for the purposes of General Regulations 100.6 & 101.9.
   2.2. A Summer Series cannot commence before 1st August and must conclude at the Summer Series final event ("Final") which will be no later than the 30th of April.
   2.3. The Series may be restricted to horses or ponies and/or different categories of competitors. These qualifications will be specified in the particular conditions of each Series.
   2.4. A Final event for each Series competition will be named as the last Series event each season by the ESNZ Jumping Board.
   2.5. There are two levels of Summer Series classes: Premier and Grand Prix Level.
   2.6. The Show Dates Card will be the Official Jumping Summers Series Calendar. The show rating cannot be increased, or series competitions altered, unless it is amended by ESNZ Jumping and published on the ESNZ Website.
   2.7. Only one competition at each event will qualify for points in each Series (subject to any exception approved by the ESNZ Jumping Board which must be published on the ESNZ Website in advance).
   2.8. Only in extraordinary circumstances will events or competitions be amended or deleted from the Series (other than pursuant to the Series Conditions exceptions referred to immediately above). Those possible exceptions will only be implemented with the permission of the ESNZ Jumping Board and

after publication on the ESNZ Website.

2.9. Riders gaining first round faults of 12 or more do not gain points in ANY Series. At the national champs this applies B and D rounds.

3. Points

Show Rating	1st	2nd	3rd	4th	5th	6th
Premier	20	17	14	11	8	4
Grand Prix	10	8	6	4	2	1

3.1. Points will be awarded for each competition in the Series as per the table above.

3.2. Rating of Events:

3.3. A Premier show must run all Series Classes with the exception of the Tertiary Series. A Premier may only run one Grand Prix (Premier League/World Cup) with the exception of the National Championships, HOY and Summer Series Final Show.

3.3.1. Officials will be approved by ESNZ Jumping in consultation with the Organising Committees in the case of Premier events.

3.3.2. The ESNZ Jumping Board may in particular circumstances and on application make exceptions to these requirements.

3.4. Points won by competitors or horses that are placed equal are added and divided equally. Fractions of 0.5 or more are rounded up; fractions of less than 0.5 are rounded down.

3.5. Events which do not stage a Horse Grand Prix, may still be a Series Event and stage other Series competitions.

3.6. Where Article 238.1.1 (Table A1) with one jump-off competitions are used in the Breeding Series, the points will be awarded on the following basis:
0 faults in the first round = 4 points
0 faults in the first round and jump-off = 6 points
At the NZ series final show Art 238.2.2 will be used to find the winners.

3.7. Series points may be removed and re-allocated retrospectively if a horse or rider is found to be non-compliant with the Jumping Series Conditions at the time of competition.

4. Prizes

4.1. Prizes in cash or kind, must be paid out down to sixth place (minimum)

4.2. The minimum amount of prize money paid out for each Summer Series competition shall be as follows:

	WC/PL	HGP	PGP	YR	JR	AR/PA	7YO	6YO	5YO
Premier	$4000/$3000		$700	$1000	$650	$300	*	*	*
Grand Prix		$1500	$300	$500	$300	$300	$450	$250	$150

* See Condition 6 of Five-, Six- and Seven-Year-Old Breeding Series Conditions

4.3. The Summer Series prizes will be announced on the ESNZ Website before the first of January of the year of the final.
4.4. Every horse/pony competing in a Series class that does not have their registration current will not receive prize money or points for that class. The prize money and points forfeited will be redistributed to the other qualified competitors.
4.5. Prizes must be awarded in a ratio of 1:7 place getters to starters. With a minimum of 6 placings. (Excluding competitions run under Article 238 1.1)

5. Timing

All Series competitions should, and the following Series competitions must be timed by an electronic timer.

- Premier League (including World Cup)
- Grand Prix
- Young Rider
- Seven-Year-Old Breeding Series
- Pony Grand Prix

Notwithstanding the above, manual timing shall be permitted in the event of malfunction of the electronic timer or other unexpected circumstance and shall be used as a back-up in all of the above classes. Failure of an Organising Committee to comply with this requirement shall result in a financial penalty being imposed on the Area responsible of an amount at least equivalent to the cost of electronic timing. However, the Series points will be awarded in either circumstance.

6. Conduct, Obstacles and Courses

6.1. All Series competitions must be conducted in draw order.
6.2. All jump-offs shall be held after all competitors have completed their first round, or second round in two round competitions, and qualified competitors shall take part in draw order.
6.3. The Ground Jury, after discussion with the Course Designer and Technical Delegate (if appointed), has the discretion to vary these Conditions in regard to the course and obstacles due to weather and footing conditions.
6.4. Where a maximum/minimum height is listed as the height for the class it is understood that the majority of the obstacles will be within this measurement.
6.5. For the purpose of determining the height of a class where a maximum / minimum is stated, the nominal height will be the average of the maximum and minimum heights.

7. Participation

7.1. Competitors

Competitors may take part in any of the Series only if they are paid up current members of ESNZ.

7.2. Horses

7.2.1. All horses that take part in the series must be currently registered with ESNZ and ESNZ Jumping.

7.2.2. Horses born at any time from the 1st of August until the 31st of July the following year will be deemed to be born on the 1st of August immediately preceding the actual birth date.

7.2.3. All horses and ponies competing at an event must have their current ID Paper available for inspection at all times.

7.2.4. Age of International Horses – Refer to Article 200.8 (FEI Ruling 2010)

7.3. Rear (Hind) boots in Age Breeding Series classes

~~7.3.1. For all Horse Age Breeding Series competitions (five-, six-, and seven- and four-year-old where held):~~

~~7.3.2. All hind leg protections can be up to a maximum interior length of 16 centimetres, the width of the fastener must be at least five centimetres.~~

~~7.3.3. The inside of the protection must be smooth. Only non-elastic Velcro type fasteners are permitted, no hooks, buckles, clips or other methods of attaching the fasteners may be used.~~

~~7.3.4. The rounded rigid part of the protection must be placed around the inside of the fetlock.~~

~~7.3.5. No additional elements may be used in conjunction with the protection.~~

~~7.3.6. Hind boots that have an extra flap for protection should be allowed providing the flap is soft and is clearly intended for protection only.~~

~~Sheepskin linings are allowed~~

Refer Article 257.2.6.

Results and Publicity

7.4. Results for Series classes, must be sent to the Jumping Sport Administrator by 5pm on the business day immediately following the Event to:
E-Mail: ESNZ Jumping – jumping@nzequestrian.org.nz

7.5. Results for publicity must be sent to the publicity officer as listed on the ESNZ website.

8. Sponsorship Requirements

8.1. The sponsor of a Series will have naming rights to that Series e.g. The XYZ Six-Year-Old Breeding Series.

8.2. Provision must be made to display all sponsor's flags during the Series competition. ESNZ Jumping will supply the flags.

8.3. The sponsor's logo must be displayed in the event programme and schedule.

Logos are available from the ESNZ website or office. These logos can be sent by email.

8.4. The sponsor of a Series may supply a sponsored obstacle which must, if available, be used in the particular sponsor's Series Competition.

8.5. Organising Committees may contract with individual show sponsors for a Series Competition or the entire Show. However, these sponsors must not be named on series classes where they would be in direct competition with the national series sponsors. For all publication purposes the series sponsor must be listed first e.g. Series Sponsor/Local Sponsor Six-Year-Old Breeding Series.

8.6. It is a requirement of ESNZ Jumping that in the first instance a National Sponsor targeting a specific show be offered by the local Jumping group the opportunity of being the main sponsor including naming rights. Should that offer be declined then naming rights can be offered to a competitor company but with the ESNZ Jumping National Sponsor still retaining the right to be a trade exhibitor albeit in a lesser capacity.

9. Finals:

The format and date of the Series finals will be decided by ESNZ Jumping by the 1st of January. These will immediately be advertised on the ESNZ website.

10. Penalties:

Any horse/pony or competitor that is in breach of the ESNZ Jumping Rules, General Regulations, or Series Conditions will automatically lose any points and prize money that they may have gained and may be fined and/or be open to further judicial action.

11. Judicial:

A panel of not fewer than three and not more than five persons (one of whom shall be appointed as Chairperson) shall be appointed by the Board of ESNZ Jumping to a Judicial Committee. The Judicial Committee shall have the power to enquire into, hear and determine all objections in respect of Series competitions (such objections not being within the jurisdiction of the Ground Jury), disputes over eligibility of horses and/or riders, breaches of these Conditions, and issues arising from interpretation of these Conditions

12. Special Conditions may be applied to Island/National Championships and HOY. These have to be approved by ESNZ Jumping and will be printed in schedules for these Shows.

Premier League Summer Series Conditions

1. Name
   1.1. The Series will be named “The Premier League Series”
   1.2. This Series will include any FEI World Cup Qualifying competitions with the exception of the first round of the World Cup Final (speed class).

2. Qualification:
   Standalone premier league competitions are open to any competitor from the beginning of the ~~calendar year~~season they reach the age of 16.
   World Cup competitions incorporating a Premier League is open to any competitor from the beginning of the calendar year they reach the age of 18 (FEI Jumping Rules Article 255.3).

3. Participation
   3.1. Horses may have one or more riders during the Series and will retain their points. A rider may ride more than one horse.

4. Competitions
   4.1. Competitions must be conducted under Article 261 or 273 Exceptions may be World Cup, Special Regulations for NZ Premier Championship, Island Championships, HOY and Series Final.
   4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2) Exception competitions run under Article 273.3.3.
   4.3. Obstacles, height and speed:
   Maximum obstacles = 14 @ 1.40-1.60m, minimum speed 375mpm. (indoors 375mpm maximum)
   Where run in conjunction with World Cup then the World Cup rules apply.
   4.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
   5.1. The points for the Series will be allocated at Premier Level
   5.2. Points qualifying for the Series will be based on the following table:

Rounds Held	Rounds to count for points
15	10
14	9
13	9
12	8
11	8
10	7

9	7
8	6
7	6
6	5
5	5
4	4

5.3. Premier NZ National Championship class will be double points. All World Cup rounds, Series Final and at HOY the Grand Prix and Horse of the Year Classes will receive 1.5 Premier points.

6. Prizes:

The minimum prize money for a Premier League competition is $3000.

Grand Prix Summer Series Conditions

1. Name

   The Series will be named “The Grand Prix Series”

2. Participation

   2.1. Horses may have one or more riders during the Series and will retain their points. A rider may ride more than one horse.

   2.2. Horses may compete in both the Premier League Series and the Grand Prix Series.

   2.3. Organising Committees must not run a Grand Prix and a Premier League/World Cup Class at the same competition, the only exception being the National Championships and Series Final Show.

   2.4. Organising Committees may also run a Mini Prix (MP) at a Championship Show but these classes will not receive points.

3. Competition

   3.1. All Grand Prix competitions must be conducted under Article 261, 5.1 or 5.2 or 5.3 or Article 273, 3.1 or 3.2 or 3.3

   3.2. Competitions shall be run in draw order with a jump-off (General Conditions 6.1 and 6.2) Exception being competitions run under Article 273.3.3.

   3.3. Obstacles: (indoor speed 375mpm maximum)
   Max obstacles = 13 @ 1.40 - 1.50m, speed 375mpm

   3.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

4. Points:

   4.1. The 12 best competition scores to count. Refer to Annex 11 3.1 for Points

   4.2. The Grand Prix Championship class at the NZ Championships, Series Final and HOY will receive Premier League points.

5. Prizes:

   The minimum prize money shall be $1500.

Pony Grand Prix Summer Series Conditions

1. Name:
   The Series will be named “The Pony Grand Prix Series”

2. Qualification
   2.1. Ponies:
   This Series is open to any pony registered with ESNZ with a RAS life certificate or a current RAS height certificate and is six years old and over.
   2.2. Competitors:
   Competitors will be eligible to take part in this Series until the end of the season during which they reach the age of 17, the season being from 1 August until 31 July.

3. Participation
   3.1. This Series is a pony competition, the pony retains the points regardless of the rider.

4. Competition
   4.1. All pony Series competitions must be conducted under Article 261.5.1 or 5.2 or 5.3 or 273.3.1 or 3.2 or 3.3.
   4.2. Competitions shall be run in draw order and a jump-off (General Conditions 6.1 and 6.2) Exception competitions run under Article 273.3.3.
   4.3. Special conditions may apply to Island and National Championships, Series Final and the HOY. These must be approved by the ESNZ Jumping Board and included in the Show Schedule.
   4.4. Obstacles: (indoor speed may be reduced to 325mpm)
   Premier Show
   Max obstacles =12 @ 1.25m - 1.35m, speed 350mpm.
   Grand Prix Show
   Max obstacles = 12 @ 1.20m - 1.30m, speed 350mpm.
   4.5. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points:
   The 12 best competition scores to count. Refer to Annex 11 3.1 for Points.

6. Prizes:
   The minimum prize money shall be $700 for Premier Shows, $300 for Grand Prix Shows.

Young Rider Summer Series Conditions

1. Name:
   The Series will be named “The Young Rider Series”

2. Qualification:
   Competitors will be eligible to take part in this Series from the beginning of the season when they reach the age of 14 until the end of the season during which they reach the age of 21, the season being from 1 August until 31 July.

3. Participation
   This is a rider Series to be competed on Horses
   3.1. A competitor may ride a second horse at the discretion of the Organising Committee, but only the score of the horse ridden first (ie nominated horse) will count towards Young Rider points.
   3.2. Where a competitor may ride two horses, once the competition has begun, a competitor may not change their nominated Young Rider horse. However, prior to the beginning of the competition a competitor may change their nominated Young Rider horse if the originally nominated Young Rider horse is scratched from the competition. The newly nominated Young Rider horse competes in the same position in the starting order as the originally nominated Young Rider horse.
   3.3. Competitors may not compete in the Junior Rider Series at the same event on the same horse. There will only be one Young Rider Class at each show.
   ~~3.3.~~3.4. The competitor may only ride one horse in the Series Finals Competition.

4. Competition
   4.1. Competitions in the Series must be organised under Article 238.2.2 (Table AM5), with the exception of the NZ Young Rider Championship at the Horse of the Year (Article 238.2.3 or Article 273).
   4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
   Obstacles and speed: (indoor speed may be reduced to 325mpm)
   Premier Show
   Max obstacles = 12 @ 1.30m - 1.40m, speed 375mpm.
   Grand Prix
   Max obstacles = 12 @ 1.25m - 1.35m, speed 350mpm.
   At the special Shows (Islands, Nationals, HOY and Series finals) the maximum height can be 1.45m, Speed 375mpm.
   4.3. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points:

The best 12 competition scores to count. Refer to Annex 11 3.1 for Points.

6. Prizes:
   The minimum prize money shall be $1,000 for Premier Show, $500 for Grand Prix Show.

New Zealand Tertiary Jumping Championship Summer Series Conditions

1. Name:
   1.1. The series will be named “The New Zealand Tertiary Jumping Championship” and will comprise of a New Zealand Tertiary Rider Championship competition and a New Zealand Tertiary Institute Championship competition to be run in tandem.

2. Qualification:
   2.1. Competitors will be eligible to take part in this Series when they are enrolled as a full or part-time student at any recognised New Zealand tertiary education institute, and they have been issued with a photographic student identity card from that same institute through until the start of the following academic year or the completion of the Series Final (whichever date last occurs).
   2.2. Competitors will be required to register for this Series by emailing a copy of their tertiary student ID (or a copy certified by a New Zealand solicitor or JP) to ESNZ Jumping, jumping@nzequestrian.org.nz, before obtaining any points in the Series. Registrations for the Tertiary Series must be sent to ESNZ Jumping before the 30th of November in the season competitors wish to compete in.

3. Participation:
   A competitor may ride more than one horse but only the score of the horse ridden first (i.e. nominated horse) will count towards tertiary points.

4. Competition:
   4.1. The Series will normally be run within an existing 1.20m class at nominated shows (the “host class”). Where it is run in a class of its own, competitions in the Series must be organised under Article 238.2.2 (Table AM5), in which case competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
   4.2. Special conditions may apply for Island, National Championships and HOY. These conditions must be approved by the ESNZ Jumping Board and printed in the show schedule.
   4.3. Obstacles:
   Where it is run as a class of its own:
   Maximum obstacles = 12 @ 1.20m.
   4.4. Where practicable, the Series will not be held on the same day as a Young Rider competition.
   4.5. The Series will normally run during the main tertiary summer vacation period (mid-November to end of February), although subject to ESNZ Jumping

Board approval, the Series competition may also occur outside this period as part of HOY, National championships, Island championships and for the Summer Series Final.

5. Points:
   5.1. New Zealand Tertiary Rider Championship competition: In all cases points will be at Grand Prix level for 1.20m classes. The best 6 competition points to count.
   5.2. New Zealand Tertiary Institute Championship competition: Each tertiary institute will win a point for each rider enrolled at that institute competing in the Series on the day plus any points earned by those same riders under 5.1.

Junior Rider Summer Series Conditions

1. Name:
   The Series will be named “The Junior Rider Series”.

2. Qualification:
   Competitors will be eligible to take part in this Series from the beginning of the season during which they reach the age of 12 until the end of the season during which they reach the age of 18, the season being from 1 August until 31 July.

3. Participation
   3.1. This is a rider Series to be competed on Horses.
   3.2. The competitor may ride more than one horse in each competition but must nominate the point scoring horse and ride it first.
   3.3. Competitors may not compete in the Young Rider Series at the same event on the same horse.
   ~~3.3.~~3.4. The competitor may only ride one horse in the Series Finals Competition.

4. Competition
   4.1. Competitions in the Series must be organised under Article 238.2.2 (Table AM5), with the exception of Horse of the Year which may run under Art 273.
   4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
   4.3. Obstacles: (indoor speed may be reduced to 325mpm)
   Premier Shows
   Max obstacles = 12 @ 1.20m - 1.30m, speed 350mpm.
   Grand Prix Shows
   Max obstacles = 12 @ 1.15m - 1.25m, speed 350mpm.
   4.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
5.1. The 12 best competition scores to count. Refer to Annex 11 3.1 for Points.
5.2. Equitation may be run at shows. Note: No bonus points will be awarded for the equitation component, but OCs may award ribbons 1st – 6th place for riders on their nominated horse only.
5.3. At the Series Final entry to this class may be limited by the organising committee
5.4. At the Series Final the draw order will be in reverse order of points

6. Prizes:

The competition must allocate a minimum of cash ($300) as per general conditions 4.2.

Amateur Rider ~~Series Summer~~Summer Series Conditions

1. Name:
   The Series will be named “The Amateur Rider Series”.

2. Qualification
   2.1. Horses:
   Competitors must ride horses that are registered with ESNZ in their name as owner or part owner or registered leasee.
   2.2. Competitors:
   Competitors may take part in this Series from the first day of the season during which they reach the age of 22, the season being from 1 August until 31 July.
   2.2.1. Competitors may not have placed and/or won prize money in any jumping class greater than 1.25m ~~or the Pro-Am Class~~ or 4* eventing competition, during the current or preceding season. Competitors may not have placed and/or won prize money in any Pro -Am Class during the current season. Excluding places in special classes. i.e. Two Fence Challenge, Six bar, Gamblers Stakes and five- and six-year-old horse competitions.

3. Participation:
   3.1 The competitor may rider more than one horse in the Amateur Series but must nominate the point scoring horse and ride it first.
   3.2 The competitor may only ride one horse in the Series Finals Competition.

4. Competition
   4.1. All competitions will be organised under Article 238.2.2 (Table AM5), with the exception of Horse of the Year which may run under Art 273.
   4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
   4.3. Obstacles: (indoor speed may be reduced to 325mpm)
   4.4. Max obstacles = 12 @ 1.10m - 1.20m, speed 350mpm
   4.5. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
   5.1. Points will be at Grand Prix level with the exception of 5.3 below.
   5.2. The 12 best competition scores to count. Refer to Annex 11 3.1 for Points.
   5.3. NZ Finals, the NZ National Championship, Island championships and HOY will carry Premier points.
   5.4. At the final of the series the draw order will be in reverse order of the points.

6. Prizes:
   The competition must allocate a minimum in cash or kind of $300.

Pro Am Summer Series Conditions

1. Name:
   The Series will be named “The Pro-Am Series” (a rider competition).

2. Qualification:
   2.1. Competitors must ride horses that are registered with ESNZ in their name as owner or part owner or registered leasee.
   2.2. Competitors may take part in this Series from the first day of the season during which they reach the age of 22, the season being from 1 August until 31 July; hence Competitors may not take part in the Young Rider Series at the same time.
   2.3. Competitors may not have placed and/or won prize money in classes higher than 1.35m in jumping during the current season.

3. Participation:
   3.1. The competitor may ride more than one horse in the Pro-Am Series but must nominate the point scoring horse and ride it first.
   3.2. Competitors may not compete in the Amateur Rider Series on the same horse at the same event.
   ~~3.2.~~3.3. The competitor may only ride one horse in the Series Finals Competition.

4. Competition
   4.1. All competitions will be organised under Article 238.2.2 (Table AM5), with the exception of Horse of the Year which may run under Art 273.
   4.2. Competitions shall be run in draw order and a subsequent jump-off (General Conditions 6.1 and 6.2).
   4.3. Obstacles: (indoor speed may be reduced to 325mpm)
   4.4. Grand Prix Shows - Max obstacles = 12 @ 1.20m - 1.30m, speed 350mpm.
   Premier Shows – Max obstacles = 12 @ 1.25m-1.35m speed 350mpm
   ~~4.4.~~4.5. The jump-off must include a vertical 5cm higher than the first round and an oxer 5cm wider and 5cm higher than the first round and the speed may increase.
   ~~4.5.~~4.6. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
   ~~Points will be at Grand Prix level with the exception of 5.3 below~~.
   5.1. The 12 best competition scores to count. Refer to Annex 11 3.1 for Points.
   ~~Series Finals, the NZ National Championship, Island Championships and HOY will carry Premier points~~.
   5.2. At the final of the series the draw order will be in reverse order of the points

6. Prizes
   6.1. The competition must allocate a minimum in cash or kind of $300.

Seven-Year-Old Breeding Summer Series Conditions

1. Name:
   The Series will be known as “The Seven-Year-Old Breeding Series”

2. Qualification
   2.1. To qualify for the Seven-Year-Old Breeding Series the horse must be seven years old based on a 1st August birth date. (See General Conditions 7.2).
   2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
   2.3. The ESNZ identification Papers (“IP”) must be completed, and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.
   2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse’s IP to the Ground Jury of the competition. If their IP does not include proof of age, Sire, Dam and Sire of Dam, the prize money will be withheld and forwarded to ESNZ’s National Office. This may be uplifted if proof of age and/or breeding is provided to ESNZ.
   2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.

3. Participation
   3.1. This Series is for horses.
   3.2. This series is a horse competition, the horse retains the points regardless of the rider.

4. Competition
   4.1. All Series Competitions will be conducted under Article 238.2.2 (Table AM5) with the exception of the Seven-Year-Old Breeding Championships at the National Young Horse Jumping Championships, which will be conducted under its own Special Regulation (Annex 8).
   4.2. Obstacles and Combinations: Two doubles or one double and one treble or three doubles.

   National Championships, Island Championships, National Young Horse Show, HOY and Summer Series Final:
   Max obstacles = 12 @ 1.35m, speed 375mpm ~~minimum~~ (indoor speed may be reduced to 325mpm).

   All other Shows:
   Max obstacles = 12 @ 1.30m, speed 350mpm minimum (indoor speed may be reduced to 325mpm).

4.3. A water jump or liverpool must be included in the course.
4.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
5.1. Points will be set at the Grand Prix level for all Competitions except the National Young Horse Jumping Championships, Summer Series Final Show, Island Championships, NZ National Championships, and HOY which shall be Premier Level.
5.2. The 10 best competition scores to count. Refer to Annex 11 3.1 for Points.

6. Prizes:
The minimum amount of prize money will be $450 (except for the competitions referred to in 5.1 above which must have a minimum of $900).

Six-Year-Old Breeding Summer Series Conditions

1. Name:
   The Series will be known as “The Six-Year-Old Breeding Series”

2. Qualification
   2.1. To qualify for the Six-Year-Old Breeding Series the horse must be six years old based on a 1st August birth date. (See General Conditions 7.2).
   2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
   2.3. The ESNZ identification Papers (“IP”) must be completed, and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.
   2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse’s IP to the Ground Jury of the competition. If their IP does not include proof of age, Sire, Dam and Sire of Dam, the prize money will be withheld and forwarded to ESNZ’s National Office. This may be uplifted when proof of age and/or breeding is provided to ESNZ.
   2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.

3. Participation
   3.1. This Series is for horses.
   3.2. This series is a horse competition, the horse retains the points regardless of the rider.

4. Competition
   4.1. This Series must be conducted under Article 238.1.1 (Table A1) with one jump-off, with the exception of the Summer Series Final Show, Island Championships, NZ National Championships and HOY, which may organise competitions conducted under Article 238.2.2 (Table AM5). The Six-Year-Old Breeding Championships at the National Young Horse Jumping Championships will be conducted under its own special regulations. See Annex 8.
   4.2. Obstacles: (indoor speed may be reduced to 325mpm)
   Before 1st January (Exception National Young Horse Jumping Championships, if applicable)
   Max obstacles = 12 @ 1.20m, speed 350mpm ~~minimum~~. 2 double combinations.

   From 1st January
   Max obstacles = 12 @ 1.25m, speed 350mpm minimum. 2 double combinations or 1 double and 1 treble combination.

4.3. The jump-off must be a call back jump-off.

4.4. A liverpool, where possible, must be included in the course.

4.5. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points

5.1. In competitions conducted under Article 238.1.1 (Table A1), points will be awarded for clear rounds as per the General Series Conditions (paragraph 3.~~5~~6).

5.2. The prize winners in the Six-Year-Old Breeding competitions conducted under Article 238.2.2 at the Summer Series Final Show, Island Championships, National Championships and HOY will be allocated Grand Prix Level points. In addition, all horses completing rounds without penalties in the first round and jump-off will be allocated points as per the General Conditions (paragraph 3.~~5~~6).

5.3. All prize winners at the NZ Young Horse Jumping Championships will be allocated Grand Prix Level points. Horses will, in addition, be allocated points for rounds without penalties completed ~~in~~ on the first two ~~phases~~ days and for the first round and jump-off ~~of~~ on the ~~third phase~~final day as per the General Conditions (paragraph 3.~~5~~6). Also ~~Refer~~ refer to Annex 8 – National Young Horse Championships. Article 48.2.

5.4. The 7 best competition results will count for each horse.

6. Prizes

6.1. In competitions conducted under Article 238.1.1 (Table A1) the total prize pool will be divided equally among those on the lowest number of penalties. The prize pool must be a minimum of $250.

6.2. The Six-Year-Old Breeding Series competitions at the Summer Series Final Show, the National Championships, Island Championships, HOY and the National Young Horse Jumping Championships must offer a minimum total prize pool of $700 and be allocated as per the General Conditions.

Five-Year-Old Breeding Summer Series Conditions

1. Name:
   The Series will be known as “The Five-Year-Old Breeding Series”

2. Qualification
   2.1. To qualify for the Five-Year-Old Breeding Series the horse must be five years old based on a 1st August birth date. (See General Conditions 7.2).
   2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
   2.3. The ESNZ identification Papers (“IP”) must be completed, and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.
   2.4. Competitors winning prizes must upon the request of the Ground Jury present their horse’s IP to the Ground Jury of the competition. If their IP does not include proof of age, Sire, Dam and Sire of Dam ESNZ the prize money will be withheld and forwarded to ESNZ’s National Office. This may be uplifted when proof of age and/or breeding is provided to ESNZ.
   2.5. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per paragraphs 2.1 to 2.3 above.

3. Participation
   3.1. This Series is for horses.
   3.2. This series is a horse competition, the horse retains the points regardless of the rider.

4. Competition
   4.1. This series must be conducted under Article 238.1.1(Table A1) with one jump-off with the exception of the Summer Series Final Show, Island Championships, NZ National Championships and HOY, which may organise a competition conducted under Article 238.2.2 (Table AM5), and the National Young Horse Jumping Championship competition which will be conducted under its own special regulations. See Annex 8.
   4.2. Obstacles: (indoor speed 300mpm)
   Before 1st January (Exception National Young Horse Jumping Championship, if applicable)
   Max obstacles = 10 @ 1.10m, speed ~~300~~325mpm ~~minimum~~. 1 double combination.

   From 1st January
   Max obstacles = 11 @ 1.15m, speed ~~300mpm~~ 325mpm minimum. 1 or two double combinations.

4.3. The jump-off must be a call back jump-off.
4.4. Prior to Jan 1, a “liverpool” that preferably holds water is to be included as an optional jump to be jumped after the first or second round of the course (maximum of three attempts only). After Jan 1, where possible, the liverpool with a small vertical must be included within the course.
4.5. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2.

5. Points
5.1. In competitions conducted under Article 238.1.1 (Table A1), points will be awarded for clear rounds as per the General Series Conditions (paragraph 3.6).
5.2. The prize winners in the Five-Year-Old Breeding competitions organised under Article 238.2.2 (Table AM5) at the Series Final show, Island Championships, National Championships and HOY will be allocated Grand Prix Level points. In addition, all horses completing rounds without penalties in the first round and jump-off will be allocated points as per the General Conditions (paragraph 3.6).
5.3. All prize winners at the National Young Horse Jumping Championships will be allocated Grand Prix Level points. Horses will, in addition, be allocated points for rounds without penalties completed ~~in~~ on the first two ~~phases~~ days and for the first round and jump-off ~~of~~ on the ~~third phase~~final day as per the General Conditions (paragraph 3.6). Refer to Annex ~~9~~8 – National Young Horse Championships, Article ~~47~~48.2.
5.4. The 7 best competition results will count for each horse.

6. Prizes
6.1. In competitions conducted under Article 238.1.1 (Table A1) the total prize pool will be divided equally among those on the lowest number of penalties. The prize pool must be a minimum of $150.
6.2. The Five-Year-Old Breeding Series at the Summer Series Final Show, the National Young Horse Jumping Championships, Island Championships, HOY and the National Championships must offer a minimum prize pool of $500 and be allocated as per the General Conditions.

8-Year-Old Summer Series

1. Name
   The Series will be known as “The Eight-Year-Old Breeding Series”

2. Qualification
   2.1. To qualify for the Eight-Year-Old Breeding Series the horse must be eight years old based on a 1st August birth date (see General Conditions 7.2).
   2.2. The person responsible for a horse taking part in the Series must be able to produce proof of age from the breeder or a veterinarian. In case of discrepancy, the breeder’s information will be definitive.
   2.3. The ESNZ identification Papers (‘IP’) must be completed, and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.
   2.4. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 and 2.3 above.

3. Participation
   3.1. This Series is for eight-year-old horses.
   3.2. This series is a horse competition, the horse retains the points regardless of the rider.

4. Points
   4.1. The eight-year-old horses may accumulate points in the Premier League and the Grand Prix Series.
   4.2. Any placings in the Premier League by an eight-year-old from first to sixth will be allocated Premier points as per the General Conditions 3.
   4.3. The eight-year-old horse will be the horse with the highest number of points in the best 12 competition scores from the Premier League and the Grand Prix Series. Refer to Annex 11 3.1 for Points.
   4.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2

5. Prizes
   5.1. The winner of the series will be awarded the Zedco Cup.
   5.2. In the event of two or more horses accumulating equal points, they will be joint winners.
   5.3. Other prizes will be awarded at the discretion of the ESNZ Jumping Board.

Top Ranking Mare Summer Series Competition

1. Name
   The competition will be known as “Top Ranking Mare Competition”

2. Qualification
   2.1. To Qualify for “Top Ranking Mare Competition” a horse must be a mare.
   2.2. The ESNZ identification Papers (‘IP’) must be completed and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.
   2.3. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 above.

3. Participation
   3.1. Mares accumulate points throughout the season irrespective of riders
   3.2. Mares accumulate points in Premier League and Grand Prix Series by finishing in the top 6 positions where they gain respective Series points.

4. Competition
   4.1. The competition is for mares with the highest placing’s in the Premier League Series and the Grand Prix Series.
   4.2. The Top Ranking Mare will be the horse with the highest number of points in the best 12 competition scores from the Premier League and the Grand Prix Series.
   4.3. If two or more mares are placed equally Series, the winner will be determined as the best placed mare from the Series held at the National Championships.
   4.4. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2

5. Prizes
   5.1. Prizes will be awarded at the discretion of the ESNZ Jumping board.

Leading NZ Jumping Stallion Summer Series

1. Name

   This competition will be known as “Leading NZ Jumping Stallion”

2. Qualification

   2.1. To qualify for the Leading NZ Jumping Stallion the horse must be a Stallion.

   2.2. The ESNZ Papers (‘IP’) must be completed, and the breeding must be completed with Sire, Dam and Sire of Dam as a minimum.

   2.3. No points will be given to any horse where the person responsible does not provide proof of age and/or breeding records as per 2.2 above.

3. Participation

   3.1. This series is for Stallions.

   3.2. Stallions accumulate points throughout the season irrespective of riders.

   3.3. Stallions accumulate points in Premier League and Grand Prix Series by finishing in the top 6 positions where they gain Premier Points.

4. Competition

   4.1. The Leading NZ Jumping Stallion may accumulate points in the Premier League and the Grand Prix Series.

   4.2. The Leading NZ Jumping Stallion will be the horse with the highest number of points in the best 12 competition scores from the Premier League and the Grand Prix Series. If two or more stallions are placed equally in the Series, the winner will be determined as the best placed stallion from the Series held at the National Championships.

   4.3. This Summer Series cannot commence before 1st August and must conclude at the Summer Series Final Show as per Jumping Series General Conditions 2.2

Annex 12 - Upgrading and Qualification of Officials
Judges, Stewards and Course Designers

Purpose
This Annex is designed as a guide to enable Judges, Course Designers, and Stewards to progress through the various grades of achievement to a level where they feel comfortable. At no stage does the ESNZ Jumping Board guarantee advancement just by the completion of academic records. At various stages practical and written tests need to be achieved since the aim is competence in all aspects of judging, stewarding and/or course designing at jumping competitions. The succession pathway for Judges, Course Designers and Stewards is as follows:

National Level 1

National Level 2

National Level 3

FEI Level 1

FEI Level 2

FEI Level 3

FEI Level 4

Equestrian Sport New Zealand (ESNZ) will maintain a list of all qualified judges, stewards and course designers and will regularly update the list as the Jumping Board approves changes. All current listed Officials can be found on the website nzequestrian.org.nz

When an applicant feels they have enough experience to upgrade they should consult their Area committee and/or senior fellow officials for support and forward their CV to the ESNZ Jumping Administrator to refer to the Jumping Technical Committee for consideration. With the approval of the Technical Committee the application will be passed to the ESNZ Jumping Board for approval once all upgrading criteria has been met.

Things to consider when you are wanting to become an official and officials wishing to upgrade:

1. Be a current ESNZ member
2. Be at least 18 years of age
3. Be well presented
4. Have good organisational skills
5. Be personable and approachable to other officials, participants, and volunteers
6. Be able to delegate tasks

7. Cope under pressure
8. Be able to deal with conflict in a quiet and calm manner
9. Be a team player and enthusiastic to learn
10. Have a desire to further your knowledge in the sport
11. Have an understanding of the ESNZ Jumping Rules and General Regulations, and knowing where to find them

Dress Code

ESNZ Jumping officials should operate in tidy dress. This means officials should dress in a neat manner appropriate for the work they are doing, close toed shoes are essential for safety purposes.

The overall consideration is that officials always look tidy and professional and that they are dress appropriately for the occasion.

National Level 1 Judges

All new judges must:

1. Be current members of ESNZ.
2. Have a basic knowledge of the ESNZ General Regulations.
3. Have a basic knowledge of the ESNZ Jumping Sport rules.
4. Have read and have an understanding of the following articles in the ESNZ General Regulations:
   - 4.1. Stewards ESNZ GRs Article 134.
   - 4.2. Judges ESNZ GRs Article 135.
   - 4.3. All Officials ESNZ GRs Article 136.
   - 4.4. ESNZ GRs Chapter Two Article 105, Sanctioned Events.
   - 4.5. ESNZ GRs Article 150 – Health and Safety at Events.
   - 4.6. ESNZ GRs Article 151 – Protective Headgear.
   - 4.7. Learn and understand basic Article numbers of common events run under. Table A and Table C (Art 238 & 239 of the ESNZ Jumping Rules).
5. Have been a writer for a Ground Jury on at least three occasions at ESNZ sanctioned events.
6. Send in a CV outlining, personal details, ESNZ Area membership number, equestrian background, and experience of the above activities. A template document can be found on the Jumping page of the ESNZ website.
7. Obtain a written recommendation from your ESNZ Area Group. Send your CV plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

Promotion of National Level 1 to National Level 2 Judge.

Requirements

1. Act as a National Level 1 Judge for a minimum of two years.
2. Be proficient at setting up and using electronic timers.
3. Have been a regular member of a Ground Jury at ESNZ sanctioned events within and outside your area. Have experience of Table A, Table C competitions and competitions such as, but not limited to: Art 269 – Accumulator, Art 270 – Top Score & Gamblers Stakes, Art 262 – Power and Skill & Six Bar.
4. Understand the Blue Card (serious injury and concussion) process.
5. Have a basic understanding of ESNZ General Regulations, Chapter Nine; Legal System Article 137.
6. Have a good understanding of ESNZ General Regulations, Chapter ten: Risk Management, Health and Safety.
7. Act as an assistant course designer to a minimum National Level 2 Course Designer on at least two occasions at ESNZ sanctioned events. (*See Explanations – Item 7*).
8. Act as an assistant to the chief steward on at least two occasional at ESNZ sanctioned events and work towards becoming a listed National Level 1 Steward. (*See Explanations – Item 8*).
9. Be recommended by 2x minimum National Level 2 judges.
10. Attend an official Technical Official seminar in the last 3 years. (*See Explanations – Item 10*).
11. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.
12. Obtain a written recommendation from your Area.
13. Pass an open book upgrade test for National Level 2 judges at a yearly ESNZ Jumping Technical Officials seminar. Upgrade tests may be held at other time during the year when necessary.
14. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

Explanations

Item 7: Assisting a course designer is not just a matter of picking up poles but a genuine attempt to understand related obstacles, direction changes, stride distances and the various types of obstacles used at all levels of competition.

Item 8: Assisting the Chief Steward involves spending a day with a Chief Steward gaining knowledge regarding but not limited to: medical and veterinary cover; practice arenas; safety cups; Welfare of the Horse; permitted and non-permitted saddlery; boot and bandage control.

Item 10: Where possible, it is intended that ESNZ Jumping will run yearly seminars in each Island for all Levels of Judges.

Promotion of National Level 2 to National Level 3 Judge

All Judges wishing to be promoted to National Level 3 should have the following attributes:

1. Be well presented.
2. Have good organisational skills.
3. Have good communication skills
4. Be personable and approachable to other officials, participants, and volunteers.
5. Be able to cope under pressure.
6. Be able to deal with conflict in a quiet and calm manner.
7. Have a thorough understanding of ESNZ GRs and ESNZ Jumping sport rules and where to find them.
8. Be able to delegate tasks in the judges' box.

Requirements:

1. Have been an assistant course designer to a minimum National Level 3 Course Designer on at least two occasions at ESNZ Jumping sanctioned events. (*See Explanations Item 1*).

2. Worked as a steward on at least two occasions at ESNZ sanctioned events. Be a listed National Level 1 Steward and preferably be, or be working towards becoming a listed National Level 2 Steward. (*See Explanations Item 2*).

3. Have been a regular member of a Ground Jury at ESNZ Jumping sanctioned events including FEI events and be capable of fulfilling the role of President of the Ground Jury.

4. Pass an open book upgrade test for National Level 2 Judges at a yearly ESNZ Jumping Technical Officials Seminar. Upgrade tests may be held at other times during the year when necessary.

5. Understand the Ground Jury flow chart- ESNZ GRs Article 144: Judicial Process – VRs and Anti-Doping.

6. Have a thorough knowledge of the legal system in the ESNZ General Regulations, Chapter 9.

7. Read and understand the ESNZ GRs Annex G: Veterinary Standards.

8. Be a mentor for junior officials, enabling them to progress towards promotion.

9. Attend at least 2x official Technical Official Seminars in the last three years.

10. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.

11. Be recommended by 2x minimum National Level 3 judges.

12. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

Explanations

Item 1: Assisting a course designer is not just a matter of picking up poles but a genuine attempt to understand but not limited to: related obstacles; direction changes; stride distances and the various types of obstacles.

Item 2: Preferably to have been added to the ESNZ Jumping National Stewards list or working towards Level 2 Steward. Refer to the Stewarding section in this annex.

The next step

- Our intention is that our valued judges, once reaching a level they are comfortable with, can either stay at that level or move on to a higher level providing they have completed all the relevant criteria.
- FEI Level 1 is the next step.
- ESNZ Jumping run limited FEI competitions in a single season making FEI Judges positions difficult to attain due to all FEI Technical Officials having to fulfil certain criteria in a set time frame.
- All FEI Level 1 officials should be approved by the ESNZ Jumping Technical Committee who will then forward an application on to the ESNZ Jumping Board.
- Details of the FEI Education system plus more information relating to FEI courses being held worldwide can be found on the FEI website – https://inside.fei.org/fei/your-role/officials/jumping
- FEI online education is also available to all at the FEI Campus - https://campus.fei.org/login/index.php

National Level 1 Course Designers

Requirements to become a National Level 1 Course Designer

1. Be a current member of ESNZ.
2. To have been a competitor or a regular assistant to a minimum National Level 2 Course Designer.
3. To have attended at least one yearly seminar for National Level Course Designers.
4. To be recommended by your Area Committee or a minimum National Level 2 Course Designer to the Technical Committee as a suitable candidate.
5. Send in a CV outlining personal details, ESNZ Area and membership number, equestrian background, and experience of the above activities. An example document can be found on the Jumping page of the ESNZ website.
6. Obtain a written recommendation from your ESNZ Area Group. Send your CV plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

~~6.~~7. If a rider has ridden at Horse Grand Prix level, they may be nominated as a National Level 1 Course Designer, with the support of their local area committee.

National Level 1 Course Designers should gain as much experience as possible as designers in their own right and as assistants to National Level 1, 2, & 3 Course Designers and/or FEI listed Course Designers at events sanctioned by ESNZ Jumping.

Once approved National Level 1 Course Designers may design at non-series competitions.

Promotion of National Level 1 to National Level 2 Course Designer

Requirements:

1. Have acted as a National Level 1 Course Designer for at least 2 years.
2. Have acted regularly at ESNZ Jumping sanctioned events within and outside your area.
3. Attended at least one seminar for National level Course Designers in the last two years.
4. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.
5. To be recommended by your area and 2 x National Course Designers or higher that you have worked with and completed all of the above.
6. Pass a written open book test at an annual seminar for National Level Course Designers.
7. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration

Once approved National Level 2 Course Designers may design courses up to Grand Prix Series competitions.

Promotion of National Level 2 to National Level 3 Course Designer

1. Promotion will be based on the candidate's extensive experience and demonstrated proficiency as a Course Designer at high level competitions at Grand Prix events sanctioned by ESNZ Jumping.

2. Preferably have been a competitor.

3. Must in the last two years have attended at least one seminar for National Level Course Designers.

4. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.

5. Have been a regular Course Designer at ESNZ Jumping sanctioned events.

~~5.~~6. Assist at two separate shows with any Senior Course Designer (FEI Level 3) for a show in its entirety, and be signed off by the Course Designer. The assisting must include the organising of the ring and classes.

~~6.~~7. ~~Pass a written open book test at an annual seminar for National Course Designers.~~Complete the online FEI Level 1 ~~Introduction to~~Jumping Course Designer~~ing~~ course.

~~7.~~8. To be recommended by your Area and 2x National Level 3 Course Designers or higher that you have worked with and completed all of the above.

~~8.~~9. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

The next step:

- On reaching a level that a course designer is happy and comfortable with, he/she can either remain at that level or attempt to move on to a higher level provided that all relevant criteria have been met.
- FEI Level 1 Course Designer would be the next step after gaining two to three years of knowledge and experience at National Level 3 Course Designer. All FEI Level 1 Officials must be approved by the ESNZ Jumping Technical Committee.
- ESNZ Jumping run a limited number of FEI competitions in a single season thus making FEI Course Designer positions difficult to attain. To remain listed, all FEI Technical Officials have to fulfil certain criteria within a set time frame.
- The FEI education system plus more information relating to FEI Courses being held worldwide can be found on the FEI website - https://inside.fei.org/fei/your-role/officials/jumping

National Level 1 Steward

All stewards must:

1. Have a basic understanding of the ESNZ Jumping Sport rules.
2. Have a basic knowledge of the ESNZ General Regulations.
3. Have a desire to further knowledge through the Stewards Education pathway.
4. Send in a CV outlining personal details, ESNZ Area, membership number, equestrian background, and experience. A template document can be found on the Jumping page of the ESNZ website.
5. Send your CV and supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the Jumping Steward General for consideration.

   Note: National Level 1 is the chance for you to understand the role of a Steward at ESNZ sanctioned events. You will, with supervision work as a shadow Steward under a minimum National Level 3 Steward.

   Once you have gained experienced you can decide if this is a role you want to pursue.

Promotion of National Level 1 to National Level 2 Steward

Requirements:

1. Shadow Steward a minimum of three ESNZ sanctioned events with either the Jumping Steward General or minimum National Level 3. Steward and have the sessions verified and signed off.

2. Understand the Blue Card (serious injury and concussion) process.

3. Have a basic understanding of ESNZ General Regulations., ~~Chapter Nine; Legal System Article 137.~~

4. Have a basic understanding of ESNZ ~~General Regulations~~Jumping Rules., ~~Chapter Ten; Risk Management, Health and Safety.~~

~~5. Have read and understand the following articles in the ESNZ General Regulations:~~

~~5.1. Stewards ESNZ GRs Article 134~~

~~5.2. All officials ESNZ GRs Article 136~~

~~5.3. ESNZ GRs Chapter Two Article 105, Sanctioned Events~~

~~5.4. ESNZ GRs Article 150 – Health and Safety~~

~~5.5. ESNZ GRs Article 151 – Protective Headgear~~

~~6. Have a good understanding of the Jumping Rules, specifically the following:~~

~~6.1. Arena Schooling Art 201~~

~~6.2. Abuse of Horses Art 243~~

~~6.3. Boot and Bandage Control Art 259~~

~~6.4. Protective Headgear Art 256~~

~~6.5. Saddlery Art 257~~

~~6.6. Welfare of the Horse Annex 1~~

~~6.7. Horse Inspections Annex 7~~

~~7.~~5. Have attended at least one ESNZ seminar for ESNZ officials in the last three years.

~~8.~~6. Have the recommendation of either the Jumping Steward General, or minimum National Level 3 Steward for promotion to Level 2.

~~9.~~7. Understand the role of the Chief Steward, Assistant, President of the Ground Jury, and Technical Delegate.

~~10.~~8. Have a desire to further knowledge through the Stewards Education pathway.

~~11.~~9. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.

~~12.~~10. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

Role of a National Level 2 Steward;

- As a Level 2 Steward you are able to act as assistant Steward at all ESNZ sanctioned events with the exception FEI competitions.
- Have a good understanding of following ESNZ Jumping rules;
  - Arena schooling Art 201
  - Abuse of Horse Art 243
  - Boot and Bandage Control Art 259
  - Protective Headgear Art 256
  - Saddlery Art 257
  - Welfare of the Horse Annex 1
  - Horse Inspections Annex 7

- Have a basic understanding of ESNZ General Regulations and Veterinary regulations.

  - Stallions at Events Art 133
  - Protests Art 143
  - Health & safety at Events
  - Health and Safety at Events Art 150
  - Anti-Doping Policy Art 152 & Annex G
  - Be familiar with FEI Stewards Manual and Annexes.
  - Stewards Protocol for handling blood on horse. FEI Annex XVI
  - Understand the role and job descriptions of all Officials.
  - Be able to deal with conflict in a quiet confident manner.
  - Be a team player and have good communication skills.
  - Be approachable to other officials, participants, and volunteers.

Note: National Level 2 Stewards are able to act as the Chief Steward at low level events that do not include ESNZ Jumping Series classes.
May work unaided at all ESNZ sanctioned events (exception, FEI competitions)

Promotion of National Level 2 to National Level 3 Steward

Requirements:

1. Must have been a National Level 2 Steward at a minimum of 6 ESNZ sanctioned events, two at Premier level.
2. Must have assisted in all areas of stewarding and shown on your CV.
3. Have a good understanding of ESNZ General and Veterinary Regulations.
4. Have a good understanding of FEI Stewards Manual and all annexes.
5. Have a thorough knowledge of the legal system in the ESNZ General Regulations, Chapter 9.
6. Understand the ESNZ GRs Article 144: Judicial process – VRs and Anti-Doping.
7. Keep a current logbook that records all experience and knowledge gained and is signed off by the relevant officials. A template document can be found on the Jumping page of the ESNZ website.
8. Have a positive performance-based assessment on horse welfare, teamwork, conduct and communication, from either the Steward General or minimum National Level 3 Steward for promotion. (The aim is to allow progress by competence rather than just the number of events).
9. Pass an open book upgrade test for National Level 3 Stewards at an ESNZ Jumping technical officials' seminar and obtain sufficient marks to pass. Upgrade tests may be held at other times during the season if necessary.
10. Obtain a written recommendation from your ESNZ Area Group. Send your logbook plus all supporting documents to the ESNZ Jumping Administrator. The ESNZ Jumping Administrator will refer your application to the ESNZ Jumping Technical Committee and ESNZ Jumping Board for consideration.

Role of a National Level 3 Steward:

- As a National Level 3 Steward you are able to act as Chief Steward for all ESNZ sanctioned events excluding FEI competitions.
- Have good understanding of ESNZ Jumping rules and Annex 13 - Stewarding.
- Have a good understanding of ESNZ General and Veterinary Regulations.
- Have a good understanding of FEI Stewards Manual and annexes.
- Have a good knowledge and be confident in all areas of Stewarding.
- Understand the Blue card serious injury and concussion process, know how and when to issue.

- Have a good knowledge of horsemanship and horse management.
- To have a good knowledge of saddlery, other equipment, and its correct use.
- To have good knowledge of equine and equestrian terminology.
- To be independently objective.
- Have good communication and people skills.
- Be able to assess situations and make prompt appropriate decisions.
- Able to maintain order and know what to look for in the practise arena.
- Able to write a Chief Stewards report, this can be downloaded from ESNZ website.
- Able to manage a team and delegate various roles.
- Able to deal with conflict in a calm confident manner and collect relevant evidence.

Note: Be aware that some of the FEI rules may differ from ESNZ Jumping rules so always check both.

The next step

It is our intention that once our valued Stewards reach a level, they are comfortable with, they can choose to either stay at that level or move onto a higher level, providing they have completed all relevant criteria.

- FEI Level 1 is the next step after gaining National Level 3.
- You must be a minimum of 21 years old.
- Done a minimum of 6 shows with at least two as Chief Steward at Premier events.
- Have a positive based performance recommendation on overall competency by either the Jumping Steward General or Senior Steward.
- ESNZ Jumping run limited FEI competitions. To remain listed, all FEI Technical Officials have to fulfil a certain criteria in a set time frame.
- All FEI Level 1 officials should be approved by the ESNZ Jumping Technical committee who will then forward an application onto the ESNZ Jumping Board.
- The FEI education system plus more information relating to FEI courses being held worldwide can be found on the FEI website - https://inside.fei.org/fei/your-role/officials/jumping
- FEI online education is also available to all at FEI Campus- https://campus.fei.org/login/index.php

There are four levels of FEI Stewards, FEI Level 1, 2, 3, and 4. Please refer to the FEI Website for more details.

Example of Documentation

Example documentation of logbook for current listed officials.

Logbooks can be found on the Jumping page of the ESNZ website.

Example documentation for new ESNZ Jumping Technical Officials. Can be found on the Jumping page of the ESNZ website.

Requirements for new ESNZ Jumping Officials

Application to become a National ESNZ Jumping Technical Official

JUMPING

Name _____

Address _____

Email address _____

Phone number _____

ESNZ Area _____

Membership number _____

Tick box: Judge □ Course Designer □ Steward □

Equestrian background if any e.g. Show organising committee member, rider, breeder, trainer, coach, etc.

Experience e.g. writer for ground jury, shadow judging, all experience relating to course designing, all experience relating to stewarding

JUMPING

ESNZ Jumping Judges Log Book

Details

Name	ESNZ Area	Current award level eg: National Level 1, 2 or 3	Start Date of current Award

Events Log

Event name	Date	Competitions Judged including Series Classes, use of ferndex timers. Course Design and stewarding experience.	Signature of relent signoff Official

JUMPING

ESNZ Jumping Course Designers

Details

Name	ESNZ Area	Current award level eg: National Level 1, 2 or 3	Start Date of current Award

Events Log

Event name	Date	Competitions designed including; Series competitions, age group, special events. Assisting designated CD etc.	Signature of signoff official

JUMPING

ESNZ Jumping Stewards Log Book

Details

Name	ESNZ Area	Current award level eg: National Level 1, 2 or 3	Start Date of current Award

Events Log

Event name	Date	Stewarding appointments and experience including: Boot & bandage, warm up areas etc	Signature of signoff Steward

Annex 13 - Job Specifications

President of the Ground Jury

1. Overall Role
   To have a thorough understanding of both the ESNZ Jumping rules and of the ESNZ General Regulations. Help the Organising Committee and to be able to assist in maintaining appropriate standards. The person in the role must have the relevant experience to be able to assist both the Course Designer and the Organising Committee. Ideally the person in this role would be in contact with the Organising Committee well before the event. This may involve a visit to the event site and **should** where possible check the schedule and its conditions prior to it be advertised. Should a Technical Delegate not be appointed the President of the Ground Jury will cover this role.

2. Temperament
   One of the most important qualities that any person in this role should demonstrate is the ability to communicate well and deal with sensitive situations in an appropriate manner. Mentoring of junior officials to enable them to progress to promotion is essential.

3. Functions
   The following key aspects for the role of President of the Ground Jury are:

   - If possible, review the schedule **prior** to it being advertised.
   - Have officials' information should you need to contact them.
   - Hold a briefing each morning with judges if you feel it is essential and there are any competitions or conditions judges need to pay specific attention to.
   - If necessary, have a debriefing at end of each day, especially if problems have occurred.
   - Check Stewards - timetables, and confirm availability.
   - Medical – events must not start until appropriate medical cover is in place.
   - Timetable – check provisional timetable, number of competitors per day per ring.
   - Health and Safety – consult with Chief Steward regarding availability of medical personnel, access to areas, liaise and advise regarding health and safety to public, competitors and horses.
   - Veterinary – availability and contact number for veterinarian, ensure screens are available in case of euthanasia.
   - Exercising – check all practice arenas, practice obstacles with Chief Steward

- Media– Ensure all photographers have been approved by the organising committee and have high visibility attire at all times when in the competition arena.
- Check communications - public address system, communications for Ground Jury, course designer, call steward.
- Jumping Arena - arena fence, arena surface, jump material, ring crew, timing systems, stop watches, spare jump material, emergency services.
- Check that results going to National Office are correct.
- Schedule and Programme - check for ambiguities in particular series conditions and article numbers, ensure any changes are announced and relayed to all competitors over the PA system.
- Welfare of horses is paramount at all times and safety of competitors and public at all times.
- Where applicable check horse ID papers.
- At shows where a Technical Delegate has been appointed the two will agree on which of the above areas each will cover.

4. President of the Ground Jury should – complete a report and forward to the ESNZ Jumping Board within 10 days of the event for the following event; Premier events, Island and National Championships, Horse of the Year, Young Horse Jumping Championships, and Series Final.

   Report can be found on the ESNZ website under Jumping/Officials/resources.

   President of the Ground Jury must be appointed for all Premier events including:

   NZ National Championships
   North and South Island Championships
   National Young Horse Show
   Series Final Show
   Horse of the Year

   The President of the Ground Jury will be appointed by the ESNZ Jumping Board for the six Premier events listed above in consultation with the organising committee. All other shows should always appoint a President of the Ground Jury.

Technical Delegate

1. This position is required for all Premier events including:
   NZ National Championships
   North and South Island Championships

National Young Horse show
Series Final show
Horse of the Year

The Technical Delegate will be appointed by the ESNZ Jumping Board for the six Premier events listed above in consultation with the organising committee.

2. The Technical Delegate's role;

- Help the Organisers run a successful event.
- To approve any technical and administrative arrangements.
- To see that the event is run according to the ESNZ Jumping rules and ESNZ General Regulations.
- To ensure competitors comply with the rules.
- To approve the courses and arenas and see that they are suitable for the standard of competition taking place.
- Check footing in all competition and practice arenas.
- To assist the briefing and conduct of all technical officials.
- To advise the Ground Jury and competitors where necessary and consult with the President of the Ground Jury.

3. The Technical Delegate is responsible for;

- Ground conditions in arenas and practice areas.
- Safety and suitability of equipment used, including safety cups.
- All aspects regarding welfare of the horse, riders & public.
- Construction of courses in relation to Series Conditions.
- All aspects of discontent between riders and Judges/Course Designers. Be in regular communication with Appeal Committee and Ground/ Jury if needed.
- Be available for competitors to consult.
- Should advise on all technical matters relating to courses, arena, gear, and material used.

Appeal Committee

1. President of the Appeal Committee can be chosen from:
   - Retired FEI Judges or Course Designers
   - Persons on ESNZ Jumping list of TDs
   - Jumping-Judges

- Persons on ESNZ Jumping list of Course Designers
- Members of the ESNZ Jumping Board.
- Persons with judicial or legal experience.

2. Persons not eligible to be President of the Appeal Committee:
   - Members of the Ground Jury officiating at the event
   - Technical Delegate officiating at the event
   - Veterinarian officiating at the event
   - Course Designer officiating at the event
   - Team officials or instructors/coaches of competitors in the Event
   - Competitors or owners of horses in the Event
   - Any person with a conflict of interest

   Duties are as per GR Article 137

Chief Steward and Stewards

General
The Stewards Motto.
Help, Prevent, Intervene.
Stewards are Officials who are approved by ESNZ Jumping Board.
Stewarding is the supervision at events to ensure the welfare of the horse is respected and that a level playing field is provided for all participants in line with ESNZ rules and regulations.
A Steward's role is not that of a Policeman.
A Steward should educate and enable all athletes and horses to perform to the best of their ability. They should intervene in a timely manner to prevent any abuse of the horse by riders, grooms, owners, or any other person.

Functions
Including but not limited to:

1. Practise Arena: (Art 201.)
This is a very busy area with a lot going on, so control is often needed.
At the same time, bear in mind "rider tension"before a class.
Be patient, polite, firm and call the Chief Steward if needed.
- Should be adequately Stewarded when in use.
- Check equipment: 1 vertical and 1 Oxer is the minimum, well maintained breakaway cups, poles and stands should be of good standard, spare poles available for breakages, ground lines and 1.30m or higher classes.
- Monitor behaviour of riders, no rider hogging a fence, safety, manners and only riders in current class to be using arena.
- Check for signs of abuse on horse, fitting of tack, boots, blood or spur marks.

- Ground conditions: have rake if sand, can allow to move fences if needed.
- Tape fence heights, 1.30m is essential for higher classes, flag jumps.
- Know protocol around rider and horse falls.
- Remove cups at end of day. Inform OC where they have been put.

Riders must not attempt a fence if someone is adjusting it.
It is very dangerous to step in front of a horse approaching a fence.
Care must be taken by all, if adjusting a fence.

2. Stabling.

It is the job of the Stable Manager to assign suitable stables for the number booked, they must have the stable list with person responsible contacts and map.
Have a suitable testing box available.
Ensure there are adequate Stallion boxes with signage.

- Ensure you have the Stable Managers contact details and they yours.
- Have a copy of stable list, with full details.
- Carry out patrols and check all horses have food, water, and bedding and address any issues.
- Ensure Stallion boxes are suitable and clearly marked.
- Truck and Float parking should be checked for illegal pens.
- Check adequate number of wash bays and ensure all are working.

3. Contacts.

Introduce yourself at the office on arrival and ensure you have all necessary contact details and they have yours.
Have an updated timetable of classes and any changes noted.
Try to have a start list with the running order, especially for classes needing hind boot checks.

- Health & Safety policy –have their contact and they yours.
- Know where the horse screen is located.
- Know the protocol for serious injury of horse, removal, treatment, and transport.
- Medical –names, contacts, arrival/departure times, where stationed, explain layout of rings, explain Blue Card system an ESNZ Official only can issue.
- President of Ground Jury –exchange contacts.
- Vet and Farrier –on site/on call, full contact details.
- Technical Delegate –make contact with over any issues
- Have adequate Blue Card and incident forms on hand.
- Show's must not start until medical cover is on site.

4. Hind Boots and Boot and Bandage control. (Art 244 & 257 2.6)

- Check all young horse classes for correct hind boots and fit.
- Check all other classes for correct hind boots and fit.
- Set up Boot and Bandage Control with all equipment needed in consultation with the President of the Ground Jury and/or Technical Delegate.
- A Veterinarian should be notified that Boot and Bandage control is taking place, it is recommended but is not required to be present. This should be done in consultation with the President of the Ground Jury and/or Technical Delegate.

5. Horse Inspections and Trot ups. (Annex 7)

- Liaise with President of the Ground Jury as to time and place.
- Set up trot up area as per annex 7.
- Assist with the running and flow of horses with special attention to Stallions.
- Delegate a Steward to accompany and stay with any horse sent to holding box.
- Checking each passport or ID is valid and on correct page when handed to vet.

6. Abuse of horse. (Art 243 and Art 132 GR)

- This applies anywhere on the grounds.
- Always watch for excessive use of whip, spurs, hands, bit, over schooling.
- Looks for signs of blood in mouth, flanks.
- Can check under body bandage for spur marks before and after jumping if concerned.
- Check for ill-fitting saddlery, tightness of nosebands and all boots on horse.
- Check for illegal spurs.
- Know the protocol for blood on horses and how to deal with it.

NB Veterinary Officials represent ESNZ or FEI, not the organising committee; they are the expert opinion on horse fitness and welfare.

7. Blue Cards. (Art 150 GR)

These are given out for concussion and serious injury. If the fall occurs in the competition arena the Judges should be dealing with this but may well, ask you to escort the rider to the medic. If a fall occurs in the practice arena the rider cannot compete until they have been checked by medics.

- Know the protocol around issuing Blue Cards and ensure forms are correct.
- Have the back up from the medic when issuing these.

- Understand the protocol around rider falls.
- Know how to log these onto the database.

8. Be Pro-Active.
Including but not limited to;

- Any behaviour or training method that could be considered abusive to the horse anywhere at event.
- Persons in charge of horses causing dangerous situations due to lack of consideration to others.
- Riding or walking with horse in hand in the main arena without authorisation.
- Riding in the practise arena when not competing in the running class.
- Horse's bleeding in the mouth or marks indicating excessive use of whip or spurs. In minor cases of blood in mouth, such as horse appears to have bitten its tongue or lip, rinsing, or wiping the mouth is allowed providing there is no further evidence of blood.

Jumping Steward General

- The Steward General is appointed by ESNZ Board for the Jumping discipline.
- Responsible for the Stewarding at National and International events within their discipline.
- The contact person between their discipline and ESNZ concerning matters on Stewarding.
- Responsible for the training of Stewards under their authority and should organise courses within their discipline following the education pathway of Stewards at various levels.
- The Steward General may nominate a Steward to be included on the officials list once approved by ESNZ.
- The Steward General should have a very good knowledge and understanding of all ESNZ and FEI rules and regulations.

Chief Steward

- Only minimum National Level 3 Stewards on the ESNZ list can act as Chief Steward at all National events.
- Should be integrated into the organising committee of the event.
- Their name should be printed in the schedule.
- Responsible for organising Stewarding at the event and are under the authority of the President of the Ground Jury.
- If a Technical Delegate is appointed, they should work closely together prior to and during the event.

- The Chief Steward must report to the President of the Ground Jury any act by anyone they consider to be in contravention of the rules and regulations relating to Stewarding that could require a Warning Card. The Chief Steward does not issue Warning Cards.
- Have a good understanding of ESNZ rules and regulations relating to Stewarding.
- Have a good understand of FEI Stewards manual.
- Be able to delegate roles to other Stewards if needed.
- Have good communication skills and be a team player.
- The Chief Steward must complete a Stewards Report within 14 days of the event and send a copy to Organising Committee, ESNZ Jumping Administrator and the Jumping Steward General.

Assistant Stewards

- Only National Level 2 Stewards (or above) on the ESNZ list can act as Assistant Steward at all National events.
- Can act as Chief Steward at local and regional events with no Series or FEI competitions, provided they have attended a yearly Steward seminar.
- Under the authority of the Chief Steward and must report any irregularities to the Chief Steward as they happen.
- Be well informed of their duties along with relevant rules and regulations.
- Be a team player and have good communication skills.

Note

- FEI Level 2 accredited Stewards are considered **Senior Stewards** when working at ESNZ events.
- Senior Stewards are expected to mentor Stewards and encourage them to progress through the educational pathway.

Area Delegates - Job Specification

Area Delegates are responsible for;

1. All delegates must be members of ESNZ. Delegates are the communication voice between the national discipline and area members.

2. Reporting to their area committee on matters happening nationally, including rule-changes, registration requirements and any other matters pertaining to show jumping.

3. Putting forward remits from area to the ESNZ Jumping conference

4. Representing their area's vote at the Annual AGM on remits and any other matters requiring a vote.

5. Supplying a calendar of all affiliated events within their area, to ESNZ Jumping.

6. Representing ESNZ Jumping, promoting national series sponsors at shows. All flags must be displayed in the correct manner at all required shows in their area.

7. Must be associated with the running of at least one show in the area they represent.

8. Encourage area to have a designated publicity officer. Where possible promote your local events to the media. By liaising with their area publicity officer and supplying results to the ESNZ Jumping official publicity officer.

9. Promote membership to ESNZ in their local area. Recruiting of new officials; judges and course designers. New and upgrading of officials must go to ESNZ Jumping board for approval via ESNZ Jumping.

Area Delegates will be reimbursed their airfare up to a maximum set by ESNZ jumping for their attendance at the Annual Conference and AGM. GST invoice or air tickets are to be sent to ESNZ Jumping, prior to the conference.