

Pony Club[®]

Where it all begins



Show Jumping Rulebook

2021

THE USPC PLEDGE

*As a Member of the United States Pony Club,
I stand for the best in sportsmanship as well as in horsemanship.
I shall compete for the enjoyment of the game well played and
take winning or losing in stride, remembering that without good
manners and good temper, sport loses its cause for being.
I shall endeavor to maintain the best tradition of the ancient and
noble skill of horsemanship, always treating my horse
with consideration due a partner.*

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

Introduction

The goal of the horse and rider combination is negotiating the course without errors or disobediences. Each course is intended to demonstrate the horse's freedom, energy, training and obedience, as well as the rider's horsemanship. The jumps are colorful and of varying heights and widths. Wide jumps or 'spread jumps' may include water that horses must leap over, but not touch. Show Jumping improves the agility and focus of both horse and rider. It utilizes physical skills to negotiate a series of obstacles, and mental skills to plan the proper lines and approaches to allow the horse to jump those obstacles.

Competitions

A Show Jumping competition is usually comprised of multiple rounds that feature entirely different courses, designed to challenge the horse and rider in many ways. Show Jumping courses can consist of 14 obstacles, including water, walls, panels, and combinations, or a series of multiple jumps in a line. Horse and rider must negotiate the specified course in the allotted time without bringing any of the elements down or touching the water. In some rounds, if it is completed clearly, without incurring any penalties, the horse and rider move on to a shorter course as a timed jump-off.

USPC CORE VALUES

Horsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

Organized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

Respect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

Service by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

Show Jumping in Pony Club

Show Jumping in Pony Club is very similar to other show jumping competitions. Members compete on a team of three to four riders with a stable manager and generally complete three jumping rounds at a rally. One round is a traditional show jumping round, one is dually judged as a traditional show jumping round and given a numeric equitation score for the riders form over the fences. This score is calculated as a bonus score. In the final round members must jump all the obstacles in the arena cleanly in order to qualify for the shortened jump off (bonus) round following the final round. Members who gain eligibility at their regional rally may go on to compete in the National Championships.

Show Jumping opportunities in Pony Club include qualifying for the National Pony Jumper Finals Pony Club team held each year at the USEF National Pony Jumper Finals. Riders are selected from those members who qualify at USEF rated jumper shows by earning the highest number of points, competing in the pony divisions. Pony Club also offers many awards for excellence in the discipline of Show Jumping.

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Resource List

- USPC website www.ponyclub.org
- USPC Show Jumping web page www.ponyclub.org/Members/Disciplines/ShowJumping
- USPC Show Jumping Facebook Page www.facebook.com/ShowJumpinginUSPC
- USEF website www.usef.org

Reminder: This is a new rulebook for 2021. Additions, deletions and changes have been made since the last rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming rally season.

This rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your rulebook; be sure to make copies of all forms and charts before writing on them.

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SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Article 1—Rally Definition

A Pony Club rally is defined as a team competition (whenever possible) where a team's achievement is emphasized whether competing unmounted or mounted. A rally may take place all in one day or may span several days of competition. Any rally may be held within the framework of a local or recognized show.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies while allowing variety in the types of competitions. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for the local needs. It is the responsibility of the organizer and regional supervisor to offer the appropriate standard or modified rallies and divisions that meet the needs of their members wishing to become eligible for Championships. Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, this rulebook is to be considered a guide and rules may be adjusted. Any adjustments must be outlined in the entry information. Criteria for standard and modified rallies is listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a chief horse management judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials. Certain divisions of Championships require the member attend a standard rally, and attendance at a standard rally and meeting minimum eligibility requirements guarantee a members' ability to attend Championships.

Modified Rallies

Modified rallies do not specifically follow the discipline rulebooks and generally occur because of limited resources. While attendance of a modified rally makes some members eligible for the modified divisions of Championships, it does not meet the minimum eligibility requirements for other divisions.

Each year, every region should host rallies and is encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Inter-regional rallies are team competitions between two or more regions. Championships are national rallies organized by USPC and the discipline committee that occur annually in varying locations. Visit the USPC website for specific details about upcoming Championships dates and locations.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally competed in as teams, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their horse management scores. Separate horse management awards are often given for the team/individual achieving the lowest horse management penalties during the rally.

Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/regional supervisor to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook will be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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Article 3—Responsibility

A competitor is ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Article 4—Legal Liability

Neither the USPC, host club/center/region(s), the organizer, competition officials, staff, nor any other person acting on behalf of the organizer, shall be held liable for any loss, damage, accident, injury or illness to competitors, mounts or to any other person or property whatsoever.

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Article 5—Member Participation and Eligibility

Participation in Rallies:

At local, regional, and inter-regional rallies, participants may be of any age or certification, must be a member in good standing, must have paid all local, regional, and national dues, insurance fees, and their membership be on record with the USPC National Office at the time of the rally. Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the criteria determined by the discipline committee and outlined later in this document. For rally purposes, the member's age as of January 1st shall be the age of record throughout the competition year.

Championships Competitor Age and Certification:

Each discipline/division has minimum age and certification requirements for participation in Championships. Championships competitors must meet the age requirement based on their age on January 1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard rally and have achieved the minimum certification level by the closing date of the Championships. Therefore, any autumn standard rallies should base their division entry status on the competitor's age for the following year and take into account planned advancements in certification level.

District Commissioners (DCs) and Center Administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors to see that mounts and riders are entered in rallies at the level corresponding to the combination's abilities, to make all competitors aware of health requirements i.e., Coggins, immunizations and state health certificates with valid dates, and to see that entry forms are complete and submitted to the rally secretary on time. It is also the responsibility of DCs/CAs to see that all Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s) and any other relevant information from the USPC discipline committees or the organizer of a specific rally where they will be competing.

Article 6—Member in Good Standing

Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, and region.

Article 7—Code of Conduct Expectations

Anyone not conforming to the code of conduct is subject to the following action: the officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury.

DCs, CAs, RSs, rally organizers, officials and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. The USPC expects appropriate behavior from all members, parents and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten or persecute others before, during or following USPC activities); failure to follow rules; cheating; and abusing a mount.

Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. It expects no less from the parents, guardians, adult family members or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (for example: using words or actions that intimidate, threaten or persecute others before, during or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules and Regulations. I understand that I have access to these By-laws, Policies, Rules and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct."

Article 8—Human Use of and Alcohol & Drugs Policy (Policy 0500)

In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts (Policy 0840)

Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and be accustomed to being handled by its rider without adult supervision. A participant may use a mount other than the regular mount only with the advance permission of the DC/CA and RS.

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Per USPC Policy suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.
5. Members holding a riding certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age (See above). A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Ownership of a mount is not a prerequisite for membership in USPC. The responsibility for obtaining a suitable mount for mounted activities rests with the parents or guardians of the individual member.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon) mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount they earned eligibility on. In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested utilizing the appropriate form, by the RS and must be approved by the applicable discipline chair and the Vice President of Activities.

Any substituted entry must meet the same mount and eligibility requirements as the original entry.

No mount substitution may be made once a competition has commenced. Refer to the Mount Substitution online application found on the Championships Information page of the USPC website.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer in consultation with the RS may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted to the appropriate discipline chair, and VPA utilizing the Mount Substitution online application found on the Championships Information page of the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree

that if the horse management, judges, technical delegate/steward, or organizers onsite feel that the health of the mount is in jeopardy at any time that they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications (Policy 0860 and 0860.P1)

Per USPC Policy 0860 and 0860.P1. DCs/CAs, RSs, rally organizers, officials and judges must be familiar with and enforce this policy. Parents and competitors must also be familiar with and abide by this policy. Failure to observe this policy will result in disqualification.

1. All mounts in a USPC sponsored activity shall be serviceably sound and healthy. Mounts should be free of medication other than dressings for minor wounds or scrapes, unless under treatment by a veterinarian. Medications and supplements may not be used to provide an unfair advantage over other competitors or to allow an unfit mount to be used.
2. Medication is defined as any substance that is not water, salt, electrolytes, or a supplement and is not considered a normal foodstuff. It is administered either orally, via stomach tube, by application to an external surface, or by injection.
3. Any mount under treatment by a veterinarian for a condition requiring administration of a medication while at a Pony Club activity or competition shall have a veterinarian's certificate stating the diagnosis, medication, dosage and method of administration.
4. Supplements that are administered to any mount at a Pony Club activity or competition must be recorded on the mount's feed chart and stall card.
5. Medications or supplements may only be administered by the owner of the mount, or by a person designated by the owner of the mount.
6. If, during the course of an activity, it becomes necessary to administer a tranquilizer, stimulant, or depressant (e.g., for suturing) the mount may not be used while under the influence of the medication.
7. Competitors at a rally shall be governed by the procedures on the use of equine medications and supplements described in the Horse Management Handbook.

For any competitions recognized by USEF, or in states that require it, mounts may be drug tested.

Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender subject to penalty. The organizing committee must bar violators from further participation for the remainder of the competition.

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, technical delegate or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:
 - Riding an exhausted mount.
 - Excessive pressing of a tired mount.
 - Excessive use of whip and/or spurs, and/or bit.
 - Striking a mount in front of the shoulder.
 - Riding an obviously lame mount.
2. Rapping. All rapping (poling) is forbidden.
3. Whip. The use of the whip must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.
 - Reason—The whip must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient, e.g., napping or refusing. The whip should not be used after elimination. The whip should not be used after a mount has jumped the last fence on a course or completed the last obstacle.
 - Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand, e.g., a whip in the right hand being used on the left flank. The use of a whip on a mount's head, neck, etc., is always excessive use.
 - Severity—As a reprimand only, a mount may be hit hard. However, it should never be hit more than two times for any one incident. If a mount is marked by the whip, e.g., the skin is broken, its use is excessive.

4. End of the Reins (Western Trail only) - The use of the end of the reins must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.

- Reason—The end of the reins must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient, e.g., napping or refusing. The end of the reins should not be used after elimination.
 - Place—As an aid to go forward, the end of the reins may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand, e.g., the end of the reins in the right hand being used on the left flank. The use of the end of the reins on a mount's head, neck, etc., is always excessive use.
 - Severity—As a reprimand only, a mount may be hit hard. However, it should never be hit more than two times for any one incident. If a mount is marked by the end of the reins, e.g., the skin is broken, its use is excessive.
5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.
 6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.
 7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.
 - Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

- Any competitor who rides in such a way as to constitute a hazard to the safety or wellbeing of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly.
- Any act or series of actions that in the opinion of the judge, TD, steward, member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.
- If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Article 15—Safety (Policy 0800)

USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities and include:

1. Protective Headgear (**Policy 0810**): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), AS/NZ 3838 (Australia and NZ), PAS 015 (UK).
 2. Safety Vest/Body Protector (**Policy 0830**): USPC requires members to wear a properly fitted equestrian body protector when jumping cross-country or solid obstacles during any activity sponsored by the USPC, its regions, registered clubs or riding center programs. A member may wear a body protector at their discretion for any mounted activity. USPC recommends wearing a body protector that is ASTM-certified (manufactured in US) or certified to the BETA Level 3 (manufactured in Great Britain).
 3. Medical Armbands and Bracelets (**Policy 0820 and 0820P**):
 - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a Medical Armband or Medical Bracelet while participating in the activity. The member may choose which one to wear.
 - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to his/her upper sleeve. (Armbands are available for purchase from Shop Pony Club.)
 - Medical bracelets must visibly list these six items on them: name and date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet
 - All officials on site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
 - Any member at a USPC affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirements.
- * Tetrathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.

4. Unmounted Footwear: When working in the barn or near mounts unmounted footwear must meet all the following criteria:

- Thick-soled , shoes/boots (short or tall)
- Cover the ankle
- In good condition
- Made of leather or synthetic materials
- Entirely closed
- Securely fastened
- Well-fitted to foot
- Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

Article 16—Heat Related Information

Heat Illness (Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

At all USPC activities, rally officials must consider the:

- Temperature and humidity using the “Heat Index Chart” (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or “Apparent Temperature” is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

Steps to prevent heat related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.
- Avoid the hottest part of the day if this is an option.
- Consider shortening the length/level or exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

Waived Coats/Jackets

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, then they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

Additional Information

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.
- T-Shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

Banned Coats/Jackets

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships) coats/jackets may be banned for the safety of competitors. If coats/jackets are banned then competitors must remove coats/jackets, neckwear and helmet covers for turnout inspections, warm up and for competition rounds.

Heat Illness Return To Play

A member believed by a leader, coach, parent or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

Article 17—Concussion and Return to Play

Concussion (Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel in conjunction with rally officials and organizers will determine if a written release is required for the member to return to the competition.

Article 18—Unauthorized Assistance and Permitted Assistance in all Phases

1. Unauthorized Assistance: Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations)
 2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the entire competition. If there is any question, the discipline ground jury makes the final decision. There is no appeal.
 3. Permitted Assistance:
 - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.
 - After a fall of a competitor or competitor dismounts, they may be assisted to catch their mount*, to adjust their saddlery, to remount, or to be handed any part of their saddlery or equipment, including whip, while they are dismounted or after they have remounted. Helmets must be replaced, and retention harnesses refastened before riders may remount.
- * Exception for loose mounts in Games only: In Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
- A competitor may receive clarification of jumping penalties from an obstacle judge, e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not.
 - If bodily harm to mount and/or rider is imminent, assistance from anyone (Official or otherwise), without concern for penalties, is expected. Time permitting, the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.
 - If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

SECTION I: USPC Rally Uniform Officiation Rules (UOR)

Article 19—Excused

1. Jumping disciplines may call this a “Technical Elimination”
2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor’s control (e.g., illness of rider, illness or lameness of mount)
3. Decided by
 - Inspection panel at horse inspection
 - Judge
 - Discipline ground jury
4. May not ride; therefore, will not receive any riding score during the Excuse, but
 - May request a lameness recheck
 - Rider may request to compete in following phases/ rounds/games after if illness passes.
 - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in horse management.
 - If ill, mount will be moved to another area, if possible.

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase. Competitor not scored in a class due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/ games.)
- After elimination, the discipline ground jury in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline specific reasons for elimination.

Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition including in horse management.

Reasons for disqualification include, but are not limited to:

- cruelty (Article 13);
- abusive or unsportsmanlike conduct;
- obscene or inappropriate language;
- the use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8);
- rude and disruptive behavior;
- cheating;
- rough or dangerous riding;
- knowingly riding a lame, sick, or exhausted mount;
- misuse of equine medications (Article 12);

If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. When considering the disqualification of a competitor, the discipline ground jury may decide to give a Yellow (Warning) Card in lieu of disqualifying a competitor. If a Yellow Card is assigned to a competitor, it may or may not include penalty points not to exceed a 50% impact on the associated phase score if related to a single phase, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a Yellow Card or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring.

SECTION II: General Regulations

Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies:

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. Scramble teams made up of members from multiple clubs/centers are also accepted. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. Regional Supervisors (RSs) may have final determination.

Championships:

The RS is responsible for region team formation for Championships. A team made up of members from one region remains the ideal and is always the goal. RSs who have individual competitors who have earned eligibility for Championships, and whose region is unable to field a team for Championships, may submit individuals for Championships who will be placed on a scramble team by the Championships discipline secretary. Requests for preferred teammates may be submitted, but are not guaranteed.

Article 23—Team Configuration

1. Teams shall normally consist of 3 or 4 riding members and an unmounted stable manager. One member of the team will be designated as team captain. A competitor may serve as both the stable manager and team captain at the same time. The team members can all belong to one or possibly multiple divisions as determined by the rally organizer.
2. At the organizer's discretion, there may be an alternative configuration of teams based on entries.
3. The requirement of an unmounted stable manager may be waived at regional rallies by the regional supervisor.

Article 24—Team Captains

Each team entered in the competition shall have one member designated as team captain who shall act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 72).

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. The team captain may participate in any drawing (if held) for starting order. In the event of an inquiry, protest or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any withdrawal of a team member must be reported to the technical delegate/steward.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Article 25—Stable Managers

At Championships a non-riding stable manager is required. At regional rallies, non-riding stable managers are highly recommended, but riding stable managers may be allowed at the discretion of the RS. The stable manager works closely with the team captain to coordinate preparations for the rally, in addition to assisting in keeping the team organized and on schedule during the competition.

Article 26—Mount Specifications

All mounts entered in USPC Show Jumping rally must meet the requirements outlined in Article 9.

For the determination of competition level:

1. All ponies (small, medium, large) may be entered at the Introductory level.
2. Medium (12.2-13.2 H) and large (13.2-14.2 H) ponies may be entered in the Developing Horse and Rider level. Distances in combinations will be adjusted accordingly.
3. Medium (12.2-13.2 H) and large (13.2-14.2 H) ponies may be entered in the Large Pony Level of the Advanced level. All ponies entered in this division must be prepared to jump the heights and spreads listed in the specifications listed in Appendix VI. Distances in combinations will be adjusted appropriately.
4. Pony Measurements—It is recommended that all ponies have a measurement card and if not, they must be available to be measured as needed.

Article 27—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

1. Chaperones:
 - Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
 - The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.
 - Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.

SECTION II: General Regulations

- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

2. Emergency Contacts:

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.
- Those listed as an emergency contact must be available by phone during the competition.

Article 28—Coaches and Coaching

Show Jumping coaches are required for all rallies. There must be at least one and a maximum of four coaches per team (may not also serve as chaperone). Competitors participating as individuals must also have a coach. The presence of a coach at a Show Jumping rally is to promote safety, good sportsmanship and good horsemanship in the warm-up area and the competition ring. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm up area.

Competitors in a rally may also coach other competitors, providing they meet the following criteria:

- Must be 18 years of age as of January 1st of the competition year.
- No scheduling changes will be made to accommodate the coaches/competitors ride times.
- Competitor's responsibilities and mount's care always takes precedence over coaching duties.

Please Note: No competitor may jump in the warm-up area without a coach present and watching the ride. Jumping a fence without the attention of a coach shall result in elimination.

Show Jumping coaches:

- Must read, understand, sign and return a Coaches Form with the team entry. (Appendix V)
- Must know the USPC Show Jumping rules, especially regarding Unauthorized Assistance, Article 18. Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- Must wear their badge and/or identification provided by rally officials at all times while coaching.
- Must have a copy of the current USPC Show Jumping Rulebook
- At Championships competitions, coaches must attend the opening competitor briefing, and the coaches briefing.

Chapter 2—Competition Levels and Divisions

Article 29—Competition Levels

At regional rallies a rider may compete in any level their mount is eligible for and in which they feel their mount would be able to perform. Below are the most commonly offered levels at Show Jumping rally:

Introductory

- May include horses and ponies of all sizes

Developing Horse/Rider

- May include horses, medium and large ponies; distances in combinations will be adjusted accordingly.

Advanced

- Large Pony—May include medium and large ponies. All ponies entered in this division must be prepared to jump the heights and spreads listed in the specifications listed in Appendix VI. Distances and combinations will be adjusted appropriately.
- Horse I
- Horse II
- Horse III
- Horse IV

(See Appendix VI for height specification per level)

Article 30—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age and/or other parameters. A competitor's age is determined by their age as of January 1 on the year of competition. See Article 5 for more details on age minimums.

Junior Divisions—Up to and including 17 years of age

Senior Divisions—18 years of age and above

Note: Rally divisions can be combined based on entry numbers and approval of the organizer and regional supervisor. Junior competitors can always compete up a division as a Senior to fill out a team. Senior competitors can never compete down in a Junior division. Before combining Junior and Senior aged competitors on the **same team, rally organizers** must get the approval of the Junior competitor and their parent/legal guardian (Appendix IV).

Article 31—Championships Divisions—Minimum Age and Certifications

Competitors seeking eligibility for Championships must meet the age parameters and minimum certifications for the offered Championships divisions. There are no age and no certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

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Modified Junior Introductory	D-2 EV/HSE	10-17
Junior Introductory	C-1 EV/HSE	12-17
Modified Senior Introductory	D-2 EV/HSE	18 +
Senior Introductory	C-1 EV/HSE	18 +
Modified Junior Developing Horse/Rider	D-2 EV/HSE	10-17
Junior Developing Horse/Rider	C-1 EV/HSE	12-17
Modified Senior Developing Horse/Rider	D-2 EV/HSE	18 +
Senior Developing Horse/Rider	C-1 EV/HSE	18 +
Junior Advanced	C-1 EV/HSE	12-17
Senior Advanced	C-1 EV/HSE	18 +

Stable Managers must meet the minimum age criteria of their division, and be a D-2 HM for modified divisions and a D-3 HM for all other divisions.

Note: Championship divisions may be combined based on entry numbers and approval from Vice President of Activities and the Overall Organizer.

Article 32—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum HM level and same competition level in which they intend to compete at Championships. This constitutes the “individual eligibility” of the competitor.

Members wanting to become eligible for Championships must meet the below division criteria.

Modified Introductory—Participate in a standard or modified Show Jumping rally at the competition level, and complete a minimum of 2 rounds at the level with 24 or fewer jumping faults and not be eliminated in either round.

Introductory—Complete a standard Show Jumping rally at the competition level, and complete 3 rounds at the level with 12 or fewer jumping faults and no eliminations in the designated qualifying rounds.

Modified Developing Horse/Rider—Participate in a standard or modified Show Jumping rally at the competition level, and complete a minimum of 2 rounds at the level with 24 or fewer jumping faults and not be eliminated in either round.

Developing Horse/Rider—Complete a standard Show Jumping rally at the competition level, and complete 3 rounds at the level with 12 or fewer jumping faults and no eliminations in the designated qualifying rounds.

Advanced—Complete a standard Show Jumping rally at the competition level, and complete 3 rounds at the level with 12 or fewer jumping faults and no eliminations in the designated qualifying rounds.

Article 33—Eligibility Requirements for C-3/B/A Members

Certified C-3, B and A members wishing to compete at Championships do not have to participate at a regional show jumping rally but must have permission of their RS.

Article 34—Exceptions to Eligibility Requirements for Championships

Exceptions to the eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the Championships Competition Information page of the USPC website. All requests for exceptions must come from the RS to the appropriate discipline chair using the online application found on the Championships Information Page of the USPC website.

Chapter 3—Presentation of Competitor and Mount

Article 35—Competitor Identification

Identification numbers (pinnies, bridle numbers, etc.) must be worn in a prominent manner on the competitor or mount, as designated by rally officials. Pinnies must always be worn in the barn area. Competitor nametags must always be worn, except when mounted.

Article 36—Competitor Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with inappropriate jewelry not permitted; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

Certification	Felt Color
A	Royal Blue
H-A	Orange
B	Red
H-HM/H	Purple
H-B	Brown
C-3	White
C+	Pink
C-1 and C-2	Green
D-1 through D-3	Yellow

SECTION II: General Regulations

Depending on the activity, different attire expectations exist. The different situations and attire expectations are listed below.

1. General Barn Attire—Long pants, mid-length or longer shorts or modest length skirts made of khaki, chino or denim materials of any color, with no rips or tears, a shirt with sleeves, and appropriate unmounted footwear (Article 15.4), are examples of appropriate attire for unmounted work in the barn.
2. Horse Inspection (Jog Outs)—Attire must be safe, appropriate, neat and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline appropriate attire including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants. **If the pants/skirt has belt loops, a belt is required. Blue jeans are not acceptable for english discipline horse inspection attire.**
3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire. Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat. For all subsequent rounds, competitors may wear competition attire or basic attire.

Required

Helmet—Black or conservative color that meets the USPC Helmet Policy.

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Coat/Jacket—Conservative color coats.

Shirt—Shirt of any conservative color with a collar and sleeves, tucked into pants. When permitted by rally organizers, after the first round of competition riders may wear a riding shirt with choker, or polo shirt.

Neckwear—Ties (stock ties) or chokers (unless the shirt, by design, has the choker built in for its intended use) or integrated stand-up collar. Traditional stock ties require a stock pin; pre-tied stock ties may be worn with or without stock pin.

Breeches—Buff, canary, tan, rust, or white.

Belt—If breeches have belt loops, belts are required.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel. Tall black or brown dress or field boots, or jodhpur/paddock boots with matching full grain smooth leather leg piece (also called smooth leather half-chaps), with no added decoration or accent.

Permitted

Gloves—Conservative color.

Safety/Protective Vests—Any color.

Spurs—Conservative color straps.

Not Permitted

Full-chaps and/or suede half-chaps.

5. Basic Riding Attire for Show Jumping:

Unrated and D-1

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Long pants.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Belt—Any type/color.

Gloves—Any type/color.

Half-chaps—Any type/color.

Safety/Protective Vests—Any color.

Spurs—As described in Competition Attire.

D-2 and up

Rider must be in safe, neat, and clean attire.

Required

Helmet—Any color meeting USPC Helmet Policy (Article 15.1).

Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.

Shirt—Collared shirt with sleeves and tucked in.

Pants—Breeches, jodhpurs (with garters and/or pant clips) or riding pants.

Belt—If pants have belt loops, belts are required.

Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.

Permitted

Gloves—Any type/color.

Half-Chaps—Any type/color.

Safety/Protective Vests—Any color.

Spurs—As described in Competition Attire.

SECTION II: General Regulations

Article 37—Bits, Saddlery and Equipment

The following begin upon arrival on the competition grounds and continue throughout the duration of the rally.

1. There is no restriction on saddles, girths and bridles. Any bit used in Pony Club should enable the Pony Club member to ride safely and to effect control without causing pain or injury to the horse. The misuse of any bit may be severely penalized by elimination, up to and including disqualification. All bits must be properly fitted and consistent with its intended use.
2. Breastplates, running martingales with rein stops, Irish martingales, bit guards, boots, bandages, fly shields, ear plugs, nose covers, and seat covers are permitted. Other martingales, any form of gadget (such as a bearing, running or balancing reins, etc.) and any form of blinkers, are forbidden, under penalty of disqualification.
3. For Introductory, DHR, Large Pony and Horse I divisions, standing or running martingales used in the conventional manner are permitted. For Horse II, III and IV, only running martingales used in the conventional manner are permitted.
4. If a dropped, crossed or flash noseband (a combination of a cavesson noseband with a drop noseband attached) is used, it must be properly adjusted and made entirely of leather.
5. Under penalty of elimination, no competitor may carry or use a whip over 30 inches in length while riding or schooling over fences, nor may a competitor use a whip which is weighted or has a pointed end, at any time while on the rally grounds. Longe whips may be used for longing only. Dressage whips may be used for schooling on the flat only. No substitute for a whip may be used or carried.
6. All tack must be clean and in serviceable condition upon arrival at the competition. No equipment shall be misused.
7. No exceptions to the above are permitted during schooling or exercising.
8. Any questions of suitability or use of equipment will be referred to the steward/TD of the competition.

Article 38—Competitor and Horse Inspections

Horses must be well groomed. Braiding is optional, as long as it does not interfere with the competitor's responsibilities to his/her mount. Braids must be removed prior to turnback. Horses need not be shod, but their feet are expected to be in good condition and not in need of any attention upon arrival at the rally. The discipline ground jury may exclude unsafe, inappropriate, lame, otherwise unsound or exhausted horses from the competition at any time during the rally.

Examinations of Horse and Rider Required at Show Jumping Rally:

1. Horse Inspections (Jog Outs):

Horse Inspections are required at standard rallies and Championships and recommended for all rallies. Before the beginning of competition, the horses must be examined for soundness in hand, by an inspection panel. All horses shall be serviceably sound. Should the soundness of a horse be questioned, the matter shall be reported immediately to the TD, who shall request an inspection of the horse by the veterinarian. In the absence of the veterinarian, the judges or TD shall determine the ability of the horse to compete. All decisions by the veterinarian, TD or judges regarding the soundness of a horse and its ability to compete are final.

- It is recommended that the president of the ground jury be present at the initial inspection.
- The discipline ground jury may, at its discretion, at any time, have any horse jog for soundness before the inspection panel.

2. Turnout Inspection:

Approximately 45-60 minutes prior to the first ride of the competition, all competitors will report to their turnout inspection. The rally organizer will designate turnout inspection times. At turnout inspection competitors must wear the appropriate attire for their discipline and present their mount with all the equipment they will wear/use in the first ride of the competition. More details about turnout inspection requirements are listed in the HMM.

If multiple riders are sharing one horse:

- All riders using the same mount will present at the first scheduled turnout inspection time for the mount. If tack is removed or changed between riders, the mount must be returned to Horse Management for a safety check.
- Faults against a horse are received by all sharing that mount. Members will be judged individually based on their certification level.

3. Safety Check:

Failure to present for a safety check prior to a ride is cause for elimination. Safety checks occur before warm-up for each subsequent ride. More details about safety check expectations are listed in the HMM.

SECTION III: Competition

Article 39—Competition Format

USPC Show Jumping rallies are competitions where teams compete against each other in both riding and Horse Management competition. USPC Show Jumping rally rules and procedures are based on USEF rules. Refer to the USEF website for additional clarification: www.usef.org.

Competitions may be run as a one-day or multi-day competition, indoors or outdoors. Organizers may offer a maximum of three rounds per day, selected from the types of courses outlined in Section III.

NOTE: No rider/mount combination may compete more than once on each course.

After the official start of the rally, no competitor may ride/school/warm-up another competitor's entered horse.

Doing so is grounds for elimination, from that round, of all parties involved.

Article 40—Competition Schedule

The following is a general schedule. The actual schedule will be determined by number of rounds competed.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Horse Inspection (formerly jog out)—required at standard rallies, and recommended at all rallies. Opportunity to inspect mounts for soundness.
3. Turnout Inspection—Each rider reports at the assigned time and location for the turnout inspection with the mount riders must present for turnout inspection in the exact attire and with all the equipment they will wear/use in the first riding phase of the competition.
4. First Competition Round (and subsequent rounds)—The secretary shall make up the jumping order of go (OOG). The competitors will follow the order of go or risk elimination. The order of go will be available at the beginning of the rally and changes to the order of go may be made for subsequent rounds.
5. One or more subsequent rounds of competition may occur on the same or later days. Prior to each additional round of competition a complete safety check of each competitor's attire, mount, and equipment must take place. A safety check will not be required when rounds are run back to back.
6. Turnback—Following riding phases, there may be an official check (turnback) of the mount, tack and equipment used for that phase.

Chapter 1—Arenas and Course Design

Article 41—Dimensions and Nature of the Competition Arenas

1. The dimensions and nature of the arena(s) should be given in the invitation to the competition. The USPC Show Jumping committee and/or their official representatives have the right to forbid an event to take place if the proposed arena is in any way unsuitable for the competition.
2. The arena must be enclosed. Temporary barriers are allowed. It is strongly recommended that the gate area be closed while a horse is jumping during competition, particularly for less experienced riders. If there is no gate or the gate is unusable, a rope barrier may be appropriate.
3. An average-size arena for Show Jumping competitions is 300 feet by 150 feet. In smaller arenas, particular care must be exercised to avoid a too tight or a too restrictive track or overcrowding the arena with obstacles. Competitions held indoors should not be held in arenas, which measure less than 200 feet in length and 80 feet in width, excluding any spectator areas and schooling areas.
4. The footing should be well drained and level. Slight undulations and slopes are allowable, so long as not too great a problem for the caliber of competitors and so long as they are considered by the course designer in his/her planning.

Article 42—The Course

1. The course is the track the competitor must follow over the jumps to complete a round. The length must be measured accurately, paying particular attention to the turns, from the start line along the line normally to be followed by a horse to the finish line.
2. There must be at least one change of direction in every course, including jump-off courses.
3. No two courses at a single level may be identical.
4. At least one combination must be included in every course in the Developing Horse/Rider and Advanced divisions, and in the last two rounds of the Introductory level at Championships.
5. Every course must contain a minimum of eight obstacles. Each obstacle of a combination is counted separately.
6. At least three obstacles out of the first eight must be spread obstacles. For each additional four obstacles, one obstacle must be a spread. No more than 50% of the obstacles may be spreads.
7. For Introductory:
 - A. One two-stride combination should be used only in the last round at regional rallies and during the last two rounds at Championships
 - B. Spreads not required but if used, a maximum of 4 and they must be ascending

SECTION III: Competition

C. Courses set with few related distances

8. Should circumstances make it necessary to alter the plan of the course after it has been posted, it may be done after warning the judges, the TD/steward, the coaches and personally informing all competitors.
9. Under no circumstances, once the competition has commenced, may any alterations be made to a course or may the conditions of the competition be changed. If it is necessary to interrupt the competition because of a storm, bad light or other emergency, it must be resumed using the same course, obstacles and conditions at the exact point where it was interrupted. Exception: Should a jump become so damaged it can no longer be used in that round, it shall be replaced with one as similar as possible which has the same knockdown factor.
10. The start line must be at least 12 feet from the first obstacle. The finish line must be at least 24 feet from the last obstacle. Flags or properly flagged start and finish markers must mark these two lines. When electric timing equipment is used, it shall be placed with these markers or flags or on a line with such markers or flags.

Article 43—Access to the Arena

1. Competitors on foot may be admitted to inspect a course before competition, including any jump-off. When the course is not open for inspection, a notice stating "Arena Closed" must be placed at the in-gate or conspicuously in the middle of the arena. Permission to enter the arena and inspect the course will be given by the course designer or the officiating judges by sounding the audible signal and/or by an announcement over the public address system. A notice stating "Arena Open" should also be displayed.
2. No competitor may enter the arena on foot once the competition has started except for designated course walks.
3. Competitors may not exercise or school their horses in the arena, except as indicated below, nor jump any obstacles of a competition in which they are to take part, under penalty of disqualification.
4. The organizer of an indoor show, where facilities are severely limited, may, with agreement of the steward, give special authorization for the arena to be used for schooling at specified times.
5. The following are not considered to be practicing over the obstacles in the arena:
 - A. Participation in a previous competition
 - B. Participation in the parade of teams, provided none of the obstacles are jumped or shown to horses
 - C. Participation for the benefit of the official photographer provided none of the obstacles are jumped or shown to horses

Article 44—Schooling Area/Warm-Up

1. A schooling area/warm-up must be provided. The schooling area should be near, but not necessarily next to, the competition arena. It does not have to be enclosed. The area should be large enough to accommodate competitors who are jumping and warming up on the flat at the same time. In cases where there is limited space for schooling/warm-up. The number of mounted allowed to warm-up at one time may be restricted by rally organizers.
2. If the safety check is not being done in the barn area, an area near, but not in the schooling area, should be provided for the safety checks to be done if needed.
3. The schooling area must be equipped with at least one "trot-over," one vertical and one spread obstacle. The obstacles must be flagged and can only be jumped in the correct direction. The paddock master and/or the coaches may raise or lower, make wider or narrower, the warm up jumps as long as the jumps remain within the limits set for the schooling area.
4. Every rider must have the attention of a coach while jumping.
5. Rallies, which have more than one competition area, must have a separate schooling area for each competition area. If only one area is available, it should be large enough so it can be divided into two schooling areas.

Exception: If the rounds are scheduled to immediately follow from one ring to the next, so no further warm-up is necessary and one schooling area is adequate.
6. Every schooling area shall be under the jurisdiction of a paddock master, who shall have complete authority to:
 - A. See that competitors and coaches comply with all schooling area rules
 - B. Limit number of competitors in warm up area, (a safety consideration)
 - C. Verify that jumps in the schooling area may not exceed competition width or 3" over competition height of the division in the rings for which the riders are preparing.
 - D. The paddock master is authorized to do safety checks as needed if a HM judge is not available
7. Schooling Area Rules
 - A. All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
 - B. No one may hold a rail or touch a standard while it is being jumped.
 - C. If an item (blanket, cooler, etc) is laid over the rail of an oxer, it may be laid over the front rail only. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.

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- D. Jumps in the schooling area may not exceed competition height or width of the division in the rings for which the riders are preparing.
- E. Any jump 4'3" or higher must have a minimum of 2 rails in cups on the take off side of the jump regardless of whether a ground line is used. The lower rail must always be below 4'3".
- F. Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 3'3" out. No false ground lines, (i.e. no ground line behind the face of the jump).
- G. If a trot /canter rail is used, the jump may not exceed 4'3" in height and must be a vertical. If such a rail is used on the take off side of a jump it may be no closer than 8'2".
- H. No guide rails allowed.
- I. If a rail is placed on the lip of a cup it must be placed on the far side of the cup and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset)
- J. There may never be more than one rail on the back of an oxer.
- K. A cross rail may only be made at a vertical either by itself or below a single rail lower than 4'3", or if the overall jump is lower than 4'3" at the front of an oxer with a minimum distance between the rails of the cross rails of 4" and a maximum distance of 12".
- L. No oxer may have the front rail higher than the back rail.
- M. No Swedish oxers
- N. Safety cups or breakable jump cup pins are required for the back pole of all spreads in all schooling/warm-up rings.
- O. If a liverpool is used at an oxer or vertical, the front of the liverpool may not be behind the front plane of the jump. If used at an oxer, the front of the liverpool may not be more than 3'3" in front of the jump. If used at a vertical, the back of the liverpool may not exceed the front plane of the jump.
- P. If space and available fence material allows and safety conditions permit, combinations may be built using correct distances.
- Q. Riders are fully responsible for any jump taken by their horse.
- R. Any action deemed not in the best interest of the horse will not be allowed.

Article 45—Course Map

1. A map showing the layout of the course must be posted at the in-gate at least one hour prior to the start of competition for the information of the competitors and coaches. In addition, a copy of the course plan must be given to the judge(s) before the commencement of the official inspection of the course, along with the scorecards.
2. Obstacles must be numbered consecutively, in the order in which they are to be jumped.
3. Combinations of obstacles shall carry one number and the number need not be repeated at each part of the combination obstacle, but each part must carry one letter to differentiate between each part (e.g., 5A, B, C).
4. The plan must show the following:
 - A. The relative positions of the start and finish lines
 - B. The relative positions of the obstacles and their numbers
 - C. Any compulsory passages or turning points
 - D. The length of the course as measured (when measuring courses in smaller arenas, the track taken should not require excessively tight turns)
 - E. The direction in which each obstacle is to be taken must be marked by an arrow
 - F. The speed, the time allowed and the time limit
 - G. The obstacles to be used in the jump-off, the time allowed, the time limit, and the length of the course

Article 46—Flags

1. Entirely red flags (front and back of flags) and entirely white flags must be used to mark the following on the course:
 - A. The start line
 - B. The side limits of the obstacles
 - C. Compulsory turning points
 - D. The finish line
 - E. Obstacles used in the schooling area
2. The flags must be placed so that competitors leave the red flags on their right and the white flags on their left. Competitors must pass all flags correctly, under all circumstances.
3. When flagging oxers, flags must be placed on the back standards, and may be placed on both front and back standards, if enough flags are available.

Article 47—Start/Finish of Course and the Audible Signal (Bell, Whistle, Horn)

1. A start line must be established at least 12' from the first obstacle and a finish line at least 24' from the last obstacle, each indicated by two markers at least 12' apart. Horses must cross the start line between the markers mounted, and to complete the course they must cross the finish line between the markers in the proper direction, mounted.

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(Exception: Fault and Out classes). Passing through the starting markers in the improper direction before starting does not incur penalty. The judge(s) may permit or disallow mounting in the ring at their discretion.

2. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to a competitor, management may extend the time limit for entering the ring.
3. A competitor is expected to halt and salute the judge upon entering the ring. Once the competitor has saluted, the judge will sound an audible signal to start the round. This signal is used for the following purposes:
 - A. To give the signal to start the round after the competitor has saluted
 - B. To stop a competitor for any reason or for an unforeseen incident (which also designates time out)
 - C. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out)
 - D. To give the signal for a competitor to continue his round after an interruption, also designating time in (Note: It is the rider's responsibility to be ready to continue on the course when signal is given)
 - E. To indicate by repeated and prolonged sounding that the competitor has been eliminated
 - F. To indicate the rider is to commence the Jump-Off as in U.S. Equestrian Federation Rulebook Table II, 2(b)
4. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
5. Different audible signals (e.g., one horn, one whistle) shall be used when competition arenas are close enough so the audible signal in one arena may be heard in another arena.

Chapter 2—Types of Jumping Courses and Rounds

Any combination of the following types of courses may be applicable in at the same rally.

Article 48—Normal (Knockdown) Course

1. These courses are judged under the Table of Penalties (see Article 71), with or without time to count, but with time recorded.
2. The course should be built to test the horse's ability to jump a variety of obstacles. The number of obstacles, their type, height, spread and maximum length of course for each of the six levels of competition are given at the end of this section. (See Appendix VI.)

Article 49—Scoring Normal (Knockdown) Course

In each round, competitor are assigned penalty points based on errors during the round, and possibly elimination based on the Table of Penalties in Article 71.

1. Competitors are scored on a mathematical basis, with penalty faults being awarded for errors, which include disobediences, falls, knockdowns and time penalties committed between the start and finish lines. Passing through the start markers in the wrong direction before starting does not incur penalty.
2. If an element of an obstacle is dislodged but does not fall, it shall not be repositioned by anyone in the arena until after the rider has crossed the finish line.
3. The jumping and time faults added together give the competitor's score for his/her round. The time taken by competitors to complete their rounds may be taken into consideration to decide cases of equality of faults for first and subsequent places, according to the conditions set down for the competition.
4. In any round decided on time, the winner will be the competitor with the least faults in the fastest time. First, competitors are placed by faults, and then separated by the time taken to complete the course.
5. When a horse makes two or more faults at the same time at an obstacle, only the major fault counts; or, in the case of equal faults, only one will count. Exception: Disobediences will count in addition.
6. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
7. When an obstacle to be taken in one jump is composed of several elements not in the same vertical plane (oxer, triple bar, etc.), faults at several elements are penalized as one fault.
8. When an obstacle requires two or more jumps (combination or in-and-out), the faults committed at each obstacle are considered separately.
9. Clear rounds in the designated final round of competition, whether it be Table II.2a or Table II.2b, may be eligible for the Table II, 2(b) or Table II, 2(a) jump-off over a shortened course for applicable divisions. If Table II, 2(b), the rider remains in the ring after having jumped the clear first round and starts the jump-off course after the judge's audible signal. If Table II, 2(a), the jump-off is held after all first round rides are completed. All jump-off course briefing by coaches must be done in the pre-competition course walk. No additional coaching will be allowed for the jump-off.
10. In cases of broken tack or loss of shoe, the rider must continue if he or she wishes to avoid penalty or may voluntarily withdraw. If a retention system should become unfastened, it must be re-fastened immediately. If a

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helmet comes off during a ride, the rider must dismount to replace hat under penalty of elimination (see Article 71). The clock does not stop. No other penalty is assessed beyond the time taken.

11. In all circumstances, not specifically covered by these rules, the organizer, steward and judges shall make decisions in a sporting spirit to produce a fair and reasonable result approaching as nearly as possible the intent of these rules. They may use the U.S. Equestrian Rulebook as a guide.

Article 50—Equitation Round

1. All regional and Championship competitions shall include an equitation round, which shall be judged and scored concurrent with a normal knockdown round.
2. At regional rallies, it is recommended the equitation round be concurrent with the first or second round; it must not be concurrent with the last round.
3. The equitation round will receive two scores: a normal knockdown (jumper) competition score and an equitation score. The equitation score will be a bonus round score.
4. It is recommended that equitation ribbons be presented only for scores 60 and higher.

Article 51—Scoring the Equitation Round

1. The jumper score will be recorded and added as on other rounds.
2. The equitation score will be recorded as a value between 100-1. This value will rank the riders.
3. The posted score will be the value divided by 100. I.E. a score awarded of 83 will be posted as .83; a score of 54 will be posted as a score of .54.
4. For each competition division, the scores will be listed in order from high to low and converted to a decimal score by multiplying by .01. Any ties will receive equal scores. For the purpose of individual awards and ribbons, these ties may be broken by the Equitation Judge.
5. The equitation scores are positive scores, not penalty points.

Article 52—Jump-Off Round

1. Jumping a clear round in the designated final round of competition qualifies the competitor for the jump-off round over a shortened course. A clear round means no time, jumping or technical faults. All jump-off course briefings by coaches must be done in the pre-competition course walk. No additional coaching will be allowed for the jump-off. Riding the jump-off or bonus round is entirely optional. A qualified rider may choose to not attempt the jump-off round. The decision not to attempt the jump-off round should be indicated to the judge or the gate keeper. Competitors' scores from the regular rounds will not change.

2. Although the length of the course will be shortened and the number of obstacles decreased for a jump-off, the shape and nature of the obstacles may not be changed. Part of a combination of obstacles may be omitted.
3. In the jump-off, the course may not be shortened to less than six (6) obstacles, must include at least one vertical and one spread obstacle, and must have at least one change of direction. The sequence of jumps may be in any order, and verticals may be jumped in either direction so long as built, flagged and numbered correctly.
4. The jump-off may include up to two obstacles, which were not in the first round and which may be 3" higher than the round. These two obstacles must be in the ring when the ring is opened for walking. They will be marked on the course map, flagged and numbered, but are not to be jumped for the first round. THEY ARE ONLY TO BE JUMPED for the jump-off.
5. The final round will be designated either as USEF rulebook Table II, 2(a) or Table II, 2(b).
6. For Table II, 2(a), the eligible riders will leave the ring, and present themselves for the jump-off in their original order after the final rider of the round has left the ring. A period to walk the course may be offered or may not, the decision at the steward's and judge's discretion.
7. Table II, 2(b), the riders will remain in the ring after completing the final round. Upon the audible signal from the judge indicating a clear round, the rider will start the jump-off round.

Article 53—Scoring the Jump-Off Round

1. Scoring consists of bonus (positive) points to increase the emphasis on the jumping phase. Equality of jumping faults at each level are placed by the time taken to complete the course to separate those with equal faults, with the fastest with that number of faults ahead of the next slowest, etc.
2. Riders eliminated in the bonus round/jump-off will not receive bonus points. Neither do they receive penalty points for being eliminated. If there are only ten riders in the jump-off, they will be the tenth, but they will not receive any "credit" for the ride.
3. Each competitor in the jump-off receives bonus points based on his/her faults/placing, as follows:
 - A. Example:
 - 1st =1.00 6th =.70
 - 2nd =.90 7th =.65
 - 3rd =.85 8th =.60
 - 4th =.80 9th =.55
 - 5th =.75 10th =.50
 - B. In the case of ties with equal times, the ties will not be broken. The same points will be awarded to all tied riders. All ten places will still be awarded.

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- C. All other clear rounds, if any, in the jump-off receive .30 points.
- D. All other (non-clear) rounds, if any, which complete the bonus round without elimination receive .10 points.
- E. The bonus points are then subtracted from the cumulative score.
- F. COMPETITORS WITHDRAWING: A competitor not wishing to participate in a jump-off may be excused without penalty.

Article 54—Take Your Own Line Round (TYOL)

1. This competition is to be judged as follows: all knock-downs are to be scored according to the table of penalties. The time is to be recorded. The clear rounds are to be “ranked” according to time taken, fastest being first. All clear rounds receive bonus points according to the scale used for scoring the jump-off round (Article 52). In the case of a team with four riders receiving bonus points, all 4 count. Only riders earning bonus points are to receive bonus points.
2. In this competition, the obstacles are to 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.
3. Competitors may cross the starting line and finishing line in either direction. These lines are to be provided with four flags; a red and a white flag at each end of the lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan. The jumps may or may not be flagged but if they are, they must have 4 flags, indicating the jump may be jumped in either direction. Jumps are not to be numbered, except for identification purposes for the judge.
4. This competition is to take place without a predetermined speed or time allowed. If the competitor does not complete the course within 120 seconds after his round has started, they are to be eliminated.
5. All clear rounds are to count toward the total clear round award(s) given at Championships and regional rallies, where recognized.
6. If a competitor incurs a refusal, he may proceed to another obstacle. However, if the standard is knocked down or displaced, the judge gives an audible signal, the clock is stopped and six seconds added to the time taken by the competitor to complete his round. The time is restarted at the moment when the horse leaves the ground at its next obstacle. Upon signal to proceed, the competitor may continue his round, re-attempting the obstacle refused or any other obstacle on the course not previously jumped.
7. The first and second disobedience(s) will be penalized only by the time lost during the round. The third cumulative disobedience on course will result in elimination.

Article 55—Scoring the TYOL Round

1. The round is first scored as a knock down round, with no time penalties other than elimination if the rider doesn't complete the round within the time limit of 120 seconds.
2. The first and second disobedience(s) will be penalized only by the time lost during the round. The third cumulative disobedience on course will result in elimination.
3. Each competitor with a clear round receives bonus (positive) points based on his/her faults/placing, as follows:
 - A. 1st =1.00, 2nd =.90, 3rd =.85, 4th =.80, 5th =.75, 6th =.70, 7th =.65, 8th =.60, 9th=.55, 10th =.50
 - B. In the case of ties with equal times, the ties will not be broken. The same points will be awarded to all tied riders.
 - C. All other clear rounds receive .30 points.
4. The bonus points from each rider are then subtracted from the cumulative team score.
5. Riders with jumping penalties will not receive bonus points.
6. Riders eliminated in the TYOL round will not receive bonus points.

Article 56—Fault and Out Round

1. These courses take place against the clock over medium-sized obstacles, each of which is numbered. Combinations are not permitted. The competitor's round finishes with the first mistake made, whatever it may be (an obstacle knocked down, any disobedience, exceeding the time allowed, etc.).
2. The course may be once around—over a specified number of obstacles, or competitors may be required to jump as many obstacles as possible within a specified time. In this case, the time allowed must be fixed between 50 and 60 seconds. Should a competitor jump all the obstacles on the course within the time allowed, he/she may start on the course again, but is not required to go back through the start markers.
3. In these courses, positive points instead of faults are awarded:
 - A. Two points for each obstacle jumped clear
 - B. One point for each obstacle jumped, but knocked down
4. An obstacle is not considered to have been jumped until the horse's forefeet have touched the ground on landing.
 - A. When an obstacle is knocked down or when the time allowed is reached, the audible signal will be sounded. The competitor will then jump the next obstacle and the clock will be stopped at the moment the horse's forefeet touch the ground on landing.
5. The obstacle jumped after the signal is sounded is called the timing obstacle. No points will be awarded for jumping that obstacle.

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6. When the course is over a maximum number of obstacles, the clock will only be stopped when the competitor crosses the finish line after jumping the last obstacle on the course or when the first mistake takes place.
 7. If the mistake which brings the round to an end is the result of a disobedience, a fall, elimination or the competitor does not jump the obstacle at which the clock should have been stopped, the audible signal is sounded and the competitor is given "NO TIME" and is placed last of those gaining the same number of points.
4. Baton Relays are conducted as follows:
 - A. The team enters the arena together and the first competitor starts his/her round carrying a baton.
 - B. At the end of the round, he/she hands the baton to the next competitor and so on
 - C. The time is taken from the moment the first competitor of a team crosses the start line to the moment the last member crosses the finish line
 - D. If a competitor drops the baton at any time, he/she must pick it up by dismounting and remounting.
 - E. The baton may only be passed between mounted competitors.
 - F. Dropping a baton is not penalized except by loss of time, as the clock is not stopped.

Article 57—Scoring Fault and Out Round

1. The winner is the competitor gaining the greatest number of points. In the case of equality of points, the times of the competitors will be taken into account and the competitor with the shortest time will be declared the winner.
2. Should there be an equality of time as well as points, for first place only, a fault and out jump-off may be held over a reduced number of obstacles and in a reduced period of time.
3. To score this course in negative faults, the scorekeeper shall use the highest positive score gained by a competitor or if once around, the maximum possible score, as the maximum score for that course and deduct each competitor's positive score from that maximum. The difference will be the negative (faults) score; e.g., if the highest score is 30 positive points, then a competitor who earns a score of 24 would be given six faults.

Article 58—Relays

1. These courses are for two or more competitors riding as a team. All competitors on a relay team must compete at the same level.
2. These are scored in negative points.
3. Generally, relays are conducted as follows:
 - A. As soon as the first member of the team completes his/her round, the next competitor starts and so on, until all the members of the team have had a turn
 - B. The start line needs only to be crossed by the first member of the team and the last member must cross the finish line
 - C. Elimination of one or more competitors on a team may or may not cause elimination of the whole team, depending upon the conditions laid down for the competition
 - D. Relays shall be judged under the table of penalties
 - E. The winning team is that which totals the lowest number of faults in the best aggregate time
 - F. Organizers are free to arrange any type of relay competition, provided the conditions are clearly stated in the invitation and provided they comply with the principles outlined in the following articles.

5. Relays from within an enclosure are conducted as follows:
 - A. The team enters the arena together and goes into an enclosure or "base"
 - B. Once the first team member has left the base, no one may leave until the first member has returned to base
 - C. The next team member may only depart from the base when the preceding team member is entirely inside
 - D. A steward must be present at the base to ensure this procedure is followed
 - E. A competitor leaving the base during the course of another's round will eliminate the team
 - F. Time is taken from the moment the first team member crosses the start line to the moment the last team member crosses the finish line.

Article 59—Two Phase Rounds (aka Power and Speed)

(USEF Table II, Sec. 2(c)-The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and penalties for exceeding the time allowed, if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course. If there are no clean rounds and a tie exists for first place, there will be one jump-off, in which time will decide in the event of equality of faults. The use of a time allowed is optional in the first round. The time allowed in the first round may be taken by electronic or manual means.

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Chapter 3—Types of Obstacles

Article 60—General

1. The obstacles must be varied and inviting in their overall shape and appearance. 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.
2. The obstacles must not be unsporting nor cause an unpleasant surprise for competitors.
3. All solid fences (walls, boxes, coops) must have a rail over the top of the fence as a knockdown factor.
4. Rails and other elements of the obstacles are held up by supports (cups). The rail must be able to roll on its support; in this case, it is recommended the support have a minimum depth of 18 mm (11/16 in.) and a maximum depth of 30 mm (1-3/16 in.). The purpose of this rule is to ensure that rails when struck are not trapped in the cup, perhaps causing a fall or injury. Shallower cups should be used wherever safety is a concern. For planks, balustrades, barriers, gates, etc., the diameter of the supports must be more open or even flat, with a maximum depth of 1.3 cm (1/2 in.). Flat cups (as herein defined) shall never be used to support rails when they comprise the top element(s) of an obstacle.
5. It is required that either safety cups or breakable jump cup pins be used in all schooling/warm-up rings and for the back rail of all spreads in the competition ring.
6. Rails must be at least eight feet long.

Article 61—Vertical Obstacles

1. A straight obstacle is one that has all elements to be jumped in the same vertical plane. A ground line immediately below the fence is allowed and may protrude slightly in front of the jump.
2. A ground line must never be behind the face of the jump, thus creating a false ground line.

Article 62—Spread Obstacles

1. A spread obstacle is one built to require a horse to jump width as well as height.
2. A spread jump is measured at the standards on each side of the face of the jump from the two outermost top extremities, on a line parallel to the ground.
3. A type of standard where the rail rests on top of the post may not be used.
4. Only one rail is to be used as the back element of a spread obstacle. Exception: "take your own line" and "two-phase" competitions.
5. A solid component (e.g., wall, coop, etc.) must not be used as a part of the back element.

6. When using a triple bar the width may be up to 9 (nine) inches wider than the height.
7. It is required that safety cups or breakable jump pins be used on the back of all spread obstacles and the middle elements of a triple bar.

Article 63—Water Jump

1. A water jump is a ditch filled with water.
2. Water jumps must be a minimum of 16 feet wide at the face. The maximum allowed depth is to be determined by multiplying the length by 2 inches per foot of length: (the length equals the distance between the take off point and the landing strip). Maximum depth is not required.
3. Only a guardrail or hedge, fixed on the ground, may be placed on the take-off side. The hedge must be between 1-1/2 and 2-1/2 feet high. These elements are not part of the obstacle and displacing or knocking them down is not penalized although they count in the calculations of the total width.
4. The limits of water jumps without guardrails or hedges must be clearly marked both on the take-off and landing sides with a white strip of wood or other suitable material 2 inches wide. Water jumps with a rail or hedge on the take-off side need only be marked on the landing side.
5. No marking strip is required to define the limits of an obstacle when water is used at the base of an obstacle built over it and not as a proper water jump (e.g., a liverpool).
6. A water jump may have one rail over the center no higher than 3 feet. When water is used in this manner, scoring of the marking tape is optional and the manner of scoring must be clearly stated on the course plan. A penalty of four faults is incurred if the rail is knocked down.
7. A judge must be present at the water jump unless only the rail is being scored.

Article 64—Combinations

1. A double, triple or multiple combination is composed of obstacles necessitating two, three or more successive jumps with a maximum inner distance of 39 feet 5 inches between any two elements. Any obstacles with 39 feet 5 inches or less between them must be designated as a combination by numbering them with a single number and the use of A and B or A, B, and C.
2. The distance between elements of a combination is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.
3. In combinations, each obstacle of the whole must be jumped separately and consecutively, on penalty of elimination. Faults are counted at each obstacle of the combination.

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4. If there is a refusal or run-out anywhere in the combination, the competitor must retake the combination from the beginning.
5. All faults made at each obstacle of a combination during each attempt are counted separately and added together.
6. Banks, slopes, ramps and sunken roads, whether or not they include any type of obstacle and regardless of direction negotiated, are to be considered as combinations of obstacles.
7. A bank without the addition of a jump or with only one rail may be taken in one jump without incurring any penalties.
8. The course designer and/or judges must decide before the competition whether the obstacle is to be considered as closed or partially closed and this decision shall be shown on the plan of the course. If it is not so indicated, the combination must be considered as open.
 - A. A combination is considered as completely closed if the horse cannot get out without jumping.
 - B. If a competitor, having jumped into a closed combination, leaves the enclosure by the wrong side or otherwise improperly crosses the defined limits of the obstacle, he/she is considered to have jumped an obstacle not on the course and is eliminated.
 - C. If a competitor, having jumped into a closed combination, has a refusal at the jump out, the rider must attempt to jump out in the correct direction. If unable to do so within 60 seconds or after the third disobedience, he/she is eliminated.
 - D. If a competitor deliberately displaces, causes to be displaced or in any way modifies any of the obstacles of a closed combination without attempting to jump out, he/she is eliminated.

Chapter 4—Timing

Article 65—Time

1. Time is taken from the instant the horse's chest reaches the start line until it reaches the finish line. The competitor is considered to have started the course when the chest of the horse crosses the "start line" (between the markers), in the proper direction or upon expiration of 45 seconds following the sounding of the audible signal to start the course.
2. The time of a round is not interrupted except as laid down in this article and Article 68 of these rules. The clock is not stopped for taking the wrong course, disobediences or for adjusting equipment.
3. Disobediences are not penalized during interrupted time, time out/time in.
4. All rules governing elimination remain in force during interrupted time, time out/time in.

5. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle, a signal is given and time is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt, a signal is given to indicate that the course is ready and that the competitor may continue the round. Time is restarted at the moment when the horse leaves the ground at the obstacle where the disobedience occurred. If a disobedience with a knockdown occurs at the second or subsequent part of a combination time is restarted when the horse leaves the ground at the first element of the combination. The competitor is penalized for a disobedience and a time correction of 6 seconds is added to the time taken by the competitor to complete his round.

Article 66—Time Allowed, Time Limit

1. The time allowed to complete the course must be calculated from an actual measurement of the course's length for all rounds and the jump-off. However, if the number of turns on the course or the size of the ring, or both, suggest that the calculated time allowed may prove unfair in practice, it may be adjusted prior to posting. See charts in Appendix VI for the speed recommended for each division.
2. The time allowed, length of the course and speed, must be clearly indicated on the plan of the course.
3. The time limit is twice the time allowed.
4. The time allowed must be announced and posted prior to the start of each round of each level. After the first competitor has completed his/her round, the time allowed and the competitor's time should be announced. In cases where an electronic display clock is not available, or visible to the riders, in the in-gate area, the reference times for the first three riders should be announced.
5. The time allowed may be adjusted at the discretion of the judge if they feel it is inaccurate, but only after consultation with the course designer and/or the steward. The time allowed may only be adjusted after the first competitor completes the round without a disobedience and not later than following the third competitor to complete the course without a disobedience. The time allowed may not be adjusted thereafter. Once a competitor has completed a course without a refusal and within the original time allowed, the time allowed may not be lowered to such an extent so that competitor receives time faults.

Article 67—Recording Time

1. The time shall be recorded in seconds and at least tenths of seconds.
2. Automatic timing equipment is recommended for all competitions at or above the regional level.
3. Two stopwatches recording time to at least hundredths of seconds with time-out features must always be used unless automatic timing equipment is used. If automatic timing

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equipment recording to at least hundredths of seconds and with time out feature is used, one stopwatch with the same features must also be used. The officiating judge should run the automatic timer and an additional stopwatch for timing the start from the horn, holds, etc.

4. When automatic timing equipment fails in use, the time of the stopwatch will be used.
5. When only stopwatches are used, one watch will be primary and the other will be back-up, or both may be primary with time averaged between the watches.

Article 68—Time Penalties

1. One time fault is charged for each second or fraction thereof by which the time allowed is exceeded.
2. If, as a result of a disobedience, a competitor knocks down or dislodges an obstacle marking the limits of an obstacle, the clock is stopped immediately, and remains stopped while the obstacle marking the limits of the obstacle are rebuilt. When the obstacle has been rebuilt, a signal is given to indicate that the course is ready and that the competitor may continue the round. Time is restarted at the moment when the horse leaves the ground at the obstacle where the disobedience occurred. If a disobedience with a knockdown occurs at the second or subsequent part of a combination time is restarted when the horse leaves the ground at the first element of the combination. The competitor is penalized for a disobedience and a time correction of 6 seconds is added to the time taken by the competitor to complete his round.
3. Any competitor whose time, including penalty seconds, exceeds the time limit is eliminated.
4. Time faults awarded in a jump-off are penalized 1 fault for each commenced second over the time allowed.
5. For take-your-own-line and fault-and-out competitions, see Section III, Articles 54 and 56
6. Additional Time Out: If the clock is stopped because a rider is unable to continue for an unforeseen circumstance or while a fence is being rebuilt due to it being knocked down or displaced for any reason other than it was caused by jumping or an attempt to jump, no penalty is incurred and 6 seconds are NOT added to their time.

Chapter 5—Faults and Disobediences

Article 69—Obstacle Knocked Down

1. An obstacle is considered knocked down when the rider or horse by contact:
 - A. Lowers any part of the obstacle, which established its height or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by any portion of the obstacle;
 - B. Moves any part of the jump, which establishes its height, as described above in item A. so that the part rests on a different support from the one on which it was originally placed.
2. Should a rail resting in a cup come to rest on the lip of the cup or on its bracket, which is an integral part of the cup, it is not considered a knockdown.
3. Narrowing the width of a spread obstacle without altering the height of any element as defined in items A and B above is not considered a knockdown.
4. If an obstacle falls after a competitor crosses the finish line, it shall not be considered a knockdown. (Exception: A fault at the final jumping effort will count, unless the competitor has left the arena.)
5. If any element of an obstacle, which has been knocked down, prevents a competitor from jumping another obstacle, it must be removed, even if a Time Out is required for this purpose.
6. If the standard, wing or obstacle has not been reset when the competitor is ready to jump, he must await the signal to start or be eliminated.
7. Knockdown of flag, automatic timing equipment or other designated markers on start or finish line or flags standing along marking the limits of banks, ditches or water jumps, with any part of horse, rider or equipment.

Article 70—Disobediences

1. Refusal
 - A. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience.
 - B. Stopping at an obstacle without knocking it down and without backing, followed IMMEDIATELY by jumping from a standstill, is not penalized. However, if the halt continues or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
 - C. If a horse slides through an obstacle, the judge must decide immediately whether it is to count as a refusal or as an obstacle knocked down. If he/she decides that it is a refusal, the audible signal is sounded at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. Should the judge decide that it was not a refusal, he or she will not sound the

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audible signal and the competitor should continue his/her round.

2. Run-Out

- A. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
- B. After a run-out or a refusal the rider must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated.

3. Loss of Forward Movement

- A. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out or an order from a judge due to unforeseen circumstances such as a fence being blown down), will be penalized as a disobedience.
- B. Loss of forward movement on banks will not be scored as a disobedience unless the horse takes a step backwards.

4. Circling

- A. Any form of circle or circles, whereby the horse crosses its original track between two consecutive obstacles (start and finish included) or stops advancing toward or turns at least 180 degrees away from the next fence and/or finish line, except to retake an obstacle after a disobedience, is considered a disobedience.
- B. NOTE: Coming sideways or zigzagging toward an obstacle does not constitute disobedience unless the horse passes or turns his back to the next obstacle or the finish line.

5. Fall of Horse or Rider

- A. A rider is considered to have fallen when he/she is voluntarily or involuntarily separated from his/her horse (which has not fallen) in such a way that he/she has to remount or vault into the saddle.
- B. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or the obstacle and the ground.
- C. A fall of a horse and/or a rider is penalized by elimination.

6. Deviation of Course

- A. A competitor is considered off course when he/she deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.
- B. Anyone who draws the attention of a competitor to a deviation from the course is giving unauthorized assistance. In this case, the competitor may be eliminated at the discretion of the judge. Any such person giving unauthorized assistance shall be immediately informed of the rule on unauthorized assistance by the steward or the judge and be asked to leave the area.

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Article 71—Points and Penalties

In each round, competitor are assigned penalty points based on errors during the round. Please see the appropriate round scoring section for details on scoring of each round. The following Table of Penalties will be used in assigning penalties for each round.

Table of Penalties

1. Knockdown of obstacle, standard or wing by any portion of horse, rider or equipment when jumping an obstacle:	4 Faults
2. Knockdown of automatic timing equipment or other designated markers on start or finish line:	4 Faults
3. First disobedience (anywhere on course):	4 Faults
4. Second cumulative disobedience (anywhere on course):	4 Faults
5. Third cumulative disobedience (anywhere on course):	ELIMINATION
6. Fall of horse and/or rider:	ELIMINATION
7. Exceeding Time Allowed, for each commenced second:	1 Fault
8. Exceeding Time Allowed in the Jump-Off, for each commenced second:	1 Fault
9. Exceeding Time Limit:	ELIMINATION
10. Failure to enter ring within one minute of being called:	ELIMINATION
11. In un-timed courses, failure to start within 45 seconds of the signal to begin:	1 FAULT/SECOND
12. Jumping an obstacle before it is reset or without waiting for signal to proceed (TIME IN):	ELIMINATION
13. Starting before Judge's audible signal to proceed:	ELIMINATION
14. Jumping obstacle out of order, off course:	ELIMINATION
15. Jumping any obstacle before crossing start line unless said obstacle is designated as a practice jump: ...	ELIMINATION
16. Jumping any obstacle after crossing finish line, whether forming part of the course or not:	ELIMINATION
17. Failure to jump in designated order (at discretion of Ground Jury):	ELIMINATION
18. Leaving the enclosure of a closed obstacle not in the proper direction:	ELIMINATION
19. Rider and/or horse leaving the arena before finishing the course (penalized at any time the horse is in the ring):	ELIMINATION
20. Failure to jump the combination from the beginning after a refusal or run-out:	ELIMINATION
21. Failure to cross the finish line, mounted, before leaving the arena:	ELIMINATION
22. Unauthorized assistance:	ELIMINATION
23. Failure to secure a helmet retention system, which has come undone during a ride:	ELIMINATION
24. Jumping a flagged schooling fence backwards (at the discretion of the Ground Jury/Jumping Judge): ...	ELIMINATION
25. Riding another competitors entered horse:	ELIMINATION
26. Dangerous riding (1st Warning Card)	5 Faults
Dangerous riding (2nd Warning Card at the same competition)	DISQUALIFICATION
27. Single act of Dangerous Riding	(up to and including DISQUALIFICATION after consultation with the Ground Jury)

Article 72—Inquiries, Protests, and Appeals

- Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered unauthorized assistance.
- Competitors may only inquire about their team/individual scores.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.
- All inquiries, protests and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude

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behavior may be penalized up to and including elimination and/or disqualification.

- The process will include verbal inquiry, written inquiry, written protest and written appeal, and use Appendix I.

Horse Management

Horse Management Verbal Inquiry

Verbal inquiries may be initiated if the team captain/individual competitor does not agree or **understand or if they feel a mistake has been made.** Horse management verbal inquiries are made to the CHMJ following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted by the CHMJ, and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the CHMJ that an inquiry is likely.

At the end of the required 30 minute inquiry period, the CHMJ must:

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. (Only the CHMJ may adjust points as a result of inquiries.)
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.
- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on horse management sheets and scores posted by the scorer.

Horse Management Written Inquiry

Written Inquiries may be initiated if the team captain/individual competitor disagrees with the CHMJ's decision on a verbal inquiry. Written Inquiries are made to the steward/TD via the rally office.

Written Inquiries must be:

Made in writing, using the official horse management written inquiry form (signed by the team captain/individual competitor), containing the references to the rules covering the reason for the inquiry Section VI.

Delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

Mounted Competition

Mounted Competition Scoring Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor does not **understand or if they feel a mistake has been made.** Mounted Competition written inquiries are made to the steward/TD following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the rally office that an inquiry is likely.

Written Protest to the Discipline Ground Jury

If a team does not agree with the steward/TD's decision on a written inquiry, they may advance a written protest (utilizing the existing written inquiry form) to the discipline ground jury.

The decision must be made while the team is sequestered and within 10 minutes after the steward/TD's announcement of the decision to the team.

Written Protests must be:

Initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).
- Made within 10 minutes of the steward/TD's announcement of the decision to the team.

Frivolous Protest

• During a rally, each team is allowed one "free" inquiry to the steward/TD. After the first, the steward/TD may present to the ground jury any inquiry presented in which the decision of the judge was upheld and which the steward/ TD deems frivolous and not in the spirit of good sportsmanship. Any inquiry deemed frivolous, may be assessed 5 points by the discipline ground jury.

- If any score change results, the chief scorekeeper must be notified by the official making the decision and changes recorded scores.

The discipline ground jury will meet, review the written inquiry/protest form, make a decision, document the decision on the original Written Inquiry/Protest form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT REGIONAL RALLIES.

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Written Appeal to the Overall Ground Jury/Appeal Committee

(AT CHAMPIONSHIPS ONLY)

If a team does not agree with the discipline ground jury's decision on a written protest, they may advance an appeal (utilizing the existing written inquiry form) to the overall ground jury/appeal committee.

The team's decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury's decision to the team.

Appeals must be initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

THE DECISION OF THE OVERALL GROUND JURY/APEAL COMMITTEE IS FINAL AT Championships.

Article 73—Scoring of Excused

Horses excused after the beginning of competition will receive elimination scores for all of the following rounds, unless they are later judged to be sound and allowed to compete again.

Article 74—Scoring of Elimination

To calculate total faults for all riders who have been eliminated (over all levels in the division in that round), the Scorekeeper must add 20 faults to the worst score gained in that round and use that total for the eliminated riders in that round. In regards to elimination scoring, "division" indicates the competitors competing for the same set of ribbons and does NOT equate to the competition level division designation. The elimination score for each round, will be determined by the scores for that round only.

Article 75—Scoring of Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. Or the discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are not appealable except at Championships.

1. If a Yellow Card is accessed to a competitor, it may or may not include penalty points. The discipline ground jury can access penalties ranging from 0 up to the maximum penalties as defined below. Any accessed penalties should be included in the "Other" column on the scoresheet and are added to the penalty score prior to combining them with the Horse Management Score.

Single Round—The maximum number of penalties accessible for infractions related to a single game is 80.

Entire Competition Infraction—The maximum number of penalties accessible for infractions related to the entire competition is calculated by taking the number of rounds in the competition and multiplying it by 80.

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken. If the disqualification of a competitor causes an already short team, to become a shortened team, then shortened team ghost scoring will apply. If a stable manager is disqualified, all the team's accumulated Horse Management points will be split evenly among the remaining team members.

Disqualified competitors and their horses may not take further part in the rally and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

Causes for disqualification in Show Jumping are:

1. Exercising horses in the competition arena at any time, except as allowed by the Organizer
2. Willfully jumping any obstacle of a competition in which the rider is going to compete
3. Rapping a horse
4. Poor sportsmanship
5. Cruelty or abuse of the horse
6. Unlawful use of drugs, medications and/or alcohol
7. Refusing to leave the arena at the end of a round or following elimination
8. Schooling over obstacles other than those provided by the organizer
9. Misuse of equine medication
10. Cheating
11. Dangerous riding
12. Riding a sick, injured or exhausted horse.

Article 76—Team Scoring

1. For each team the three best scores of each round are counted towards the final score. The three best Equitation scores are included from the Equitation round. (Four rider teams will have a drop score for each round, three rider teams will use all three scores for each round). Bonus scoring (Take Your Own Line, Jump Off) for all competitors is included.

The final score is calculated using the below formula.

Overall Score = Riding Score + HM Score

HM Score = # HM Penalties x # Rounds x 0.2.

- Additional information for calculating the Horse Management Score
- The number of rounds only include the rounds utilized for overall team scoring.

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- If you offer a separate TYOL class for qualifying riders and those DO NOT count for team scores, that round will not count in the number of “rounds” for the Horse Management scoring formula.
2. In extraordinary circumstances when a short team (three rider team) becomes a shortened team (two rider and one stable manager), prior to the start of competition, the following team scoring will take effect.
 - A. In the event of the competitor being removed completely from the team. Ghost Horse Management scores will be determined per the Horse Management Handbook. Ghost riding scores per round will be determined by averaging the riding scores of the two remaining competitors. Ghost bonus riding scores will be determined by averaging the bonus scores of the two remaining competitors.
 - B. In the event of the competitor no longer being able to participate in the riding portion of the competition. They shall continue to earn Horse Management scores, and ghost riding scores per round will be determined by averaging the riding scores of the two remaining competitors. Ghost bonus riding scores will be determined by averaging the bonus scores of the two remaining competitors.

Please note: The above scoring is not to be used in a 4 man team’s loss of a rider or mount. Only to be used with a 3 man team rather than losing a team completely from the rally.

Article 77—Individual Scoring

While rallies are normally scored only as teams. There are some instances when the tabulation of individual scores is necessary. To determine an individual’s score:

1. The penalties earned from each competitor’s rides will be added together.
2. The individual factored horse management penalty points earned by the competitor, will be added to the competitor’s positive riding score.
3. The winning individual is that individual who has the lowest total score after all scores have been added.

Article 78—Alternative Methods of Scoring

1. For competitions not decided on time, but with the time of each round recorded, the place standings are decided either by:
 - A. Totaling the jumping and time faults; competitors with equality of faults remain tied; or,
 - B. As in item A above, but with only those competitors tied for first place required to take part in one or two jump-offs, the last of which will be against the clock.
2. For competitions decided on time, the time taken to complete the course will decide between any competitors with

clear rounds or equal faults, with the fastest time being the best.

Article 79—Posting of Scores

Depending on the length of the rally, scores may be posted multiple times during the rally or just once. Any time scores are posted there is a 30-minute inquiry period where competitors can inquiry regarding the scores (Article 72). After the final inquiry period, the only changes that can occur are if a transcription error has occurred. Following the final inquiry period, final scores for all competitors must be posted for review by competitors, parents, coaches, etc.

Anytime scores are posted during the competition, there will be an announcement of official score posting and time.

Article 80—Placing of Teams

The winning team is that with the best (lowest) final score after riding scores and the factored Horse Management penalties are added together.

Ties:

1. In a team competition, ties will be decided on the following conditions:
 - A. Number of clear rounds for each team in the overall competition; if still tied then,
 - B. The total number of bonus points earned by each team; if still tied then,
 - C. The total team riding score (including the throw-out scores and “Ghost scores” for a short team so every team has the same number of scores); if still tied then,
 - D. Turnout Inspection scores (four) for each team.

Awards:

Overall team and horse management awards are usually presented at mounted rallies. Other awards may be also be given and all awards must be published in the prize list.

Equitation Awards:

Ties in the equitation round are broken at the discretion of the equitation judge.

Please Note: A disqualified horse/rider combination may not be placed or receive an award.

SECTION V: Officiation

Overview

The use of appropriately licensed (US Equestrian, etc.) officials is always preferable. Regarding standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced personnel to fill official positions. Organizers needing help are encouraged to reach out to the appropriate discipline committee (refer to www.ponyclub.org About/Contact Us/Activities Committees to find contact information for the USPC discipline committee members). These resource people, available by e-mail, or phone, can help with courses, officials, or other questions.

Article 81—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

Article 82—Steward/Technical Delegate (TD)

The steward/TD oversees the technical and administrative arrangements for a competition. They are responsible for knowing and enforcing the rules of the competition. The steward/TD is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the steward/TD fails to resolve the question at hand, the discipline ground jury then makes a final decision. The steward/TD may not be a member of the discipline ground jury.

1. The organizer shall appoint a knowledgeable person to serve as steward/TD. Stewards/TD should be licensed by U.S. Equestrian or of a comparable association. If a licensed steward/TD is not available, a knowledgeable jumper judge or other knowledgeable person may be used.
 - A. The steward/TD shall act with complete impartiality and report to the organizer and show jumping committee, protecting the interests of competitors, judges, officials and the competition organizers. The steward/TD shall have no connection with the management or judging of a competition.
 - B. No steward may officiate at any competition in which a member of his/her family, any owned horses or any of his/her students are competing.
 - C. No competition shall be organized and held without the presence of a steward/TD.

2. The Steward is responsible for:
 - A. Ensuring the Show Jumping competition is organized and managed in strict compliance with the USPC Show Jumping rulebook;
 - B. Inspecting jumping arenas, warm-up areas, courses and obstacles prior to the competition with the course designer and/or judges;
 - C. Supervising the horse inspections;
 - D. Once the competition begins, the steward/TD is responsible for accounting for the presence of all competitors and horses on rally grounds. Any withdrawals of horses or riders must be reported to the steward/TD as soon as possible.
 - E. Supervising the technical conduct of the competition.
 - F. Reporting any infraction or violation of the competition rules and regulations to the organizer or show jumping committee, by any competitor, coach, manager, competition official, staff member or any other person present on the competition grounds, and seeing that immediate action is taken;
 - G. Protecting the interests of competitors, judges, officials and the competition organizers;
 - H. Furnishing the USPC Show Jumping committee with a complete written report on the competition, including any infractions or violations of the rules, within three days following completion of the competition. (See Appendix VI.)
3. The steward/TD is authorized to insist on alterations to the course and/or the obstacles if, in his/her opinion, the courses and/or obstacles do not comply with the established limits for the competition. If the arena or course is considered unsuitable for competition, the steward/TD is encouraged to confer with the course designer and/or judge(s) before insisting on alterations;
4. The steward shall have no duties other than those specified above and in uniform officiation rules.

Article 83—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the steward/TD and other officials during a rally.

Per the appropriate discipline rulebook the organizer shall appoint a discipline ground jury. Specific to each discipline the ground jury shall be composed of the chief overall judge, the chief horse management judge, and one other Pony Club knowledgeable person as appointed by the rally organizer

The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, manager, chaperone, coach, or owner of a horse entered in the competition

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2. Any close relative of a person named in item 1 above
3. Any instructor or trainer of any competitor or horse entered in the competition
4. The organizer or any member of the organizing committee
5. Any other horse management judge from that competition
6. The steward/TD
7. Any member of the overall ground jury/appeal committee

Duties of the Discipline Ground Jury:

1. The ground jury makes proper inquiries into both sides of cases in all appeals concerning decisions made by the judges or the technical delegate regarding questions protests filed by competitors.
2. Any variance from these qualifications must be approved by the chairman of the show jumping committee.
3. The ground jury adjudicates the rally. Its jurisdiction begins with the official rally opening and ends with the presentation of awards. Therefore, the ground jury must be present during these hours.
4. The official rally opening should be shortly after the official grounds opening and at least one hour before the initial rally briefing, which should be at least one hour before the first turnout inspection. All times should be included in the rally announcement, and a copy should be sent to each member of the ground jury and appeal committee.
5. The president of the ground jury participates in the initial briefing, with the organizer and technical delegate (TD).
6. The ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the steward/TD and organizing committee shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the steward/TD, the ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.
7. The ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.
8. The ground jury oversees all phases of a rally and determines whether competitors may continue in the next phase, after elimination or excused.
9. The members of the ground jury are obliged to be on the grounds from the official rally opening until awards have been made.
10. Any member of the ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive or dangerous behavior. There is no appeal against such a decision.

Article 84—President of the Discipline Ground Jury

The chief jumping judge shall be president of the ground jury.

Article 85—Overall Ground Jury/Appeals Committee (for Multiple Championships)

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be an overall ground jury/appeals committee composed of three to five persons to include: the Vice President of Activities (if not the organizer), the Championships Horse Management Organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the overall ground jury/appeals committee include:

- Determine dress requirements for turnouts and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates
- Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions.
- Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty or misbehavior by a competitor
- Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the appeal committee by the discipline ground jury.

The decision of the overall ground jury/appeals committee is final.

The following may not serve on the overall ground jury/appeals committee at a Championships:

- Anyone serving as a steward/TD
- Anyone serving on a discipline ground jury
- Anyone serving as a CHMJ for the competition
- Anyone serving as a judge for the competition

Article 86—Horse Management Judges

1. All competitions shall include judging of horse management. Horse management shall be judged in accordance with current USPC Horse Management Handbook. At all events, horse management judges will judge safety standards throughout the day.
2. The horse management judges shall be responsible for conducting stable, turnout and turnback inspections.
3. Horse management judges shall be responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm up and jumping areas as feasible.

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Article 87—Chief Horse Management Judge (CHMJ)

One member of the rally horse management staff will be designated as the chief horse management judge. If the rally is a standard rally for Championships, the chief horse management judge must be selected from the chief horse management judge list on the USPC website.

Article 88—Course Designer

1. The organizer shall appoint a qualified course designer. The course designer should supervise the layout of the course from the plan provided.
2. The course designer is responsible for course layouts and measurements, which comply in all respects to the rules and regulations governing the courses, and obstacles permitted for the various types of competition found in Section II and levels of competition specified in Appendix I of this rulebook.
3. The course designer shall have a clear understanding of the intents and purposes of USPC Show Jumping competitions, be thoroughly knowledgeable of the USPC rules for show jumping competitions and be experienced in the design and layout of show jumping courses. Whenever possible, the course designer shall have as assistants, Pony Club members who are not competing in the competition, thereby providing an educational opportunity.
4. The course designer may do an official course walk with all competitors.

Article 89—Judges

The rally organizer shall appoint the Judges. It is recommended that judges be selected from those persons holding a U.S. Equestrian Federation judge's card for the jumper division and the hunter seat equitation division. The best judge will hold both cards and will be able to do both sets of judging with the help of a scribe. All judges must be knowledgeable in the USPC rules for show jumping competitions and shall be given a copy of these rules. It is to be carefully noted that these rules closely follow the rules published by the U.S. Equestrian, but may differ in small ways. Modified regional rallies may use as a judge any person having good knowledge of U.S. Equestrian show jumping, hunter seat equitation and USPC Show Jumping rules.

A judge shall not officiate at any event in which any member of his/her family, any owned horse or any of his/her students compete.

Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

Article 90—Paddock Master

1. There shall be a paddock master for each schooling area.
2. The Paddock master must have a thorough grounding in both the USPC Show Jumping Rulebook and U.S. Equestrian Jumper Rules for rules and conditions governing the schooling area.
3. The warm-up arena is under the full jurisdiction and control of the discipline. The location of and the size of the warm-up arenas will dictate the number of volunteer stewards needed. Paddock masters will need to be familiar with the discipline rules and report any unsafe riding, unsportsmanlike behavior, unauthorized assistance or coaching issues to the ground jury of the discipline. Riders will have received safety checks from horse management prior to arriving in the warm-up area and will be allowed to make minor last minute adjustments (tightening the girth or adjusting stirrup leathers) to their tack.
4. The heights and spread of the obstacles may be altered by either the coaches or by the paddock master as long as the jumps remain within the limits set for the schooling: that is, no more than 3 inches higher and no wider than the jumps in the competition ring.

Article 91—Timekeepers

1. The chief timekeeper shall be responsible for the prompt and accurate timekeeping of each round and jump-off of the competition. The chief timekeeper must be thoroughly knowledgeable of the rules and of the proper timing of competitors during a round. The chief timekeeper may be a judge.
2. The organizer shall appoint such assistant timekeepers as necessary to operate the required number of watches and to time and record each round. The chief timekeeper is responsible for thoroughly briefing his/her assistants. All assistant timekeepers must be thoroughly knowledgeable of the USPC rules for show jumping competitions and the proper timing of competitors during a round.
3. For each competition (except where no time is required), two timekeepers must time all competitors, using either electric timing equipment with one backup stopwatch or two stopwatches. All timing devices must have a time-out feature and must read at least in tenths of seconds.
4. All timekeepers shall act with complete impartiality.

SECTION V: Officiation

Article 92—Inspection Panel

An inspection panel made up of the president of the discipline ground jury, the CHMJ, and a veterinarian or other qualified horse person, will officiate over the horse inspections (jogging). The veterinarian's decision shall be final when a judge or the steward requests an inspection or examination as to the serviceable soundness of a horse. In the absence of a veterinarian, the judges or the steward shall have the right to excuse a horse from further participation on the grounds of unsoundness.

Article 93—Veterinarian

1. The veterinarian should be a part of the inspection panel for all horse inspections.
2. Regional competitions should have a qualified veterinarian present or on call for all games of the competition.
3. The veterinarian shall assist the organizer in all matters pertaining to the health and welfare of the horses at the competition.
4. The veterinarian, when required to be present at a competition, shall have the right to inspect and examine any horse at the competition. The judges or the steward may request an inspection or an examination of any horse.
5. The veterinarian's decision shall be final when a judge or the steward requests an inspection or examination as to the serviceable soundness of a horse. In the absence of a veterinarian, the judges or the steward shall have the right to excuse a horse from further participation on the grounds of unsoundness.

Article 94—Chief Scorekeeper

1. The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorekeeper to use in the calculation of scores and place standings.
2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.
3. The chief scorekeeper shall appoint such assistants as he/she may require for the work. All scoring shall be conducted with complete impartiality.

Article 95—Required Medical Personnel

1. For mounted rallies—An EMT-Basic (paid or volunteer) is required onsite one hour prior to the first ride of the rally and stay until riding concludes for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.
 - A. The EMT must:
 - Have CPR certification and licensed to perform basic assessment and non-invasive treatment.
 - Not have any other duties at the Mounted Rally.
 - Have a reliable means of communicating with the local EMS service and knowledge of the nearest hospital.
 - Have direct communication with all riding areas, especially those out of view.
 - Coordinate with the Rally Organizer on how to handle injured parties.
 2. Additional Information:
 - A. An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
 - B. Facility requirements may exceed the minimum USPC EMT requirement.
 - C. Rallies run as recognized events may exceed the minimum USPC EMT requirement.
 - D. An on-site ambulance is highly recommended, but not required.

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Appendix I: Mounted Competitions Scoring Inquiry/Protest/Appeal Form page 1

Remember:

- Only Competitors have the right to dispute scores and can participate in the process.
- Before this form can be used, a verbal inquiry must have been made to the CHMJ for Horse Management score questions.
- After submission to the TD/Steward, no additional information can be added by the team.

Date: _____ Discipline: _____ Division: _____ Team #s _____

Team Captain Name & Phone Number: _____

Team Member # for Protest: _____ Team Member Certification: _____

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

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Appendix I: Mounted Competitions Inquiry/Protest/Appeal Form page 2 Written Inquiry/Protest/Appeal Review For Official Use Only

Written Inquiry Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____

Technical Delegate: _____

CHMJ (if HM related) _____

Team Captain _____

Requesting Advance to Protest Yes: _____ No: _____

Protest Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Discipline Ground Jury: _____

Team Captain: _____

Requesting Advance to Appeal (Championships ONLY) Yes: _____ No: _____

Appeal Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Overall Ground Jury/Appeal Committee (Championships ONLY): _____

Team Captain: _____

Received by Scorer: (to indicate receipt and adjustment of a change)

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Appendix II Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to Do
Heat Stroke	<ul style="list-style-type: none"> • Confusion • Fainting • Seizures • Excessive sweating or red, hot, dry skin • Very high body temperature 	<ul style="list-style-type: none"> • Contact Medical Personnel, EMT, or Call 911 <p><i>While waiting for help:</i></p> <ul style="list-style-type: none"> • Place person in shady, cool area • Loosen clothing, or remove outer clothing • Fan air, place ice packs in armpits, apply cool compresses • Provide fluids (water)
Heat Exhaustion	<ul style="list-style-type: none"> • Cool, moist skin • Heavy sweating • Headache • Nausea or vomiting • Dizziness • Light headedness • Weakness • Thirst • Irritability • Fast Heart Beat 	<ul style="list-style-type: none"> • Place person in shady, cool area • Provide fluids (water) • Cool person with cold compresses, ice packs, fan
Heat Cramps	<ul style="list-style-type: none"> • Muscle Spasms 	<ul style="list-style-type: none"> • Rest in cool, shaded area • Drink water • Wait a few hours before returning to play

Heat Index (Apparent Temperature) Chart

	RELATIVE HUMIDITY										
	0%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
70°	64	65	66	67	68	69	70	70	71	71	72
75°	69	70	72	73	74	75	76	77	78	79	80
80°	73	75	77	78	79	81	82	85	86	88	91
85°	78	80	82	84	86	88	90	93	97	102	108
90°	83	85	87	90	93	96	100	106	113	122	+
95°	87	90	93	96	101	107	114	124	136	+	+
100°	91	95	99	104	110	120	132	144	+	+	+
105°	95	100	105	113	123	135	149	+	+	+	+
110°	99	105	112	123	137	150	+	+	Danger Zone		
115°	103	111	120	135	151	+	+				
120°	107	116	130	148	+	+	+				
125°	111	123	141	+	+	+	+				
130°	117	131	+	+	+	+	+				

This chart is based upon shady, light wind conditions.
Exposure to direct sunlight can increase the HI by up to 15°F.
“+” indicates the heat index temperature is so great it is off the scale.

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Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated "Official Team Chaperone." In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact for rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

Team Chaperones

Time Commitment

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

Transportation, Driving and Lodging

Decisions to allow a competitor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.
- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed horses the next morning, who will re-supply the tack room cooler with ice, drinks and snacks (get requests for drinks/ snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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Appendix III Chaperone Form

To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.

Chaperone duties shall include:

1. The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.
2. While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.
3. Be present and available to rally officials and all team members for the duration of the competition.
4. Being in contact with parents/guardians for all team members during competition hours.
5. Being in contact with all team members and their parents/guardians outside of competition hours.
6. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook and Rules for rallies. Rulebooks available for download from www.ponyclub.org.
7. Be aware that USPC members are required to wear a current, up to date USPC medical card/bracelet on their arm at all USPC activities.
8. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
9. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies and Resolutions on www.ponyclub.org for the full policy statement.
10. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

Name of Chaperone

Cell Phone Number

Signature

Date

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Appendix III Emergency Contact Form

for USPC Members Above the Age of Majority

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a “chaperone” for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state.

USPC Member: _____ Current Age: _____ State of Residence: _____

Competition Name: _____ Competition Date: _____

Emergency Contact Name: _____

Emergency Contact Relationship to Competitor: _____

Emergency Contact Home Phone Number: _____

Emergency Contact Cell Phone Number: _____

An additional Emergency Contact can be included, but is not required.

Secondary Emergency Contact Name: _____

Secondary Emergency Contact Relationship to Competitor: _____

Secondary Emergency Contact Home Phone Number: _____

Secondary Emergency Contact Cell Phone Number: _____

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Appendix V USPC Show Jumping Rally Technical Delegate's Evaluation and Report

(This form is also available electronically on the USPC website.)

*=information required; circle yes or no when you see **(yes/no)**.

TD/Steward's Name * _____ Phone * _____

TD/Steward's Email Address * _____

TD/Steward's License number and affiliation _____

Organizer's Name * _____ Phone * _____

Organizer's Email Address * _____

CHMJ Name* _____ Phone * _____

CHMJ Email Address * _____ Number of AHMJ's* _____

Rally Information

Region * _____ Rally Start Date * _____ Rally End Date * _____

Rally locations (please include all if multiple) _____

Is this a standard rally? * _____

Did you have a CURRENT copy of the Discipline's Rulebook? *(yes/no)

Did you read the rulebook prior to attending the rally? * (yes/no)

Was the entire rally conducted according to these rules? * (yes/no)

Did Horse Management function according to the rules? * (yes/no)

Did you have any problem with a stated rule? * (yes/no) If yes, please tell us why. _____

Did you have a situation for which there was not a stated rule? * (yes/no) If yes, please describe the situation. _____

Did any competitors receive Yellow Cards given during the rally? (yes/no) If yes, how many and why. _____

Were any competitors disqualified during the rally? * (yes/no) If so, please tell us who and why. _____

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Was the rally well-organized? **(yes/no)** Please describe. _____

Were the facilities suitable for all phases of the rally? **(yes/no)** If no, please describe areas of concern. _____

Were the organizers and other officials friendly and supportive to competitors and each other? * **(yes/no)**

Was sufficient personnel provided to manage all phases? * **(yes/no)**

Were medical personnel & equipment (EMT, ambulance) on the grounds during mounted activities and on call at all times? * **(yes/no)**

Were any accident reports filed? * **(yes/no)**

For the duration of the rally, was safety placed as a priority? **(yes/no)** Please describe. _____

Were the communications suitable for all phases of the rally? (yes/no) If no, please describe areas of concern. _____

Were briefings held? (yes/no) Please describe. _____

Was the rally a learning experience for all competitors? * **(yes/no)** Please describe. _____

Do you feel you were given all the materials to do your job effectively? * **(yes/no)** If no, please describe why not. _____

Horse Management Review

As the Technical Delegate/Steward, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate/Steward. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do NOT sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Discipline Ground Jury.

Were all inquiries/protests that were brought to you as TD/Steward in written form on the official form? * **(yes/no)**

Do you have any comments on the Horse Management competition at this rally? _____

Do you have any additional comments or thought you would like to share? _____

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Rally Competitor Numbers

Please utilize the lines below to indicate what competition divisions were offered and the number of teams and competitors in each.

	Level/ Division*	Number of Teams*	Number of Competitors*	Number of Competitors with D-2 Certification above 10 years of age*	Number of Competitors with C-1 Certification above 12 years of age*
Junior Introductory	_____	_____	_____	_____	_____
Senior Introductory	_____	_____	_____	_____	_____
Junior Developing Horse/Rider	_____	_____	_____	_____	_____
Senior Developing Horse/Rider	_____	_____	_____	_____	_____
Junior Advanced					
Large Pony	_____	_____	_____	_____	_____
Horse I	_____	_____	_____	_____	_____
Horse II	_____	_____	_____	_____	_____
Horse III	_____	_____	_____	_____	_____
Horse IV	_____	_____	_____	_____	_____
Horse V	_____	_____	_____	_____	_____
Senior Advanced					
Large Pony	_____	_____	_____	_____	_____
Horse I	_____	_____	_____	_____	_____
Horse II	_____	_____	_____	_____	_____
Horse III	_____	_____	_____	_____	_____
Horse IV	_____	_____	_____	_____	_____
Horse V	_____	_____	_____	_____	_____
Other (please specify)	_____	_____	_____	_____	_____

President of the Ground Jury's Name * _____ Phone * _____

President of the Ground Jury's Email Address * _____

President of the Ground Jury's License number and affiliation _____

Judge's Name * _____ Phone * _____

Judge's Email Address * _____

Judge's License number and affiliation _____

Were there three rounds of competition?* **(yes/no)**

Were the courses appropriate for all levels of competition?* **(yes/no)** If not, please describe: _____

SECTION VI: Appendices

Appendix VI Show Jumping Coaching Guidelines Form

Each coach should have a copy and a signed copy submitted with entries. Photocopy as necessary.

Penalties for violating these coaching guidelines will be assessed by the discipline ground jury and/or overall ground jury under the rules governing unauthorized assistance. Any coach not adhering to the rules set forth below may be removed from their position for the duration of the phase and/or competition.

Coaches are recommended for Dressage rallies and Championships. There may be one or more coaches per team; the organizer or ring steward may limit the number of coaches in a warm-up area at any given time.

Agreement

By signing this form, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear and conduct.
- Agree to adhere to the USPC Conflict of Interest and Code of Ethics Policies in all your actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.

Coaches Must

- Check in as requested and attend any official coaches' briefings.
- Be familiar with, understand and comply with the current USPC discipline and Horse Management rules.
- Be aware of the welfare of horse and rider.
- Wear identification as provided by the organizer/secretary during the competition times.
- Follow all discipline coach parameters outlined in the discipline rulebook.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Help any Pony Club competitor who asks for help or who is present without a coach.

All phase coaches must sign that they have read this sheet:

I _____ have read and agree to follow the USPC Dressage Rulebook and above guidelines for coaching.

Printed Name: _____ Signature: _____

Date: _____ Cell Phone: _____ Email: _____

Please list the competitors/teams you are coaching:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Coaches Must Not

- Enter the barn except during authorized visiting times.
- Interfere with the immediate care of the mount under penalty of elimination of the competitor.
- Coach in a manner that interferes with the warm-up of other competitors.
- Be the organizer, and member of the organizing committee or any other official of the competition.
- Be a team chaperone.
- Be a regional supervisor at a regional competition.

Coaching Duties

- Warming-up competitors for competition in the designated warm-up areas only.
- In addition, a coach may lead a competitor's mount into the arena area.
- Coaches may observe but not participate in (unless requested), soundness checks or horse inspections.
- Meet with the team to discuss ride times, planning and how to best utilize the coach within the team.

Communications between Coaches and Competitors

- Coaches may communicate with the competitors during the official briefing and any subsequent briefings as required by the organizer and in the warm-up area prior to and following the competitor's ride.
- Coaches may accompany competitors during their ride, arena inspection, course walks or any other subsequent times competition areas are open for warm-up, during which they may give advice and coach.

Competitors who wish to Coach while Competing

Championships competitors who are 18 years of age as of January 1 of the competition year may coach other members recognizing that:

- No scheduling changes will be made to accommodate coaching /riding times.
- Care of mount and other competitor responsibilities take precedence over coaching.

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Appendix VIII—Competition Level Specifications

Level	Maximum 1st Round Height	Maximum Height Jump-off	Spreads		Minimum Number of Spreads	Number of Jumping Efforts	Minimum Number of Combinations*	Maximum Length of Course**
			Not Less Than	Not More Than				
Introductory****	0.76m (2'6")	n/a	none	0.76m (2'6")	No min–4 max must be ascending	8-10	none	500 yds. (457m)
Developing Horse & Rider	0.85-0.91m (2'9"-3')	0.91m (3')	0.61m (2')	0.91m (3')	3 spreads out of first 8 jumping efforts, plus 1 spread for each 4 more	8-12	1 Double	500 yds. (457m)
Large Ponies	0.91-1.0m (3'-3'3")	1.07m (3'6")	0.76m (2'6")	1.07m (3'6")	as above	8-14	1 Double	600 yds. (549m)
Horse I	0.91-1.0m (3'-3'3")	1.07m (3'6")	0.76m (2'6")	1.07m (3'6")	as above	8-14	1 Double	600 yds. (549m)
Horse II	1.0-1.07m (3'3'-3'6")	1.14m (3'9")	0.85m (2'9")	1.14m (3'9")	as above	8-14	1 Double	600 yds. (549m)
Horse III	1.07-1.14m (3'6"-3'9")	1.22m (4')	0.91m (3')	1.22m (4')	as above	8-14	1 Double	600 yds. (549m)
Horse IV	1.14-1.22m (3'9"-4')	1.30m (4'3")	1.07m (3'6")	1.30m (4'3")	as above	8-14	1 Double	600 yds. (549m)
Part 1b – Specifications for Small/Med Ponies Divisions at Rallies								
Sm/Med Ponies	0.61-0.84m (2'-2'9")	0.91m (3')	0.61m (2')	0.91m (3')	3 Spreads out of first 8 jumping efforts, Plus 1 spread for Each 4 more	8-10	1 Double***	500 yds.

* Number of combinations should be increased to include 2 doubles or 1 double and 1 triple for Championships eligibility rounds at a rally when conditions warrant. One two-stride combination should be used only in the last round at regional rallies and during the last two rounds at Championships.

** Course length can be longer if the competition arena mandates it because of terrain.

*** A two stride combination of two verticals will be used at a recommended measurement of 30'-32'. Other measurements may be used as necessary when considering arena size, footing, weather conditions, etc.

**** The Introductory Division has been added as a way for less experienced riders and horses to gain competition experience and then to progress to the higher level divisions at regional rallies and Championships. The courses will be less technical and meet the above specifications. There will an Equitation Round, however there will be no jump-off rounds, TYOL rounds, or any other type of round where bonus points are available based on speed.

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Part 2 – Important Notes on Specifications

1. Ground Lines: For Introductory, DHR, Large Ponies and Horse I divisions, a separate ground line is required.
 - A. *Exception: at Championships and standard rallies, after the first round, only 50% of the fences for Introductory, DHR, LP and H1 must have a true ground line.*
 - B. No false ground lines may be used at any level.
2. Heights:
 - A. The height of the first round of any competition can be set at the minimum given for that level or at a mixture of heights within the range given. Courses need not be set at all heights given for each level.
 - B. Depending on the ability of the competitors, all jumps may be the same height, mixed heights, all at the low side of the standard or at the high side. This is particularly applicable when many riders may come from the lower certifications or when a Pony Club needs to not only limit the level because of the mount, but also limit the competition because of the lesser skill of the riders.
 - C. If fences are raised for the jump-off, they should be raised a minimum of 3 inches, but no more than 6 inches and cannot exceed the maximum given for that level.
 - D. At Championships, heights of the first round for Introductory shall be no less than 2'6"; DHR shall be no less than 2'9"; for Large Pony and Horse I no less than 3'; for Horse II no less than 3'3"; for Horse III no less than 3'6"; for Horse IV no less than 3'9".
 - E. At standard rallies, courses for Championships levels must be built in accordance with 2.D. above.
3. Spread Fences
 - A. In the first round or in any subsequent round or jump-off, all spread fences must be at least as wide as the minimum given and cannot exceed the maximum.
 - B. *Exception: In combinations the spread may be less than the minimum.*
 - C. In all courses, at least three jumps in a course of eight must be spreads.
 - D. Beyond this requirement, for each additional four jumps, one must be a spread.
 - E. No more than 50% of the obstacles may be spreads.
4. Number of Obstacles
 - A. Each course must have at least 8 jumping efforts.
 - B. No course can have more than 12 (Small/Med Pony) or 14 jumping efforts.
5. Combinations

Fault-and-Out and Take-Your-Own-Line should not have combinations.

6. Course Length

No minimum length is required as this is governed by ring size.
7. A chart showing suggested distances between elements of combinations may be found in this Appendix in Part 7.
8. No two courses at any level may be identical.
9. There must be at least one change of direction in every course, including Jump-Off Rounds.
10. Courses designed for regional qualifying rallies should be designed in light of the fact that the Championship courses will reach maximum height and technical difficulty.
11. At least three rounds of competition are required for standard rallies

Part 3 – Prohibited Obstacles

1. Prohibited Obstacles at All Levels of Competition
 - A. Double crossed rails (two pairs of crossed rails with spread between).
 - B. Hinged coop free at the bottom.
2. Prohibited Obstacles for Introductory, Small/Medium Pony, non-qualifying Large Pony, DHR, and Modified Horse I competitions
 - A. Water
 - B. Liverpool
 - C. Banks, slopes, ramps
 - D. Ditches
 - E. Sunken roads
 - F. Triple bar
3. Prohibited Obstacles for Introductory, Large Pony, DHR, Horse I and Horse II Competitions
 - A. Water
 - B. Ditches
 - C. Sunken roads
4. Prohibited Obstacles for Horse III
 - A. Open water (may have a water jump, not over 6 feet wide with one rail directly over the center, between 2-1/2 and 3 feet high).
 - B. Sunken roads

Part 4 – Knock Factor

1. Knock Factor
 - A. The obstacles must be varied and inviting in their overall shape and appearance. 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.

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- B. The jump cups holding the rails should not be more than 1/3 (one third) the diameter of the rail and must not be more than 1/2 the diameter of the rail. Because of their weight, if planks, gates or panels are hung as the top elements, the cups holding them must be flat. If flat cups are not available, the jumps should be constructed so that the heavy element is lower and a rail is used on top.
 - C. The tops of walls should be built in sections that dislodge easily.
 - D. All suspended gates, panels, planks, etc. must be hung not more than 4 inches from their top edges.
2. Brush Jumps
- Brush jumps must have a clearly visible rail resting on or placed above or beyond the brush.
- Part 5 – Equipment List for One Competition Arena**
1. The following equipment list is a “bare bones” list and will allow a minimum of 12 fences, including four spreads, plus fences for the schooling area.
 - A. 48 standards, 5-6 feet high (must be at least 12 inches higher than the highest jump will be. If wing standards are used, they should be at least 24 inches wide).
 - B. 12 natural rails or 4 natural and 8 solid color (redwood and yellow are good colors).
 - C. 8 white rails
 - D. 28 striped rails
 - E. 8 planks or little ladders, 12' x 8"
 - F. 4 gates, measuring 12' x 2'3"
 - G. 4 panels or walls, brick/stone or variations thereof; if panels, same measurements as gates; if walls, measuring 2'
 - H. 10 pairs of take-off boxes or flower boxes, six inches to one foot high. These should measure 10—11 feet wide per pair, but should be in sections for ease of handling. These boxes can be painted to look like little brick or stone walls or white brush boxes or fencing. They may be with or without flowers or simulated brush on top. These boxes are excellent ground lines.
 - I. 80—120 jump cups with a metal pin for each. 32 cups should be flat cups. It is good to have extra metal pins on hand. Either safety cups or breakable jump cup pins must be available for use on the back rail of all oxers as well as in all schooling/warm-up rings.
 - J. Set of start markers and finish markers.
 - K. Red and white flags for each fence and the start and finish (remember, oxers must be flagged on the back element or on all elements).
 - M. Set of jump numbers – numbers 1-14, plus capacity for numbering a combination (“A” and “B”) and a triple (“A,” “B,” “C”) obstacle.
 - N. Two stopwatches or electric timing equipment with one stopwatch for backup.
 2. Should you need to use more fences in the courses, you can expand this inventory accordingly.
 3. If you are using more than one ring, you should double the inventory. This also allows for extra equipment should you have breakage and need to replace a fence that cannot be repaired.

Part 6 – Speed and Time Tables for Show Jumping Competitions

SMALL/MEDIUM PONIES AND INTRODUCTORY

Speed:	328 yards per minute		300 meters per minute	
	100 yards	18.3 seconds	100 meters	20 seconds
	200	36.6	200	40
	300	55.0	300	60
	400	73.3	400	80
	500	91.7	500	100
	10 yards	1.83 seconds	10 meters	2.00 seconds
	20	3.66	20	4.00
	30	5.50	30	6.00
	40	7.33	40	8.00
	50	9.17	50	10.00
	60	11.00	60	12.00
	70	12.80	70	14.00
	80	14.70	80	16.00
	90	16.66	90	18.00

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LARGE PONIES*, HORSE I, AND DEV HORSE AND RIDER

Speed:	355 yards per minute		325 meters per minute	
	100 yards	16.6 seconds	100 meters	18.3 seconds
	200	33.3	200	36.6
	300	50.0	300	54.8
	400	66.6	400	73.1
	500	83.3	500	91.4
	10 yards	1.16 seconds	10 meters	1.83 seconds
	20	33.3	20	3.66
	30	5.00	30	5.48
	40	6.66	40	7.31
	50	8.33	50	9.14
	60	10.00	60	10.97
	70	11.66	70	12.80
	80	13.33	80	14.63
	90	15.00	90	16.45

*For Large Ponies, the course designer, judge and/or steward/TD may elect to use the Small/Medium Pony time allowed, if they feel it better fits the level of ponies and riders competing.

HORSE II, III* & IV* (Optional)

Speed:	382 yards per minute		350 meters per minute	
	100 yards	15.7 seconds	100 meters	17.0 seconds
	200	31.4	200	34.3
	300	47.1	300	51.4
	400	62.8	400	68.6
	500	78.5	500	85.7
	10 yards	1.57 seconds	10 meters	1.70 seconds
	20	3.14	20	3.43
	30	4.71	30	5.14
	40	6.28	40	6.86
	50	7.85	50	8.57
	60	9.42	60	10.29
	70	10.99	70	12.00
	80	12.60	80	13.70
	90	12.66	90	15.40

*The course designer, judge and/or steward/TD may elect to use the above time allowed or the time allowed for Horse I, depending on which better fits the level of riders competing and the arena conditions. Smaller rings, bad footing and courses with a great many tight turns mandate the use of slower times. It is important to be fair in the selection.

NOTE: If the time allowed has been miscalculated, it can be adjusted once, after the third rider without a disobedience completes the course. The judge and the course designer shall confer and agree on the adjustment (see USPC Show Jumping Rules). If the course includes a high percentage of sharp turns, the time may need to be longer than usual for

that length course. The course designer needs to remember in measuring the course to walk it, as it should be ridden, allowing for proper turns and approaches to each jump as appropriate for the level and ability of the competitors. An improperly set time allowed unfairly penalizes the riders, whether too short or too long.

When measuring course length in smaller arenas or indoors, the track taken should not require excessively tight turns.

As a further resource, the U.S. Equestrian Federation Rulebook has an excellent chart in the Jumper Division rules for use in setting the time allowed.

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When jumps are set at the lower height as given for that level, the distance between elements of the combination should be the shorter distance shown above. When fences are set at or near the maximum, use the longer distances. NOTE: Uneven ground, bad footing, small rings and combinations set following short turns may necessitate modification of these distances.

All distances are measured from the base of the first element on the landing side to the base of the next element on the takeoff side.

For triple combinations, use the above distances as applicable to each pair of the combination. For example: Vertical to Vertical to Ascending Oxer is A to A and A to B.

Distances for lower level competitors or non-qualifying divisions:

Distances between jumps, including combinations should be reduced in relationship to the conditions, footing and height of obstacles.

*= Not allowed

A= Straight (vertical) fence

B= Ascending oxer

C= Square oxer

D= Triple Bar

Part 7 – Suggested Distances Between Elements of Combinations

	Small/Med. Ponies		Intro/ Large Ponies/DHR		Horse I	II	III, IV	Horse I	II	III, IV		
	1 Stride	2 Stride	1 Stride	2 Strides							1 Stride	2 Strides
	A to A	20-22'	30-32'	23-24'							33-34'	24-25'
A to B	19-21'	29-31'	22-23'	32-33'	23-25'	23-25'	24-26'	33-35'	34-35'	34.5-35.5'		
A to C	19-21'	29-31'	22-23'	32-34'	23.5-25'	23.5-25.5'	24-26'	33-35'	34-35'	34.5-35.5'		
A to D	*	*	*	*	*	24'	24'	*	33-34'	33-34.5'		
B to A	20-22'	30-32'	23-24'	33-34'	24-25'	25-26'	25-26'	34-35.5'	35-36'	35-36'		
B to B	19-21'	29-31'	22-23'	32-33'	24'	24-25'	24-26'	33-34.5'	34-35'	34-36'		
B to C	19-21'	29-31'	22-23'	32-33'	24'	24-25'	24-26'	33-34.5'	34-35'	34-36'		
B to D	*	*	*	*	*	23-24'	23-24'	33-34'	34-35'	34-35'		
C to A	*	*	22-23'	33-34'	23-24'	24-25'	24-26'	33-35'	34-35'	34-36'		
C to B	*	*	21-23'	32-34'	22-24'	23-24'	23-25'	33-35'	34-35'	34-35'		
C to C	*	*	21-23'	32-34'	22-24'	23-24'	23-25'	33-34'	34-34.5'	33.5-35'		
C to D	*	*	*	*	*	*	*	*	*	*		
D to A	*	*	*	*	*	*	*	*	*	*		
D to B	*	*	*	*	*	*	*	*	*	*		
D to C	*	*	*	*	*	*	*	*	*	*		
D to D	*	*	*	*	*	*	*	*	*	*		