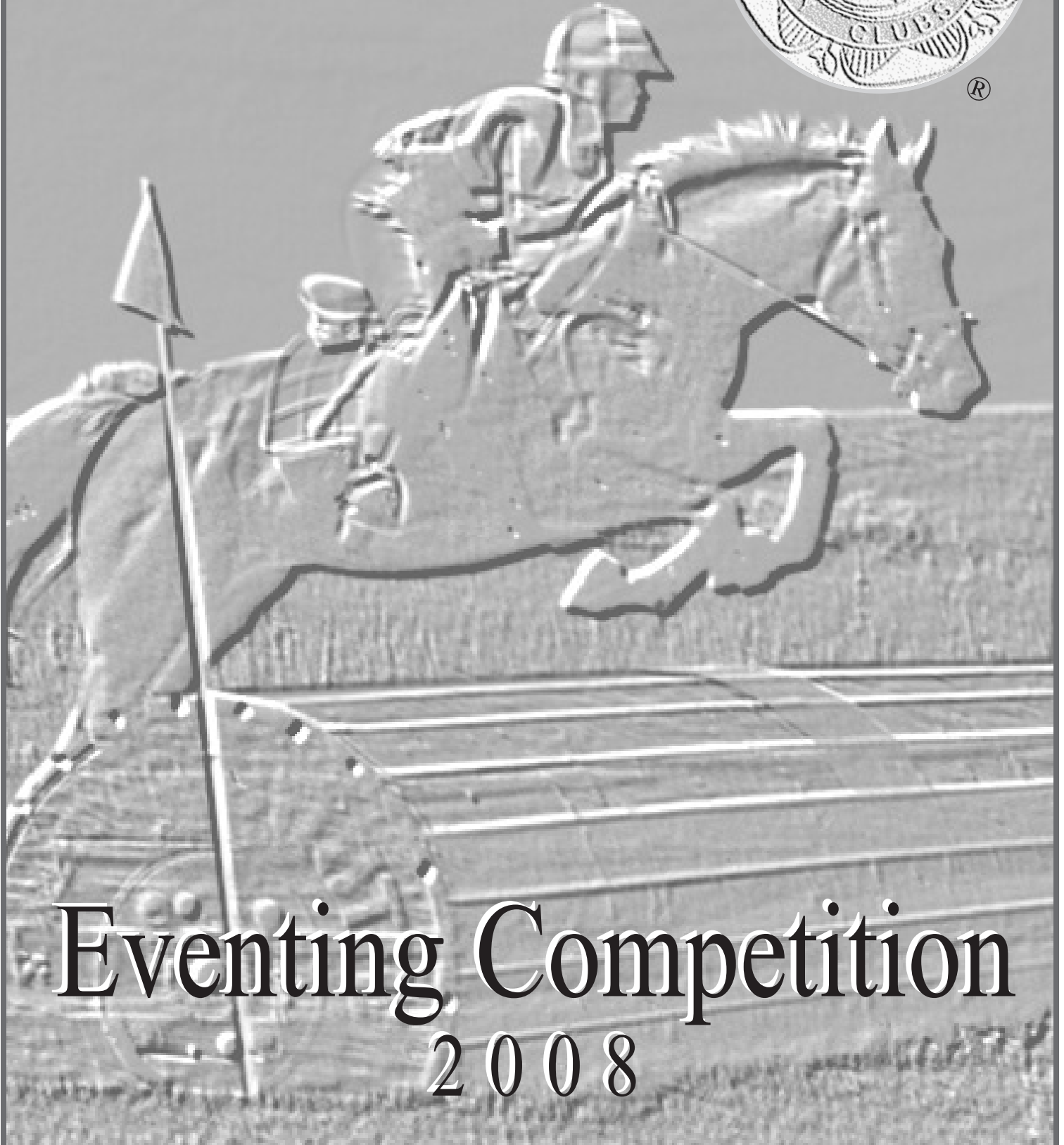


USPC[®]

Handbook and Rules for



Eventing Competition

2008

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2008

REMINDER: This is a new Rulebook for 2008. 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 competition season.

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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TABLE OF CONTENTS

INTRODUCTION1

SECTION I: General Regulations

Article 1	Competitors' Eligibility	2
Article 2	Eligibility of Horse	2
Article 3	Teams and Team Captains	2
Article 4	Chaperones and Coaches	3
Article 5	Dress, Saddlery and Bitting	3
Article 6	Examination of Horses and Riders	3
Article 7	Abuse of Horses	4
Article 8	Use of Equine Drugs and Medications	4
Article 9	Behavior	5
Article 10	Disqualification	5
Article 11	Dangerous Riding	5
Article 12	Elimination	5
Article 13	Unauthorized Assistance and Permitted Assistance in All Phases	6
Article 14	Inquiries, Protests and Appeals	6
Article 15	Interruptions and Modifications	7
Article 16	Falls of Rider	7
Article 17	Radios and Cell Phones	7

SECTION 2: Phases of Competition

Chapter 1 - Exercising and Access to the Courses

Article 18	Exercising/Warm-Up	8
Article 19	Access to Courses and Arenas	8
Article 20	Relative Influence of the Three Tests	8

Chapter 2 - Dressage Test

Article 21	Object and General Description	9
Article 22	Rules Governing the Dressage Test	9
Article 23	Dressage Arena	10
Article 24	Scoring Dressage	10

Chapter 3 - Cross-Country (Endurance) Test

Article 25	Object and General Description	11
Article 26	Rules Governing the Cross-Country Test	11
Article 27	Cross-Country Courses	12
Article 28	Cross-Country Obstacles	13
Article 29	Definitions of Faults	14
Article 30	Vet Check After Cross-Country	14
Article 31	Scoring Cross-Country	15

Chapter 4 - Jumping Test

Article 32	Object and General Description	16
Article 33	Rules Governing the Jumping Test	16
Article 34	Course	17
Article 35	Obstacles	17
Article 36	Scoring Jumping	18
Article 37	Definition of Faults	19
Article 38	Time Corrections	21

SECTION III: Levels of Competition

Article 39	Overview of Eventing Rallies	22
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Article 40	USPC Championships	22
Article 41	Beginner Novice Rallies	23
Article 42	Novice Rallies	23
Article 43	Training Rallies	23
Article 44	Preliminary Rallies	23
Article 45	Stable Manager Requirements	23
Article 46	Qualifying Requirements for the H-A/A Division	23

SECTION IV: Officiation

Article 47	Ground Jury	24
Article 48	Horse Management Judges	24
Article 49	Additional Judges	24
Article 50	Technical Delegate	25
Article 51	Course Designer	25
Article 52	Veterinarians	25
Article 53	Appeal Committee	26
Article 54	Officials at Obstacles (Jump Judges)	26
Article 55	Time Keepers	26
Article 56	Controller	26
Article 57	Medical Personnel	26
Article 58	Safety Coordinator	26
Article 59	Warm-Up Steward	27

SECTION V: Rules and Guidelines for D Level Rallies28

SECTION VI: Appendices

Appendix 1	Dress	35
Appendix 2	Saddlery and Bitting	36
Appendix 3A	Dressage Saddlery: Permitted Bits	37
Appendix 3B	Permitted Nosebands	38
Appendix 4	Dressage Arenas	39
Appendix 5	Specifications for Horse Trials	40
Appendix 6	Obstacles Composed of Several Elements	41
Appendix 7	Examples of Run Outs and Circles	42
Appendix 8	Scoring Eventing	43
Appendix 9	USPC Guidelines for Coaching	46
Appendix 10	USEF and USEA Membership	47
Appendix 11	USEA Policies for Recognized Competitions	48
Appendix 12	USPC Eventing Rally TD Report	49
Appendix 13	Qualifying Affidavit	52

TABLE OF CONTENTS

Forms found in the USPC Horse Management Handbook or on the USPC Website:

- USPC Uniform Officiation Procedures
- Uniform Chaperone Rules/Duties
- USPC Policy 0500 – Drugs, Alcohol and Tobacco
- USPC Policy 0525 – Veterinary Medicines and Equine Medications
- Competitor’s Activity and Rally Release
- USPC Rallies Technical Delegate’s Evaluation and Report
- Medical Release

INTRODUCTION

GENERAL. An Eventing Competition includes one or more tests from the following branches of equitation: dressage, cross-country and jumping. The United States Equestrian Federation (USEF), the United States Eventing Association (USEA) and USPC recognize three types of Eventing Competitions: Tests (Individual or Combined), Horse Trials, and Events (Two-Day or Three-Day).

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

CIRCUMSTANCES NOT COVERED IN THESE RULES.

- A. For any circumstances not specifically covered in these rules, reference should be made to the USEF Rules for Eventing Competitions.
- B. Every eventuality cannot be provided for in these rules. In any unforeseen or exceptional circumstances it is the duty of the Ground Jury to make a decision in a sporting spirit, and to approach as nearly as possible the intention of these rules.

LEGAL LIABILITY. Neither the USPC, host Pony Club(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, horses, or to any other person or property whatsoever. See the full liability release on the Activity Rally Release

SECTION I: General Regulations

CHAPTER 1 – Participation Regulations

Article 1 – Competitors’ Eligibility (See also Section III, Articles 39 and 40)

1. In order to be eligible to compete in any rally, competitors must be a USPC member in good standing within their club, their region and under no health or disciplinary prohibitions.
2. For rally purposes, the ages of all members on January 1st shall be maintained throughout the year.
3. DCs are responsible for the eligibility of competitors and horses at all rallies.
4. It is the responsibility of DCs and club Chief Instructors to see that horses and riders are entered in rallies 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 mailed to the Rally Secretary on time.
5. It is also the responsibility of DCs to see that all Pony Club members in their jurisdiction have access to a copy of the current USPC Rules for Eventing Competition, current USPC Horse Management Handbook (HMH), current USPC Eventing Annual Newsletter(s) and any other relevant information from the USPC Eventing Committee or the organizer of a specific rally where they will be competitors

Article 2 – Eligibility of Horse

1. All horses shall be mares or geldings 5 years old or older which are in sufficient condition for the activity and regularly ridden by the member competing. The DC must certify to the above on the entry and take full responsibility for any substitution.
2. Horses may not compete in more than one Eventing competition held on the same day(s). Competitors may not share horses in Eventing competitions held on the same day(s).
3. For competitions recognized by the United States Equestrian Federation (USEF) and/or United States Eventing Association (USEA) horses are limited to horses and ponies.
4. A substitution of horse for Championships must be approved by and submitted through the member’s Regional Supervisor to the Eventing Committee Chair and VP of Activities. The RS makes the request for the substitution and verifies that the horse and rider meet all current qualification requirements as a horse/rider combination.
5. For simplicity, in the remainder of this document, mounts will be referred to as horses.

Article 3 – Teams and Team Captains

1. Team Competition: Competition will always be scored as a team competition. Teams will consist of three or four competitors and a Stable Manager. Individual awards may be given at the discretion of the region and organizer.
 - A. Teams shall consist of three or four riding members and a Stable Manager, any one of whom shall be designated Captain. A team with three riders and a SM is called a “short” team.
 - B. At local and regional rallies, a non-riding SM is strongly recommended. A riding SM must be approved by the RS. At Championships, a non-riding SM is mandatory.
 - C. Stable Managers should be of appropriate age and rating to assist the teams, but may not substitute for riders.
 - D. All riding team members must plan to and be able to participate in all phases of the rally.
 - E. All team members must be on the grounds for the Official Rally Opening, attend the Initial Rally Briefing, all subsequent briefings and course walks (riding members) and remain on the grounds until the end of the Awards ceremony.
 - F. The Team Captain is the official spokesperson for the team. In the event of an inquiry, protest or appeal, the Captain represents the team. The rider involved should accompany the Captain.
 - G. 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.
 - H. At the Organizer’s discretion, there may be two-man teams at a Preliminary Rally or Championships at that level, all scores to count.

OFFICIALS AND COMPETITORS PLEASE NOTE:

It is the responsibility of rally officials to notify all Team Captains or individual competitors, if not a team competition, either verbally or in writing, of any changes or additional information. Giving information to other team members, RSs, DCs, parents or other spectators and officials should be scrupulously avoided to prevent confusion and misunderstanding.

SECTION I: General Regulations

Article 4 – Chaperones and Coaches

1. Chaperones:

- A. There must be one, and only one, official chaperone, at least 21 years old, per team listed on the entry form. This person will act as the contact person for that team.
- B. The chaperone is the team's contact in case of an emergency. He or she (or a reliable substitute) is in charge of medical information, all medication, and medical releases, for all team members, and must be on the rally grounds at all times during the competition.
- C. Several parents may share one team chaperone's duties, but only one name will be recorded and should be listed in the program to be paged in an emergency. All other persons sharing this duty should be made aware of this name and answer to it. The person acting as official chaperone must have all team medical releases and any other medical documents with him or her.
- D. The chaperone shall NOT assume coaching duties.
- E. Any additional contact while on the rally grounds must be authorized by the Chief Horse Management Judge. For complete information, see "Chaperone's Duty Form" (which must be signed by official team Chaperones, and all persons acting as Chaperones) in Appendix of the current HM Handbook.

2. Coaches and Coaching:

- A. Coaches are not mandatory. There may be a Coach (who will NOT also be the Chaperone). The Coach's access to the team at a rally will be limited. See "Guidelines for Eventing Coaches" Appendix 9 (which each team's coach must sign).
 - 1) Appropriate personnel will also be made available by the Organizer to walk the courses with teams who do not have a coach, if they wish to use them.
 - 2) Appropriate and knowledgeable personnel must be available to supervise the warm-up areas.
- B. A coach's duties should include teaching team members the rules of the sport prior to the rally, but it is the responsibility of the competitor to know the rules.

Article 5 – Dress, Saddlery and Bitting

All dress rules are listed in Appendix 1 of this book.

All saddlery and bitting rules are listed in Appendix 2 and 3 of this book.

All such rules apply from the time of arrival on rally grounds and continue until departure from the grounds. Failure to adhere to these rules may incur elimination.

1. Identification Numbers: (Pinnys, bridle numbers) and PONY CLUB PINS must be worn at all times. Except when mounted, competitors must also wear identification badges with name, club (region if championships) affiliation, rating and competition number typed or printed on them. The competitor's official team chaperone's name should be on the back of the badge. Badges may be color coded, as are felts behind pins, i.e., A – blue, H-A – orange, B – red, H-purple, C-3 – white, C-2 & C-1 – green, Ds – yellow.
2. Protective Headgear: Upon arrival, wearing an ASTM/SEI approved helmet is compulsory for anyone riding a horse. Failure to wear a hard hat with a fastened retention harness while riding on the flat or jumping shall be penalized by elimination, at the discretion of the Ground Jury.
3. Protective Vest: USPC has decided that protective vests are not required at this time for USPC Rallies. However, when an Eventing Rally is part of a USEF/USEA Horse Trial, vests will be required. This does NOT mean USPC is not concerned about the safety of its riders.
4. Medical Armbands: At all USPC Rallies and USEF/USEA recognized competitions, an approved and completed medical card is required any time while jumping. It must be enclosed in a transparent, waterproof carrier. It must be securely attached to the competitor's upper arm on the outside of the competitor's clothing. At USPC rallies, medical armbands are not mandatory; however, at least one copy of each participating Pony Club member's Emergency Medical Release must be on the Rally grounds.

Article 6 – Examination of Horses and Riders

Horses must be well groomed. Braiding for the Dressage phase is optional, as long as it does not interfere with the competitor's responsibilities to his/her mount. Braids must be removed before the Dressage turn-back. Braiding or not braiding, nor the quality of the braid job, shall have any effect on the performance score or turn-out score. 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 Ground Jury may exclude unsafe, inappropriate, lame, otherwise unsound or exhausted horses from the competition at any time during the rally.

1. Examinations of Horse and Rider Required at Every Rally:
 - A. Turnout Inspection (before Dressage)
 - B. Safety Check (before warm-up for each jumping phase). Failure to present for a safety check prior to any riding phase is cause for elimination from that phase.
 - C. Vet Check (after Cross-County).

SECTION I: General Regulations

D. Additional Examinations at Qualifying Rallies: Initial Horse Inspections (Jog-Outs) are required at qualifying rallies and Championships. Inspections may be held at other rallies when there is adequate time. (See Uniform Officiation in the current Horse Management Handbook).

2. One Day Beginner Novice, Novice, Training and Preliminary Rallies: Horses will be Jogged-Out, usually in numerical order, after arrival on the rally grounds and before the Dressage Test. If a horse's serviceable soundness is doubtful, it is placed in a holding area near the inspection area, and re-jogged after the last horse has been inspected. The Inspection Panel decides at this time whether to technically disqualify the horse or allow it to continue. If disqualified, the horse may not be ridden in any phase of the rally. The Inspection Panel's decision is final. (*See Technical Disqualification, Article 10.*)

3. Multiple Day Beginner Novice, Novice, Training and Preliminary Rallies: The procedure for the first day is the same as above except:

A. Horses who have passed the Jog-out and have ridden their Dressage test but are of questionable soundness may, if deemed necessary by the Ground Jury, be re-jogged by the same panel early on the second day before the next riding phase takes place. The Inspection Panel decides at this time whether to technically disqualify the horse or allow it to continue. Again, the Inspection Panel's decision is final. (*See Technical Disqualification, Article 10.4.*)

B. There may be another Jog-Out of all horses by the same Inspection Panel prior to Jumping, at a rally where Jumping is on a separate day and after Cross-Country.

C. The Ground Jury may, at its discretion, at any time, have any horse jog for soundness before the Inspection Panel.

Turn Back Inspections may be required at all rallies and Championships. Turn-Backs are done by Horse Management Judges. Procedure for Turn Backs is described in the current Horse Management Handbook.

Article 7 – Abuse of Horses

1. Abuse. Any act or series of actions that, in the opinion of the Ground Jury or in its absence the Technical Delegate can clearly and without doubt be defined as abuse of horses shall be penalized by disqualification. Such acts include, but are not limited to:

- Riding an exhausted horse.
- Excessive pressing of a tired horse.
- Excessive use of whip and/or spurs, and/or bit.
- Riding an obviously lame horse.

2. Rapping. As an exception to the USEF General Rules of

GR806, all rapping (poling) is forbidden in Eventing Competitions, and shall be penalized by disqualification.

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 horse 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 horse is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a horse has been disobedient, e.g. napping or refusing. The whip should not be used after elimination. The whip should not be used after a horse has jumped the last fence on a course.

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 horse's head, neck, etc., is always excessive use.

Severity – As a reprimand only, a horse may be hit hard. However, it should never be hit more than three times for any one incident. If a horse is marked by the whip, e.g. the skin is broken, its use is excessive.

4. Spurs – Spurs must not be used to reprimand a horse. Such use is always excessive, as is any use that results in a horse's skin being broken.

5. Bit – The bit must never be used to reprimand a horse. Any such use is always excessive.

6. Reporting – Officials must report such actions as soon as possible to the Ground Jury, supported where possible by statements from witnesses.

7. Ground Jury – If such actions are reported, the Ground Jury shall decide if there is a case to be answered. If an individual member of the Ground Jury observes such actions, he is obliged to disqualify the competitor forthwith on his own authority. There is no appeal against a Ground Jury's decision in a case of abuse.

Article 8 – Use of Equine Drugs and Medications

See USPC Policy #0525. DCs, 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.

For competitions recognized by USEF/USEA, horses may be drug tested.

SECTION I: General Regulations

Article 9 – Behavior

Team members will be penalized or disqualified for rudeness, unsportsmanlike or unruly behavior at the discretion of the Ground Jury.

Code of Conduct: See USPC Policy #0500. DCs, 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.

Smoking is strictly forbidden in and around stable areas.

Article 10 – Disqualification

1. Disqualification means that a competitor and his horse(s) may not take further part in the Event. It is applied at the discretion of the Ground Jury.
2. The Ground Jury may disqualify a competitor in the cases when in its opinion, the action constitutes unsportsmanlike or abusive conduct:
 - Allowing anyone other than the competitor to school his horse,
 - Riding in the Dressage arena or in the Jumping arena prior to the actual competition,
 - Riding close to Cross-Country obstacles prior to the actual competition,
 - Jumping practice fences that are not flagged,
 - Jumping practice fences in the wrong direction,
 - Jumping practice fences while they are being held,
 - Jumping practice fences that have been raised above the height or beyond the spread allowed,
 - Jumping practice fences at times other than those laid down by the Organizer,
 - Inspecting the obstacles of the Cross-Country course before the official opening of the course,
 - Inspecting the obstacles of the Jumping course when the arena is closed,
 - Entering the Jumping arena on foot after the competition has started,
 - Abuse of horse,
 - Exercising with improper saddlery,
 - Exercising or schooling a horse in any place other than the exercise or warm up areas provided,
 - Failure to replace headgear or to re-secure retention system, while mounted,
 - Poor sportsmanship (to include cheating) or rude behavior,
 - Use of drugs, alcohol, tobacco or misuse of medications (human or equine),
 - Use of a radio or cell phone, while competing, (*See Article 17*)
 - Total disregard to the welfare of others.

3. Disqualification is applied by the Ground Jury, and will be penalized by scores of elimination in all phases, including those prior to the infraction, to include HM, plus 5 to 100 points, at the discretion of the Ground Jury, according to the severity of the infraction. The latter penalty will be recorded under “Other Scores.” (*See Appendix 8 - Scoring*).
4. Technical Disqualification: If a horse is technically disqualified at the initial Jog Out, the competitor may stay on the grounds and assist the team for the remainder of the competition. S/he will not receive a riding score but will continue to be scored in Horse Management.

Article 11 - Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or wellbeing of the competitor, horse, other competitors, their horses, spectators, or others will be penalized accordingly.
2. Any act or series of actions that in the opinion of the Ground Jury can be defined as dangerous riding shall be penalized by 25 penalties or elimination, at the discretion of the Ground Jury.
3. If such actions are reported, the Ground Jury shall decide if there is a case to be answered. If an individual member of the Ground Jury observes such actions, he may eliminate or penalize the competitor forthwith on his own authority. There is no appeal against a Ground Jury decision.

Article 12 – Elimination, etc.

1. Elimination may only be levied by the Ground Jury at a competition.
2. See each phase for additional reasons for elimination.
3. After elimination in a riding phase, the Ground Jury upon consultation with the Organizer, may allow participation in subsequent riding phases. Scores for previous phases stand.
4. The Ground Jury SHALL NOT allow participation in subsequent riding phases after elimination or retirement in the following cases:
 - A. Fall of horse in any jumping phase (mandatory retirement – *See Article 31*).
 - B. Horse trapped in a XC obstacle (mandatory retirement – *See Article 26.6*).
 - C. First fall of rider on the XC phase.
 - D. Lameness in any riding phase.
 - E. Physical injury to or illness of rider or horse.
5. Riders who voluntarily retire by removing their horses from competition during a riding phase will be scored as if eliminated from that phase, but will be indicated as R.

SECTION I: General Regulations

6. Withdrawn competitors and their horses may not continue in subsequent riding phases of the competition (competitors voluntarily withdrawing between riding phases). Horse Management judging for horse/rider continues in subsequent phases.
7. At a multi-day rally only, a withdrawn rider may ask permission from the Ground Jury for reinstatement.
8. Horses may be withdrawn only for the following reasons:
 - A. Illness/lameness of horse.
 - B. Injury/illness of rider.
 - C. Family emergency.
9. All of the above must be verified by appropriate personnel (vet, doctor, etc.). Any other circumstances must be adjudicated by the Ground Jury.
10. After Elimination:
 - A. A competitor eliminated or retired for any reason must leave the course at once and has no right to continue. If he does not stop at once and it can be established beyond a reasonable doubt that he should be eliminated or retired, he should be stopped as soon as possible and reported to the ground jury. A competitor must walk his horse off the course either mounted or dismounted.
 - B. Eliminated and retired riders must report to the Vet Check. Failure to do so may result in disqualification.
 - C. In all cases of elimination or retirement, except mandatory retirement, competitors must check with the Ground Jury, either through the Rally Secretary or directly, to determine whether he or she is permitted to continue competition. Failure to do so will result in elimination in the subsequent phase.

Article 13 – Unauthorized Assistance and Permitted Assistance in All Phases

1. Unauthorized Assistance: If, in the opinion of the President 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 Ground Jury makes the final decision. There is no appeal. See current Horse Management Handbook.
2. Permitted Assistance:
 - A. Adults may aid in the unloading of horses and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.

- B. After a fall of a competitor or competitor dismounts, he may be assisted to catch his horse, to adjust his saddlery, to remount, or to be handed any part of his saddlery or equipment, including whip, while he is dismounted or after he has remounted. Hats must be replaced and retention harnesses refastened before riders may remount.
- C. 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.

Article 14 – Inquiries, Protests and Appeals

No protest may be made without first having made an inquiry. All inquiries, protests and appeals must be made in a polite and courteous manner.

Inquiries or protests may only be made concerning penalties imposed upon the team or competitor making the inquiry or protest and within 30 minutes of posting of results. Inquiries or protests against another team or competitor will not be allowed under any circumstances.

1. Inquiries:
 - A. Team Captains may inquire about any perceived irregularity or scoring problem during the course of the competition. Such inquiries are addressed to the Technical Delegate (TD).
 - B. Inquiries concerning Horse Management are to be directed to the Chief Horse Management Judge. (See current HM Handbook for further information)
 - C. Other inquiries should be addressed to the Rally Secretary, who will locate the President of the Ground Jury and arrange for the appropriate official to hear and answer the inquiry.
2. Protests and Appeals: In the event a disagreement arises over the response to an inquiry, a protest may be registered according to the procedure stated below.
3. Procedure for Lodging Protests:
 - A. A written protest must be signed and lodged by the Team Captain, addressed to the President of the Ground Jury and delivered to the Rally Secretary within the following time limits:
 - 1) Protests against an obstacle, the length of the course, or the plan of the course in the jumping phases – immediately after the inspection of the course and before the test commences.
 - 2) Protests concerning irregularities or incidents during the competition as soon as possible after the problem arises and not later than 30 minutes after the posting/announcement of the results of the relevant test.

SECTION I: General Regulations

- 3) Protests concerning scoring (mathematical or transcription errors excepted) within 30 minutes after the scores are posted for the relevant test.
 - B. The President of the Ground Jury must refer to the President of the Appeal Committee any protests he or she feels are beyond his or her discretion.
 - C. The decision of the Ground Jury is final, unless it is appealed.
4. Procedure for Lodging Appeals:
 - A. Appeals against a decision of the Ground Jury must be made in writing, signed by the Team Captain, addressed to the President of the Appeal Committee, and presented to the Rally Secretary.
 - B. Such appeals must be lodged within one hour of an announcement of the Ground Jury's decision. The decision of the Appeal Committee is final.
5. Recording and Reporting of Protests and Appeals: The Rally Secretary is responsible for recording protests, appeals, times and subsequent decisions of the Ground Jury and the Appeal Committee.

Article 15 – Interruptions and Modifications

1. Interruptions: The timetable may be interrupted due to dangerous conditions. If necessary, the start of any test may be brought forward, postponed or canceled. The decision to interrupt or cancel a test will be made by the President of the Ground Jury, after consultation with the TD if possible. In the case of an interruption, the event shall be resumed as soon as possible at the point of interruption, and all scores reported prior to the interruption shall stand. Every affected competitor must receive sufficient warning before the resumption of the competition.
2. Modifications: After the courses have been shown to the competitors, alterations may be made only when exceptional circumstances (such as heavy rain or hot weather) make obstacles or a test unfair or dangerous. The decision will be made by the President of the Ground Jury after consultation with the TD if possible. The President is authorized to make any necessary changes. In such cases, every Team Captain or individual competitor must be officially and personally informed of the alteration before the start of the test concerned. Where appropriate, an official must also be stationed at the place where the alteration has been made to warn the competitors.
3. Responsibilities: The Ground Jury of an event must use extreme caution in allowing an event to continue when weather or terrain conditions are not of an acceptable standard or such that they place the competing riders and horses in danger.

Article 16 – Accidents Involving Competitors

In the event of an accident in which a competitor is apparently injured or concussed, they must be examined by designated medical personnel to determine if they may take part in another test, ride another horse or if they are capable of leaving the grounds.

Competitors who fail or refuse to follow the advice of the medical personnel regarding treatment following such a fall may be subject to disqualification at the discretion of the Ground Jury.

Article 17 – Radios and Cell Phones

The use of pagers, cell phones, walkie-talkies, etc. is limited. See current Horse Management Handbook.

SECTION II: Phases of Competition

CHAPTER 1 – Exercising and Access to the Courses

Article 18 – Exercising/Warm-Up

1. Restrictions on Exercising Horses

A. It is forbidden, under penalty of disqualification, for anyone other than the competitor who will ride the horse in the competition to exercise the horse during the competition. This period of restriction begins from the time of arrival on the rally grounds and extends until departure from the rally grounds.

B. Riding close to Cross-Country obstacles, or riding in the Dressage or Jumping arenas prior to the actual competition is forbidden, unless specifically authorized by the Ground Jury, under penalty of disqualification. The Dressage arena may not be used after it has been prepared for the competition and closed by the Organizer. The Jumping arena may not be used after it has been prepared for the competition and closed by the Organizer. The Organizer shall report any violation of this rule to the President of the Ground Jury.

2. Exercise Areas

A. During regular rally hours, areas suitable for the general exercise of horses must be made available and must be open. The Organizing Committee must inform competitors of the areas that are available for this purpose. Horses competing may only be exercised in such designated areas or in the practice areas for Dressage and Jumping. An additional area for longeing may be available at the discretion of the Organizer after consultation with Horse Management.

B. A Dressage exercising area must be provided at a convenient distance from the competition arena. A practice Dressage arena should, if possible, be placed at the disposal of the competitors.

C. An exercising area with jumps must be provided at a convenient distance from the start of Cross-Country and from the Jumping arena. This area must include at least three adjustable practice fences, including one cross pole for trotting over, one straight fence (vertical) and one spread (oxer). These obstacles must be marked with red and white flags and jumped in the correct direction under penalty of disqualification at the discretion of the Ground Jury.

D. The only practice fences that competitors may jump are those flagged by the Organizer. No part of the obstacle may be held by anyone while a horse is jumping. These fences may not be raised more than 4 inches above the maximum height permitted for the competition in progress, (or about to begin), nor may the spread exceed the maximum permitted. Ground lines may be placed directly under or up to one meter (3'3") in front of the obstacle. They may not be placed even slightly on the

landing side. The upper ends of crossed poles must always be supported by cups.

E. Any violation of the above rules is subject to disqualification at the discretion of the Ground Jury.

3. Stewards: One or more warm-up stewards who are not Horse Management judges must be present in the warm up areas when they are open as declared by the Organizer, to ensure that the rules regarding exercising and warming up are obeyed. If tack needs major adjustment after the Safety Check, the competitor must return to a Horse Management Judge for assistance.

Article 19 – Access to Courses and Arenas

1. Cross-Country Course

A. Before the course has been opened to competitors, it is forbidden, under penalty of disqualification, to inspect the obstacles or the course without the permission of the organizers, at the discretion of the Ground Jury.

B. The Cross-Country course will be open for inspection to all competitors, no later than 3:00 PM the day before the competition starts at a USEF event. All obstacles, flags and markers that have to be observed by competitors shall be exactly in position when the course is shown to the competitors. In the case of multiple courses running on the same track, a sign will be posted at obstacle(s) to be changed, indicating such change(s). This shall include changes to flags as well as to obstacles. Thereafter, they may not be moved or altered by competitors, under penalty of disqualification.

C. After the course has been officially opened to the competitors, they are allowed to revisit the course and examine the obstacles during the hours of daylight.

2. Jumping Course: The course for the Jumping Test will be opened to competitors not less than 30 minutes before the start of the Jumping Test, and at convenient intermissions during the Jumping Test. Competitors on foot will be admitted to the arena by permission of the Ground Jury. An announcement must also be made over the public address system. Unless permission has been given by the Ground Jury, it is forbidden, under penalty of disqualification, for competitors to enter the arena on foot once the test has started.

Article 20 – Relative Influence of the Three Tests

In principle, the Cross-Country Test should be the most influential of the three tests of a Horse Trial. The Dressage Test, while less influential than the Cross-Country Test, should be slightly more influential than the Jumping Test.

SECTION II: Phases of Competition

CHAPTER 2 – Dressage Test

Article 21 – Object and General Description

1. The object of Dressage is the harmonious development of the physique and ability of the horse. As a result it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with his rider.
2. These qualities are revealed by:
 - A. The freedom and regularity of the paces;
 - B. The harmony, lightness and ease of movements;
 - C. The lightness of the forehand and the engagement of the hind quarters, originating in a lively impulsion;
 - D. The acceptance of the bridle, with submissiveness throughout and without any tenseness or resistance.

Article 22 – Rules Governing the Dressage Test

1. In any circumstances not specifically covered by these rules, the “USEF Rules for Eventing” will apply.
2. All tests must be carried out from memory, and all movements must follow in the order laid down in the test.
3. A competitor failing to enter the arena within 45 seconds of the starting signal will be eliminated, at the discretion of the Ground Jury. The same applies to a competitor who enters the arena before the starting signal has been given.
4. A test begins with the entry at A and ends after the salute at the end of the test, as soon as the horse moves forward. Any incidents before the beginning or after the end of the test have no effect on the marks. The competitor should leave the arena in the way prescribed in the text of the test.
5. Competitors must take the reins in one hand at the salute.
6. When a movement must be carried out at a certain point of the arena, it should be done at the moment when the competitor’s body is above this point.
7. The use of the voice in any way whatsoever or clicking the tongue once or repeatedly is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred.
8. In case of marked lameness, the judge at C will inform the competitor that he is eliminated. There is no appeal against this decision.
9. A horse leaving the arena completely, with all four feet, between the time of entry and the final salute, will be eliminated.
10. Any resistance that prevents the continuation of the test longer than 20 seconds will be penalized by elimination.
11. When a competitor makes an “error of course” (takes the wrong turn, omits a movement, etc.) the judge at C warns him by sounding the bell. The judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed, then leaves him to continue by himself. However, in some cases when, although the competitor makes an “error of course”, the sounding of the bell would unnecessarily impede the fluency of the performance (for instance if a competitor makes a transition at V instead of K), it is up to the judge at C to decide whether to sound the bell or not. However, if the bell is not sounded at an error of test in which the movement is repeated and the error occurs again, only one error is recorded.
12. When a competitor makes an “error of the test” (trots rising instead of sitting, does not take the reins in one hand at the salute, etc.), he must be penalized as for an “error of course”.
13. In principle, a competitor is not allowed to repeat a movement of the test unless the judge at C decides on an error of course and sounds the bell. If the competitor has started the execution of a movement and tries to do the same movement again, the judge(s) must consider the first movement shown only and at the same time penalize for an error of course.
14. Any outside intervention by voice, signs, etc., is considered unauthorized assistance. A competitor receiving unauthorized assistance will be eliminated, at the discretion of the Ground Jury.
15. The judge at C may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, at his discretion, some unusual circumstance has occurred to interrupt a test.
16. No judge should be required to officiate longer than 8 hours in one day, and should not be required to be on the show grounds longer than 10 hours. Judges should be given at least a 45 minute lunch break and at least a 10-minute break every 2 hours.

SECTION II: Phases of Competition

Article 23 – Dressage Arena

1. The arena must be 40 meters long and 20 meters wide (Small Arena). The measurements are for the interior of the enclosure. The arena should be separated from the public by a distance of not less than 15 meters. The enclosure itself should consist of a low fence, about 30 cm (12 inches) high. It is recommended that the entrance at A be a minimum of 2 meters and a maximum of 4 meters wide. The part of the fence at A should be easy to remove, to allow access, or may be left open. The fence should be such to prevent the horse's hooves from entering.
2. The letters should be placed outside the enclosure, about 50 cm (20 inches) from the fence. The letter A should be a sufficient distance from the entrance to allow unobstructed entry. It is desirable to place a special marker on the fence itself, level with and in addition to the letter concerned.
3. The judge is placed 5 meters (16 feet) from the end of the arena opposite the letter C. An enclosure (tent, trailer) should be provided and it should be raised at least 0.5 meters (20 inches) above the ground to give the judge a good view of the arena.
4. For diagram of Small Arena. *See Appendix 4.*

Article 24 – Scoring Dressage

1. Judges will award good marks from 0-10 for each movement and for each collective mark.
2. Errors of Course or Test will be penalized as follows:
 - A. 1st Time by 2 points
 - B. 2nd Time by 4 additional points
 - C. **Elimination**

3. In the case of a fall of a horse and/or competitor, the competitor will not be eliminated. He will be penalized by the effect of the fall on the execution of the movement concerned and in the collective marks.
4. After elimination, a competitor may continue his performance to the end. The marks will be awarded in the ordinary way.
5. Additional Reasons for Elimination:
 - A. Elimination is left to the discretion of the Ground Jury in the following cases:
 - 1) Failing to enter the arena within 45 seconds of the starting signal,
 - 2) Entering the arena before the starting signal has been given,
 - 3) Receiving unauthorized assistance.
 - B. Elimination must be applied in the following cases:
 - 1) Performing a test with improper saddlery, or, illegal spurs,
 - 2) Marked lameness,
 - 3) Leaving the arena between the time of the entry and the final salute,
 - 4) Resistance longer than 20 seconds.

CALCULATION OF SCORES – *See Appendix 8.*

SECTION II: Phases of Competition

CHAPTER 3 – Cross-Country (Endurance) Test

Article 25 – Object and General Description

This test is to prove the speed, endurance and jumping ability of the true Cross-Country horse when it is well trained and conditioned. At the same time it demonstrates the competitor's knowledge of pace and the use of his horse Cross-Country.

It consists of a Cross-Country course with obstacles, normally carried out at the gallop.

Article 26 – Rules Governing the Cross-Country Test

For questions not answered in this rulebook, or for clarification, please refer to the USEF rules for the Cross Country Test.

1. Starting:

A. Competitors at the start must be under the control of a starter. The horse does not have to stand absolutely immobile, but the competitor must not get any advantage from a flying start. Each competitor should be given reasonable warning before the time he is due to start, but it is the competitor's responsibility to ensure that he starts at the correct time.

B. In order to simplify the task of the starter, an enclosure five meters by five meters (16 by 16 feet) will be built at the start, with an open front and a gap in one or both sides through which horses will both enter and start. Each competitor must start from within the enclosure, but is at liberty to move around the enclosure as he pleases. An attendant may lead the horse into the enclosure, and may hold the horse until the signal to start is given. From that instant, the competitor is considered to be on the course and no further assistance may be given.

C. If a competitor starts early, his time will be recorded from the moment he crossed the start line and five seconds will be added as penalty. In the event of a false start in conjunction with speed faults, five seconds will be subtracted from the overall time as a penalty.

D. If a competitor is not ready to start at his correct time, he may be allowed, at the discretion of the starter, to start when he is ready, subject to the following conditions:

- 1) A late competitor will not be permitted to start if there is any risk of interfering with the subsequent competitor.
- 2) His starting time will be recorded as if he had started at the correct time.

2. Time:

A. Optimum Time – The distance divided by the designated speed gives the optimum time. A competitor exceeding the optimum time will be penalized in accordance with Art. 31- Scoring. Time is counted in whole seconds, parts of a second counting as the next whole second (e.g. 30.25 seconds is recorded as 31 seconds.)

B. Speed Fault Time – For the Beginner Novice, Novice and Training Levels, the distance chosen divided by the faster designated speed gives the speed fault time. Completing the course in less than the optimum time is not penalized up to the speed fault time. Completing the course in less than the speed fault time will be penalized in accordance with Art. 31.

C. Time Limit – For all levels, the time limit is twice the optimum time.

D. Timing – Time is counted from the instant the starter gives the signal until the instant when the mounted horse reaches the finishing line. Time is counted in whole seconds, parts of a second counting as the next whole second (e.g. 30.25 seconds is recorded as 31 seconds). When an electronic timer is used for the start, the starter must cut the beam with his hand.

3. Errors of Course: All compulsory passages and all obstacles, including all elements and/or options, must be passed or jumped in order, under penalty of elimination. All red and white flags must be respected wherever they occur on the course, under penalty of elimination. Retaking an obstacle already jumped is forbidden, under penalty of elimination.

4. Pace and Dismounting: Between the start and finish, competitors are free to choose their own pace. They must be mounted to pass all red and white boundary flags. Dismounting as a result of attempting an obstacle, whether voluntary or not, is penalized as a fall. Elsewhere on the course, competitors may dismount without incurring a fault, other than possible penalties for exceeding the optimum time.

5. Overtaking:

A. Any competitor who is about to be overtaken by a following competitor must quickly clear the way. Any competitor overtaking another competitor must do so only at a safe and suitable place.

B. When the leading competitor is before an obstacle and about to be overtaken, he must follow the directions of the officials. When the leading competitor is committed to jumping an obstacle, the following competitor may jump that obstacle only in such a way that will cause no inconvenience or danger for either.

C. The penalty for willful obstruction of an overtaking competitor, failure to follow the instructions of the officials, or causing danger to another competitor is elimination at the discretion of the Ground Jury.

SECTION II: Phases of Competition

6. Competitor in Difficulty: If, in attempting to negotiate an obstacle, a horse should be trapped in such a way that it is unable to proceed without assistance, the horse shall be retired from competition and the score posted as a mandatory retirement.
7. Stopping Competitors:
 - A. If any part of an obstacle is obstructed by a competitor in difficulty, if any obstacle has been dismantled to release a fallen horse, if an obstacle has been broken and has not yet been rebuilt, or in any similar circumstances, subsequent competitors must be halted.
 - B. In such a case, an official should be posted in the path of the oncoming competitor. He shall wave a red flag, which indicates that the competitor must stop. Failure to stop is penalized by elimination at the discretion of the Ground Jury.
 - C. Competitors may be stopped at obstacles or at stopping points on the course.
 - D. The official will stop competitors only upon the instructions of the control center, or during a rapidly developing emergency at his own obstacle.
 - E. The time during which the competitor was stopped, from the moment he passed the stopping point until he re-passed the same point after being given the order to restart, will be recorded. It will be deducted from the total time taken by the competitor to complete the course. It is clearly intended that the time shall be taken as the competitor gallops past the stopping point, not after he halts nor after a start from the halt.
8. Unauthorized Assistance:
 - A. Any intervention, whether solicited or not, with the object of facilitating the task of the competitor or of helping his horse, is considered unauthorized assistance and may result in the elimination of the competitor.
 - B. In particular, the following are forbidden:
 - 1) Intentionally to join another competitor and to continue the course in company with him;
 - 2) To be followed, proceeded or accompanied, on any part of the course by any vehicle, bicycle, pedestrian, or horseman not in the competition;
 - 3) To post friends at certain points to call directions or make signals in passing;
 - 4) To have someone at an obstacle to encourage the horse by any means whatsoever;
 - 5) To tamper with the obstacles or any part of the course, including, for instance, flags, indicators, markers, notices, ropes, trees, branches, wire or fences, whether temporary or permanent.
 - C. Officials or spectators who draw the attention of a competitor to a deviation from the course are giving unauthorized assistance which may result in the elimination of the competitor.
 - D. Each case of unauthorized assistance will be decided by the Ground Jury.
 - E. EXCEPTIONS: If a competitor dismounts, he may be assisted to catch his horse, to adjust his saddlery, to remount, or to be handed any part of his saddlery or equipment, including whip, while he is dismounted or after he has remounted. Hats must be replaced and retention harnesses refastened before riders may remount. Spectacles may be handed to a competitor without dismounting.

Article 27 – Cross-Country Courses

1. Marking of the Course:
 - A. Red or White Boundary Flags – These shall be used to mark the starting and finishing lines, to mark compulsory passages, and to define obstacles. They are placed in such a way that a competitor must leave a red flag on his right and a white flag on his left.
 - B. In cases where courses for two or more levels of competition are marked at the same time, only those flags which form part of the course for the relevant competition are to be considered to be in effect at any one time.
2. Yellow Directional Marker: Show the general direction to be taken and to help competitors find their way. Where necessary, they shall be superimposed with the first letter or color of the level. Passing close to them is not obligatory.
3. Numbers and Letters:
 - A. Each obstacle shall be numbered. Obstacles with elements or options shall in addition be lettered (A, B, C, etc.). Each compulsory passage shall be marked with the first letter of the level and numbered consecutively. Numbers and letters shall be painted as follows:
 - B. Preliminary – white on a green background, Training – white on a black background, Novice – black on a white background, Beginner Novice can be any colors chosen by the organizer.
4. Start and Finish Lines: In addition to the red and white boundary flags, the starting and finishing lines shall also be marked by distinct signs.
5. Distances and Speeds: The distances and the speeds demanded are determined by the intended difficulty of the whole Test. Within the limits shown, Course Designers may choose the distances and speeds most suitable to the terrain and to the quality and standard of preparation of the competitors.

SECTION II: Phases of Competition

6. Finishing Lines: The last obstacle on course shall be not less than 25 meters nor more than 75 meters from the finishing line.
 7. Plan of the Course:
 - A. Each competitor will be given in advance a plan showing the track of the course.
 - B. The plan must include the following: the position of the start and finish lines, the numbered compulsory passages, the numbered obstacles, the distance, the optimum time, the time limit.
 - C. Simple water crossings shall be flagged at the entrance.
 8. Spectators should not be in such a position as to obstruct a competitor.
- B. The Cross-Country obstacles at which a horse, in falling, is likely to be trapped or to injure itself, must be built in such a way that part of the obstacle can be quickly dismantled and can be quickly rebuilt exactly as before. Such a construction must not in any way detract from the solidity of the obstacle.
 - C. In all water crossings, the bottom should be firm and consistent.
 - D. Bullfinches must be constructed in such a way that the average horse will be encouraged to jump through it.

Article 28 – Cross-Country Obstacles

1. Definition:
 - A. An obstacle is considered as such if and only if its extremities are marked with a red and white flag or flags and it is numbered.
 - B. All significant jumping efforts that the average horse may be expected to attempt to negotiate must be defined as an obstacle or element and flagged, numbered and/or lettered accordingly.
2. Obstacles with Elements or Options:
 - A. If two or more jumping efforts, sited closely together, are designed as one integral test, they will be designated as “elements” of a single numbered obstacle. Each element will be marked with a different letter (A, B, C etc.) and must be negotiated in the correct order.
 - B. Where two or more jumping efforts are sited so closely together that after a refusal or run out it would be unreasonably difficult to attempt to negotiate the second or subsequent effort without retaking one or more earlier efforts, these jumping efforts must be designated as one numbered obstacle and lettered accordingly.
 - C. Where an obstacle may be jumped in one effort but has options involving two or more efforts, each of these options must be lettered as an element.
3. Nature of Obstacles:
 - A. The obstacles must be fixed and imposing in shape and appearance. When natural obstacles are used, they should, if necessary, be reinforced so that they remain in the same state throughout the test. All reasonable precautions must be taken to prevent the possibility of a competitor being able to pass mounted under an obstacle.
 - B. The Cross-Country obstacles at which a horse, in falling, is likely to be trapped or to injure itself, must be built in such a way that part of the obstacle can be quickly dismantled and can be quickly rebuilt exactly as before. Such a construction must not in any way detract from the solidity of the obstacle.
 - C. In all water crossings, the bottom should be firm and consistent.
 - D. Bullfinches must be constructed in such a way that the average horse will be encouraged to jump through it.
4. Number of Jumping Efforts:
 - A. Within the limits shown in Appendix 5, the total number of jumping efforts shall be related to the length of the course.
 - B. To arrive at the number of jumping efforts, the efforts on the route expected to be taken by the average horse shall be totaled (e.g. corners labeled AB are counted as one effort).
5. Dimensions:
 - A. Within the limits shown in Appendix 5, the dimensions of obstacles should be related to the quality and standard of preparation of the competitors.
 - B. The fixed and solid part of an obstacle may not exceed the specified height at any of the points at which a competitor might reasonably attempt to negotiate the obstacle.
 - C. At obstacles with spread only (dry or water filled ditch), a guard rail or hedge in front that facilitates jumping is permitted. It may not exceed 50 cm (20 inches) in height. It must be included in the measurement of the spread.
 - D. Any roof, or other fixed and solid barrier over an obstacle, must not be less than 3.36 meters (11 feet) above the ground.
6. Measurements:
 - A. The height of an obstacle is measured from the point where the average horse would take off. The spread of an obstacle is measured from the outside of the rails or other material making up the obstacle.
 - B. When the height of an obstacle cannot be clearly defined (natural hedge or brush fence), the height is measured to the fixed and solid part of the obstacle through which a horse cannot pass with impunity.
 - C. The drop on the landing side of an obstacle is measured from the highest part of the obstacle to the spot where the average horse would land.

SECTION II: Phases of Competition

Article 29 – Definitions of Faults

1. General: Faults (refusals, run-outs, circles and falls) will only be penalized if, in the opinion of the responsible judge, they are clearly connected with the negotiation or attempted negotiation of a numbered obstacle or element for the relevant competition in progress. The negotiation or attempted negotiation of an obstacle commences with the presentation of the horse to the obstacle.
2. Refusals: At Obstacles with Height (exceeding 30cm/12”), a horse is considered to have refused if it stops in front of the obstacle to be jumped. At all other obstacles (i.e. 30cm or less in height) a stop followed immediately by a standing jump is not penalized, but if the halt is sustained or in any way prolonged, this constitutes a refusal. After a refusal, if a competitor redoubles or changes his efforts without success, or if the horse is represented at the obstacle after stepping back and stops or backs again, this is a second refusal, and so on.
3. Runouts:
 - A. A horse is considered to be disobedient if it runs-out-avoiding the obstacle or element to be jumped in such a way that it has to be represented. A rider is permitted to change his mind as to where he jumps an obstacle or element at any time without penalty for a run-out, including as a result of a mistake at a previous obstacle or element.
 - B. At an obstacle composed of several elements (A B obstacle), a horse may be disobedient and refuse or run-out only twice in all without incurring elimination.
 - C. If after a disobedience at an obstacle composed of several elements a competitor wishes to retake any element already jumped in order to complete negotiation of the obstacle, he may do so. However, he is liable to be penalized for any additional fault even if it is at an element previously jumped successfully. If after a disobedience a competitor wishes to pass through flags in the wrong direction in order to retake an element, he may do so without penalty.
4. Circles:
 - A. A circle will be penalized when it occurs between elements of an obstacle composed of several elements (obstacles with A B and C). A circle will not be penalized when it occurs between separately numbered obstacles.
 - B. A horse is considered to have circled if it crosses its track – crossing the line that it created between the presentations at the first element and jumping the last element of the obstacle. This crossing will be penalized even if it occurs after the negotiation of the last element.
 - C. After being penalized for a refusal or run-out, a competitor is permitted to circle one or more times without penalty until he again attempts to negotiate the obstacle in order to make another attempt.
5. Falls: (*See also Art. 16 – Accidents Involving Competitors*)
 - A. A competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate remounting or vaulting into the saddle.
 - B. A horse is considered to have fallen when at the same time both its shoulder and quarters have touched either the ground or the obstacle and the ground.
 - C. A fall of horse and/or rider will always be penalized when it occurs between the elements of an obstacle composed of several elements (A B C).
6. False Starts: If a competitor starts early, his time will be recorded from the moment he crossed the start line and five seconds will be added as penalty. In the event of a false start in conjunction with speed faults, five seconds will be subtracted as a penalty.
7. Willful Delay: A competitor is considered to have willfully delayed his finish if, between the last fence and the finish line, the horse halts, walks, circles, or serpentines. The competitor will be penalized at the discretion of the Ground Jury.
8. Instructions to Officials: Where there is any doubt as to the correct interpretation of the rules of judging any obstacle, the Technical Delegate, on the advice of the Ground Jury, shall approve the instruction to the judges and provide a rough sketch if necessary. And all competitors shall be informed of any such instructions at the briefing, or as soon as possible if later.

Article 30 – Vet Check After Cross Country

1. Upon completing the course, riders will come to the vet box or to a designated area protected as much as possible from sun and weather and removed from spectators and confusion. A Horse Management Judge and a veterinarian will be on duty. Specific procedures particular to immediate rally will be reviewed the evening prior to the cross country phase by the Chief Horse Management Judge after consultation with the Veterinarian.
2. Riders disqualified, or who retire on the course, must also report to the vet box.
3. Procedures upon entering the vet box:
 - A. Gradually come to a walk. Report immediately to the veterinarian or Horse Management Judge. Competitors not reporting to Horse Management staff or the veterinarian in the finish area immediately after the finish of Cross Country will be penalized 10 HM points by the Chief Horse Management Judge. This rule allows the veterinarian to keep accurate track of the mounts as they come off the course.

SECTION II: Phases of Competition

- B. Stand at the head of, but not in front of, the mount, and allow the veterinarian to take temperature, pulse and respiration. At this time, the competitor should stand quietly, be attentive and observe the veterinarian.
 - C. After the veterinarian has completed the examination of the mount and given any specific directions, attend to mount's primary needs and check for major injuries or distress.
 - D. Remove tack as efficiently as possible, depending upon available help.
 - E. Cooling out should be done appropriately according to the mount's condition and weather (e.g., heat and humidity).
4. Cooling Out Procedure
- A. Examine mount for cuts, abrasions, loose or pulled shoes, etc.
 - B. Walk slowly in a large circle and keep a safe distance from others.
 - C. Sponge mount and scrape to remove sweat and lather.
 - D. Encourage heat loss through evaporation by repeated water baths, continuing to sponge and scrape mount to remove water as it heats up from the body.
 - E. Gradually offer water to mount as it is walked.
 - F. Continue walking, washing and scraping.
 - G. Cover mount appropriately according to the weather (e.g., cold and/or windy).
5. Report to veterinarian when requested for at least one more check, usually in ten minutes. Continue reporting to the vet as instructed until excused. At the discretion of the Veterinarian and the HMJ, riders will be excused to complete the cooling out process and attend to the mount properly in the stable area.
- Article 31 – Scoring Cross-Country**
1. Faults at Obstacles:
- A. Disobediences:
 - 1) First refusal, run-out or circle20 penalties
 - 2) Second refusal, run-out or circle
at the same obstacle40 penalties
 - 3) Third refusal, run-out or circle
at the same obstacleElimination
 - 4) Fourth penalized disobedience
on the entire courseElimination
 - B. Falls:
 - 1) First fall of competitorElimination
 - 2) First fall of horseMandatory retirement
 - C. Willful Delay: (Beginner Novice, Novice and Training)
 - 1) Between last fence and the finish line . .20 penalties
2. Time and Speed Faults: Time is counted in whole seconds, parts of a second counting as the next whole second (e.g. 30.25 seconds is recorded as 31 seconds.)
- A. Time Faults (Beginner Novice, Novice, and Training levels):
 - 1) Exceeding optimum time . . 0.4 penalty point/second
 - 2) Exceeding the Time LimitElimination
 - B. Speed Faults (Beginner Novice, Novice and Training Levels):
 - 1) For each second under the Speed Fault Time 0.4 penalty points/second
3. Vet Box:
- A. Penalty points may be given by the Chief Horse Management Judge for the following infractions:
 - 1) Improper pulling up after the finish . up to 15 points
 - 2) Improper cooling outup to 20 points
 - 3) Distressed mountup to 15 points
 - 4) Not reporting to HMJ10 points
4. Additional Reasons for Elimination:
- A. Elimination is left to the discretion of the Ground Jury in the following cases:
 - 1) Willful obstruction of an overtaking competitor, or failure to follow the instructions of the officials while being overtaken.
 - 2) Causing danger to another competitor while overtaking that competitor,
 - 3) Failure to stop when signaled,
 - 4) Unauthorized assistance.
 - B. Elimination must be applied in the following cases:
 - 1) Competing with improper saddlery,
 - 2) Error of course not rectified,
 - 3) Omission of obstacle or compulsory passage,
 - 4) Jumping an obstacle or passing through a compulsory passage in the wrong order,
 - 5) Jumping an obstacle in the wrong direction,
 - 6) Retaking an obstacle already jumped.

SECTION II: Phases of Competition

CHAPTER 4 – Jumping Test

Article 32 – Object and General Description

This Test is designed to prove the suppleness, obedience and jumping ability of the horse. At the same time, it demonstrates the competitor's knowledge of pace and the use of his horse in the jumping arena.

The nature of the course, its length, the speed demanded and the dimensions of the obstacles, depend not only on the degree of difficulty of the whole competition and on the quality and state of preparation of the competitors, but also on the relative influence which the Jumping Test is required to exert on the whole competition.

It follows that where the Cross-Country Test is severe, the course and obstacles of the Jumping Test should be relatively more exacting. Where the former is more elementary, the degree of difficulty of the Jumping Test must be reduced, in order to preserve the correct relative influence.

Article 33 – Rules Governing the Jumping Test

For questions not answered in this rulebook, or for clarification, please refer to USEF rules for Jumping.

1. Entering and Leaving the Arena:
 - A. Competitors must enter the arena when their number is called, under penalty of elimination, at the discretion of the Ground Jury.
 - B. Competitors must enter and leave the arena mounted except with the permission of the Ground Jury or in the case of an accident, under penalty of elimination at the discretion of the Ground Jury.
 - C. Should a horse leave the arena before the end of the Test, including prior to starting, it will be eliminated.
2. Starting and Finishing:
 - A. Competitors are forbidden to jump or attempt to jump an obstacle in the arena before starting, or to show the horse an obstacle on the course, under penalty of elimination.
 - B. After the bell has been rung to signal permission to start, the competitor must cross the starting line within 45 seconds, after which his/her time will start. The competitor must not start before the signal has been given. Failure to start, or starting before the signal, shall result in elimination.
 - C. Crossing the starting line in the wrong direction will not be penalized if, before jumping the first obstacle, this line is re-crossed in the correct direction. The clock is only started on the second occasion of crossing.
 - D. Unless otherwise indicated, competitors may re-cross the starting and finishing lines during a round without penalty.
3. Use of the Bell: The bell (or whistle, horn, etc.) is used to communicate with the competitors. The bell is used: to give the signal to start, to stop a competitor for any reason or following an unforeseen incident, to signal him to continue his round after an interruption, to indicate that an obstacle and/or flag knocked down or displaced following a disobedience have been replaced, and to indicate by prolonged and repeated ringing that a competitor has been eliminated.
4. Interruptions:
 - A. If a competitor does not obey the signal to stop during the Test, he may be eliminated at the discretion of the Ground Jury. If he continues, it is at his own risk, any penalties will count, and the clock should continue to run.
 - B. If after an interruption, the competitor starts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated.
 - C. While the clock is stopped for an interruption, the competitor is free to move around until ringing the bell gives him permission to start again. The clock is restarted when the competitor jumps the next obstacle. Exception: in the case of a disobedience with a knock-down,
 - D. If the competitor stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or rebuilt (for example, wrong dimensions or flags incorrectly placed), the clock must be stopped and the obstacle checked. If the obstacle is correct, the competitor will be penalized for stopping during the round and 6 seconds will be added to the time of his round. If the obstacle is incorrect, the competitor is not penalized.
5. Deviation from the Course: An uncorrected deviation from the course incurs elimination, including: not crossing the starting line or the finishing line between the flags, omitting an obstacle, not jumping the obstacles in the order indicated, jumping or attempting to jump an obstacle which does not form part of the course.
6. Combinations:
 - A. When there is a refusal or run-out in the second or third element of a combination, the competitor must retake all the elements, under penalty of elimination.
 - B. Penalties for faults made at each element and during different attempts are counted separately and added together.
- E. Competitors must pass through the starting and finishing flags mounted, or they will be penalized for a fall. Failure to cross the finishing line mounted before leaving the arena will be penalized by elimination.

SECTION II: Phases of Competition

7. Resistance: This includes taking more than 45 seconds to jump a single obstacle or the first part of a combination, and resisting continuously for 45 seconds during a round.

Article 34 – Course

1. Arena: The dimensions and the nature of the arena will be different for each Horse Trials, however, a minimum dimension of 50 meters by 80 meters or an equivalent is recommended. The arena must be defined, suitably enclosed and be of a suitable size to allow competitors to ride at the required speed for the division. Where the arena size is less than 5000 square meters (approximately 85m x 55m) the maximum speed to be used for any division shall be 350 meters/min. In arenas of less than 2300 square meters (approximately 76m x 30.5m) the maximum speed to be used shall be 325 meters/min.
2. Track:
 - A. The track of the course will be winding with changes of direction, so as to constitute a test of handiness. It will be related to the condition in which a well-trained, fit horse may be expected to be at this stage of the competition.
 - B. The track should be flowing. No acrobatic feat of jumping or of turning will be demanded; nor will a compulsory passage be included.
3. Marking of the Course:
 - A. Red or White Boundary Flags – These shall be used to mark the starting and finishing lines, and to define obstacles. They are placed in such a way that a competitor must leave a red flag on his right and a white flag on his left.
 - B. Numbers and Letters – Each obstacle shall be numbered. Combinations shall in addition be lettered (A, B, etc.).
4. Course Length and Adjustments:
 - A. Within the limits shown in Appendix 5, Course Designers are free to plan a track suitable to the quality and standard of preparation of the competitors.
 - B. The time allowed may be adjusted at the sole discretion of the judge(s), if they feel that a gross error in the measurement of the course has been made. This change may occur only after consultation with the course designer and technical delegate. Adjustment of the time allowed may never occur later than after the completion of a third round without disobedience. The time allowed may never be lowered resulting in the awarding of time faults to any competitors having ridden prior to the change without disobedience.
5. Starting and Finishing Lines: The starting line may not be more than 25 meters nor less than six meters from the first obstacle. The finishing line may not be more than 25 meters nor less than 15 meters from the last obstacle.

6. Plan: The plan of the course must show the following: the positions of the starting and finishing lines; the relevant positions of the obstacles, their type (straight or spread), and numbers; the track to be followed marked by a series of arrows showing the direction in which each obstacle must be jumped; the length of the course, the time allowed and the time limit; and, any decisions made by the Ground Jury with regard to the course.

Article 35 – Obstacles

1. General:
 - A. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall.
 - B. The obstacles must not be unsporting and they must not cause an unpleasant surprise.
 - C. Poles and other elements of the obstacles are held up by supports (cups). The pole must be able to roll on its support; in this case the support must have a 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 poles when they comprise the top element(s) of an obstacle. In the competition arena FEI approved safety cups or dowels shall be used as support for the back poles of spread obstacles and in the case of triple bars to support the middle and back poles of the obstacle.
2. Dimensions:
 - A. Within the limits shown in Appendix 5, the dimensions of obstacles should be related to the quality and standard of preparation of the competitors. At least one third shall be of maximum height for the level offered, except at the Beginner Novice and Novice Level where there is no minimum requirement.
 - B. While the limits on the height and spread should be observed with care, it is understood that the material used for construction and/or the position of the obstacle on the ground may cause the limits to be exceeded. This is permitted to the following tolerances: 5cm (2”) in height, and 10cm (4”) in width.
 - C. An obstacle with a narrow face is one whose jumping element (rails, walls, etc.) is between 1.80m (5’11”) and 3.0m (9’10”) in length. Lengths less than 1.80m are not permitted.

SECTION II: Phases of Competition

3. Type of Obstacles: Within the limits shown in Appendix 5, Course Designers may choose from the types of standard show jumping obstacles described below with a balance of straight and spread obstacles.

A. Straight Obstacle: An obstacle, whatever its construction, can only be called straight when all the elements of which it is composed are positioned in the same vertical plane on the take-off side without any rail, hedge, bank or ditch in front of it. A wall with an inclined face may not be called a straight obstacle.

B. Spread Obstacle: A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height.

C. Combination Obstacles:

- 1) Double or triple combinations mean a group of two or three obstacles, with distances between each of 7m (23') minimum and 12m (39'4") maximum (except for permanent fixed obstacles where the distance may be less than 7m) and requiring two or three successive efforts.
- 2) The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.
- 3) In combinations, each obstacle of the group must be jumped separately and consecutively. Failure to do so incurs elimination. Faults committed at any obstacle of a combination are penalized separately.
- 4) When there is a refusal or run-out, the competitor must retake all the elements. Failure to do so incurs elimination
- 5) Penalties for faults made at each part and during different attempts, are counted separately and added together.
- 6) The knock down or displacement of the second or third part (and/or of a flag at these parts) of a combination obstacle, following a fall of the competitor after having jumped the preceding part, is not penalized; only the fall is penalized.

D. Banks, Mounds and Ramps:

- 1) Banks, mounds, ramps and sunken roads, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles.
- 2) A bank or mound without an obstacle or only with one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.

E. Water Jumps: Water jumps without rails are not appropriate for USPC Eventing Courses.

F. Closed Combinations: Closed combinations CANNOT be used for USPC rallies.

Article 36 – Scoring Jumping

1. Faults at Obstacles:

- A. Knocking down an obstacle4 penalties
- B. First disobedience4 penalties
- C. Second disobedience in the whole Test for Beginner Novice, Novice and Training levels8 penalties
- D. Second disobedience in the whole Test for Preliminary levelElimination
- E. Third disobedience in the whole Test for BN, Novice and Training levelElimination
- F. First fall of competitorElimination
- G. First fall of horseMandatory retirement

2. Time Faults: The length of the course and the speed demanded determine the time allowed. Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalized by one penalty point per second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed. Exceeding the time limit involves elimination.

3. Additional Reasons for Elimination:

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

- 1) Not entering the arena when the competitor's number is called,
- 2) Not entering the arena mounted or not leaving the arena mounted,
- 3) All unauthorized assistance, except as noted, (*See Article 37*)
- 4) Not stopping when the bell is rung during the Test.
- 4) Jumping or attempting to jump an obstacle without headgear or with an unfastened retention harness (*chinstrap*).

B. Elimination must be applied by the Ground Jury in the following cases:

- 1) Jumping or attempting to jump an obstacle in the arena before the start of the Test,
- 2) Starting before the signal is given and jumping the first obstacle of the course,
- 3) Showing the horse an obstacle either before the start or after a disobedience,
- 4) A horse resisting for 45 consecutive seconds during the Test,

SECTION II: Phases of Competition

- 5) Taking more than 45 seconds to jump an obstacle, or the first part of a combination,
- 6) Omitting to cross the starting and/or finishing lines between the flags,
- 7) Jumping an obstacle that does not form part of the course during the Test,
- 8) Omitting to jump an obstacle of the course,
- 9) Jumping an obstacle in the wrong order,
- 10) Jumping an obstacle in the wrong direction,
- 11) Jumping or attempting to jump an obstacle after an interruption without waiting for the bell,
- 12) Not jumping all the fences of a combination again after a disobedience,
- 13) Not crossing the finishing line mounted before leaving the arena,
- 14) A loose horse leaving the arena before the end of the Test, including before starting,
- 15) Accepting while mounted any object whatsoever during the Test, except spectacles,
- 16) Error of course not rectified,
- 17) Competing with improper saddlery, or with a whip exceeding 75 cm (30 inches),
- 18) Fall of rider anywhere on course.

Article 37 – Definition of Faults

1. Knockdown:

A. An obstacle is considered to have been knocked down when, through a mistake of the horse or competitor:

- 1) the whole or any part of it falls, even if the part which falls is arrested in its fall by any element of the obstacle;
- 2) at least one of its ends no longer rests on any part of its support;

B. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knockdown. If in doubt the Ground Jury should decide in favor of the competitor. The knockdown or displacement of an obstacle and/or a flag as a result of a disobedience is penalized as a refusal only. In the event of the displacement of any part of an obstacle, or its flags, as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. This does not count as a knockdown and is only penalized as a disobedience and by time.

C. If any obstacle of the course, which has been struck by the horse or by the competitor when jumping it, reaches the ground after the finishing line has been crossed, the competitor is not penalized. But if this obstacle (single or combination) is the last on the course and it starts to fall before the competitor has crossed the finishing line, it counts as a fault, even if the obstacle reaches the ground after the finishing line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the competitor has left the arena.

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

E. If a competitor jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalized

2. Straight and Spread Obstacles:

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

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

3. Disobediences:

A. The following are considered as disobediences and are penalized as such

- corrected deviation from the course;
- refusal;
- run-out;
- resistance;
- more or less regular circle or group of circles no matter where they occur on the course or for whatever reason (except under 3.B below). It is also a disobedience to circle the last obstacle jumped unless the track of the course so requires.

B. Notwithstanding the above, the following is not considered to be disobediences:

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

SECTION II: Phases of Competition

4. Deviation from the Course: It is a deviation from the course when the competitor:
 - A. does not follow the course as set out on the published plan;
 - B. does not cross the starting line or the finishing line between the flags;
 - C. does not jump the obstacles in the order or in the direction indicated;
 - D. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of a competitor for jumping an obstacle not forming part of the course.
 - E. It is not considered as a deviation from the course and incurs no penalties when a horse or part of a horse going past an obstacle to be jumped or the finishing line and afterwards taking it in the correct direction.
 - F. An uncorrected deviation from the course incurs elimination.
5. Refusal:
 - A. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it.
 - B. Stopping in front of an obstacle without knocking it down and without backing followed immediately by a standing jump is not penalized.
 - C. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.
 - D. If a competitor, who has knocked down the obstacle in stopping, jumps or attempts to jump it after the bell has been rung and before it has been rebuilt, he is eliminated.
 - E. If a horse slides through an obstacle, the Judge must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalized as for an obstacle knocked down. If the bell has been rung and the competitor jumps other parts of the combination in his stride, it does not entail elimination or any further penalty should he knock down this part of the combination.
6. Run-Out: It is a run-out when the horse escapes the control of its rider and avoids an obstacle which it has to jump.
 - A. It is considered to be a run-out and is penalized as such for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or a part of a combination, or of the finishing line.
 - B. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The competitor is penalized as for a run-out and he must jump the obstacle again correctly.
 - C. If after a run-out, the competitor does not attempt to jump or does not jump the obstacle again, he is eliminated.
7. Resistance: It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason. It is equally a resistance when the competitor stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle. A resistance is penalized as for a refusal.
8. Falls:
 - A. A competitor is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.
 - B. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground. This is mandatory retirement.
 - C. Should a loose horse leave the arena before the end of the round, including prior to starting, it will be eliminated.
9. Unauthorized Assistance
 - A. Any intervention by a third party between the starting line and the finishing line whether solicited or not, with the object of helping the competitor or his horse is considered to be unauthorized assistance.
 - 1) Any form of unauthorized assistance received by a mounted competitor between the starting line and the finishing line will be penalized by elimination at the discretion of the Ground Jury.
 - 2) In certain exceptional cases, the Ground Jury may authorize the competitor to enter the arena on foot or with the help of an assistant without this being considered as unauthorized assistance.

SECTION II: Phases of Competition

3) Any help given to a mounted competitor to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted competitor his spectacles or headgear during his round is not considered to be unauthorized assistance.

B. The act of officials or other persons in the arena of warning a competitor of a deviation from the course constitutes unauthorized assistance. In this event the competitor may be eliminated at the discretion of the Ground Jury.

10. Falls and Disobediences During Interrupted Time:

- A. The time of a round is interrupted only under the provisions of Article 33.4 and article 38.
- B. Falls of horse or competitor during interrupted time are always penalized.
- C. Disobediences are not penalized during interrupted time.
- D. The provisions concerning elimination remain in force during interrupted time.

Article 38 – Time Corrections

1. Knock-Downs with Disobediences:

A. If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of the obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt or the flag replaced. The competitor will be penalized for a refusal and time correction of 6 seconds will be added to the time taken by the competitor to complete his Test.

B. If a competitor displaces or knocks down one of the elements of an open combination or a flag defining the limits of an element and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of time corrections must be applied depending on where the disobedience took place.

C. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If a disobedience with a knock-down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination.

2. Time Corrections: Six seconds will be added to the time of the rider for a knock-down no matter where it occurs on course.

SECTION III: Levels of Competition

Article 39 – Overview of Eventing Rallies

1. Each year, every region should host D Rallies and Rallies that meet the level needs of the members in the region (Beginner Novice through Preliminary). In addition, regions need to provide competitions where their Pony Club members may qualify for the USPC Eventing Championships. All levels at National competitions will be called Championships.
2. At all levels, organizers are encouraged to keep Rallies simple and inexpensive. Matching team attire is never required. Individual dress may be either formal or informal, and D rallies may be neither – just simple, clean and safe. Tack rooms should be workmanlike at all USPC rallies.
3. USPC Rules and Guidelines for Eventing
 - A. When planning Rallies, don't forget the following publications available at the USPC Bookstore:
 - 1) Current USPC Rules for Eventing Competition (*with addenda*)
 - 2) Current USPC Horse Management Handbook and addendum, if utilized
 - 3) The current USPC Eventing Annual Newsletter
 - 4) The current USPC Eventing Organizers Kit and Guide
 - B. USPC Eventing rules and procedures are based on USEF rules. USEF recognized Horse Trials at all levels and the USPC Championships are run under current USEF rules. Refer to the USEF Web site for additional clarification: www.usef.org.
4. Dressage Tests for USPC Eventing Rallies
 - A. Dressage tests for Eventing Rallies are listed below. The arena size is a 20 x 40 meter arena. The tests are available from the USPC Bookstore.
 - 1) D-1: USDF Intro Test A or B
 - 2) D-2: USEF Beginner Novice Test A or B
 - 3) D-3: USEF Beginner Novice Test A or B
 - 4) Beginner Novice Rallies: USEF Beginner Novice Test A or B
 - 5) Novice Rallies: USEF Novice Eventing Test A or B
 - 6) Training Rallies: USEF Training Eventing Test A or B
 - 7) Preliminary Rallies: USEF Preliminary Eventing Test A or B
5. Information about Technical Delegates for Rallies: Technical Delegates for all Rallies need to return the TD's forms to the USPC National Office. The completed T.D. report serves as documentation that a Regional Rally meets the USPC requirements for a Qualifying Eventing Rally. The information compiled also helps the USPC Committee evaluate Rally formats and identify problems. Don't forget the D Rallies in your region. TDs for D Rallies are important officials who must be sensitive to the special needs of Ds. These persons must also be knowledgeable of the rules (with D exceptions) and set a positive, instructional tone for

the D Rallies. Please ask them to complete the TD's forms for this committee's benefit. D Rally Organizers and TDs are the chief sources of material for the D-level section of the USPC Eventing Rulebook.

6. Rider Participation in Non-Qualifying Rallies
D Rallies: Unrated-D-3No age restriction
Beginner Novice Rallies: D-3 – ANo age restrictions
(*No D Exceptions*)
Novice Rallies: C-1 – ANo age restrictions
Training Rallies: C-1 – ANo age restrictions
Preliminary Rallies: C-1 – A14 years of age or older
7. Rider Participation in Qualifying Rallies and Championships
Beginner Novice Rallies: C-1 – A .12 years of age or older
Novice Rallies: C-2 – A12 years of age or older
Training Rallies: C-2 – A13 years of age or older
Preliminary Rallies: C-3 – A14 years of age or older

Article 40 – USPC Championships

1. USPC Championships are currently recognized by USEA/USEF. A Championships competition at any level is just that: *a Championships*. One must qualify for Championships competition and be experienced in order to compete successfully.
2. For Championships, each riding competitor MUST fill out, completely, including all signatures on the back, a USEA entry (not required for team Stable Manager) and a copy of the Competitor Information form. Requirements in the current USPC Eventing Rulebook are considered MINIMUM for all levels of Rally participation. Clubs and/or Regions may make additional requirements. Our aim must be to educate and bring along riders.
3. To qualify for Championships, riders must have two signed qualifying affidavits, one from a USPC Rally and one from a USEF/USEA or comparable* competition (see Appendix 13). These competitions must be at the level a rider is planning to show at Championships. Rider must have completed both competitions without elimination. One competition must be clear of any cross country jumping penalties and the other may have no more than 20 cross country jumping penalties.
**"Comparable" means an unrecognized Horse Trial held at the site of a sanctioned Horse Trial, where the construction and dimensions of the cross-country fences have been approved by a USEF-licensed Eventing Technical Delegate or Eventing Judge. This MUST be approved by the USPC Eventing Committee Chair.*
4. Competitor and horse must qualify as a horse/rider combination.

SECTION III: Levels of Competition

Article 41 – Beginner Novice Rallies

1. Objective: The Beginner Novice level is designed to introduce green horses and riders to Horse Trials, combining Dressage, Cross-Country and Beginner Jumping tests. It is designed for competitors and horses that have already had experience schooling competitions in all three disciplines. The entire experience should be safe, inviting and educational to build confidence and a desire to progress. Competitors should be prepared to do a walk, trot and canter dressage test with 20-meter figures and a halt. The cross-country should include a variety of introductory obstacles, including a bank-up, a shallow natural ditch, an inviting water crossing and a brush. Obstacles must have a minimum of two strides (10 meters or 33 feet) between two numbered obstacles. Such combinations of straight forward efforts are the only obstacles composed of several elements that are permitted. The jumping course should be inviting and straightforward and may include one double of two strides (10 meters or 33 feet).
2. USEA Membership waived at Beginner Novice for USPC Championships.

Article 42 – Novice Rallies

1. Objective: The Novice Level is an introduction to Horse Trials, combining Dressage, Cross-Country and Jumping tests. It is designed for competitors and horses that have already had experience in schooling competitions in all three disciplines. Competitors need to be prepared to do a walk, trot and canter Dressage test with 20-meter figures and a halt. The cross-country should include a variety of introductory obstacles, including an inviting bank, drop, ditch, water crossing, brush and a double. It is intended to be a positive experience, involving galloping in balance and jumping out of stride. The jumping course shall include a double and a variety of straight and spread fences, and may include a triple bar.
2. USEA Membership waived at Novice for USPC Championships. USEA Horse registration waived at Novice for USPC Championships.

Article 43 – Training Rallies

1. Objective: The Training Level is an elementary examination of competitors and horses with some experience and training. The Dressage test may ask for further development of the basic gaits, including lengthening at the trot and canter, as well as 10-meter trot and 15-meter canter figures. The cross-country should include obstacles formed of two, or possibly three elements involving the previously introduced banks, drops, and ditches. Jumps into or out of water and narrow fences should be introduced. While these questions are becoming more sophisticated, they must remain positive and inviting in nature. The jumping course shall include two doubles or a triple, a variety of turns and sequences of various types of obstacles.

2. Rider must be current USEA member and supply number. Horse must be currently registered with USEA and provide number.

Article 44 – Preliminary Rallies

1. Objective: The Preliminary Level is a moderate examination of competitors and horses in a regular training program preparing for One Star Events. The Dressage test may include medium paces at the trot and canter, as well as the introduction of leg yielding, shoulder in, rein back, and changes of lead through the trot. The Cross-Country should include tests of accuracy, agility, boldness, control, judgment, and jumping ability. Obstacles may now include angled lines, corners, simple bounces, narrow fences, slopes and combinations involving water. The Jumping course shall include two doubles or a double and a triple. It will emphasize quickness of recovery and may require lengthening or shortening stride.
2. Rider must be current USEA member and supply number. Horse must be currently registered with USEA and provide number. Rider must be a current USEF member or pay the non-member fee.

Article 45 – Stable Manager Requirements

Beginner Novice, Novice, Training and Preliminary Championships Team Stable Managers must be rated C-1, but age requirements remain the same for the appropriate level of competition.

Article 46 – Qualifying Requirements for the H-A/A Division

1. Rated H-A or A on the closing date of Championships
2. Qualify as a horse/rider combination
3. Qualification Affidavit must accompany entry Horse/Rider combination MUST have completed, without elimination in any phase, two (2) USEA/USEF- recognized Horse Trials at the level of competition within 11 months preceding the closing date of the Eventing Championships. At least one of these competitions must have no cross-country jumping penalties, with the other having no more than 20 cross-country jumping penalties. Horse/Rider combination will be entered at the level they qualify.

SECTION IV: Officiation

Article 47 – Ground Jury

1. The Ground Jury will be made up of the President of the Ground Jury, the Chief Horse Management Judge and one other knowledgeable person familiar with Pony Club.
2. The President of the Ground Jury must be selected from the current USEF list of approved Event judges at qualifying rallies, and are recommended for non-qualifying rallies.
3. The following may not serve as the President of the Ground Jury at a rally: The Technical Delegate, the Course Designer, a member of the Appeal Committee, an RS nor a DC.
4. Any variance from these qualifications must be approved by the Chairman of the Eventing Committee.
5. The Ground Jury adjudicates and administers 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.
6. 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.
7. The President of the Ground Jury and Chief Horse Management Judge participate in the Initial Briefing, with the Organizer and Technical Delegate (TD).

Duties of the Ground Jury:

- A. 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 Technical Delegate, Course Designer and Organizing Committee, it shall ensure that all arrangements for the rally, including stabling, trailer or tie areas, the arenas, courses and obstacles, are appropriate. If, after consultation with the Technical Delegate, the Ground Jury is not satisfied with the arrangements or courses, it has the authority to modify them.
- B. A member of the Ground Jury (usually the President) will judge the Dressage Test. Additional judges may be appointed by the Organizing Committee, but the Ground Jury will be responsible for all decisions.
- C. The Ground Jury, or the Technical Delegate, if the former is involved with the judging of Dressage or Jumping, will be responsible for all arrangements made by the Organizing Committee for the judging and timekeeping of the Cross-Country Test. During the Cross-Country Test, one member of the Ground Jury should always be available, when possible, to adjudicate any unforeseen eventualities.

- D. The Ground Jury will be responsible for determining objections against decisions by technical personnel, including fence judges and time-keepers, on the Cross-Country Test at a rally, and may substitute their judgment for that of any judge or official, whether or not in favor of the competitor.
- E. A member of the Ground Jury (again, usually the President) will judge the Jumping Test. It may be decided to enlist the assistance of a competent judge or panel of judges, but the Ground Jury will remain responsible.
- F. In the absence of a Technical Delegate, the Ground Jury will approve the courses and the dimensions of all obstacles, before they are shown to the competitors.
- G. The Ground Jury oversees all phases of a rally, including Horse Management and determines whether riders may continue in the next phase, after elimination or retirement.
- H. The members of the Ground Jury are obliged to be on the grounds from the Official Rally Opening until awards have been made. (It is not necessary to post Jumping scores for a 30 minute waiting period, but riders' scores must be announced at the end of each ride).
- I. Any member of the Ground Jury has the duty and authority at any time during the rally to disqualify any mount that is lame, sick or exhausted, and 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 48 – Horse Management Judges

At USPC Championships, the USPC Eventing Committee, in consultation with the USPC Horse Management Committee, appoints the Horse Management staff. See current Horse Management Handbook for specific information.

Article 49 – Additional Judges

1. If needed, the Organizer may appoint additional judges to judge the Dressage Test or Jumping Test. These judges are subject to the same qualifications and restrictions as members of the Ground Jury, but are free to leave the grounds 30 minutes after their scores have been posted, unless they are serving on the Ground Jury.
2. At Championships, all additional Dressage and Jumping Judges are appointed by the Organizer with the approval of the USPC Eventing Committee; additional Horse Management Judges are appointed by the USPC Horse Management Committee, in consultation with the Eventing Committee.

SECTION IV: Officiation

Article 50 – Technical Delegate

1. The Technical Delegate (TD) must be chosen from the current USEF list of approved TDs for qualifying rallies and are recommended for non-qualifying rallies. Any variation from these qualifications must be approved by the Chair of the Eventing Committee.
2. The duties, powers, and responsibilities of the Technical Delegate are defined as follows:
 - A. To protect the interests of competitors, judges, and rally organizers.
 - B. To ensure that technical and administrative details are in accordance with the current USPC Rules for Eventing Competition.
 - C. To inspect and approve: arenas and courses; to include, but not limited to, the dimensions of the obstacles and length of the courses; inspection of warm up areas; accommodations for horses, where appropriate; vehicle parking arrangements and all other physical aspects of the rally.
 - D. To ensure that the courses are at the standard of the level offered, and that prior knowledge of local conditions does not play any part, and if a qualifying rally, the courses are of sufficient difficulty to prepare the riders for Championship competition.
 - E. To instruct the Organizer to make any alterations to the course or arenas, or to any technical detail associated with the conduct of the competition which he or she considers necessary. The Course must be inspected early enough to allow for modifications to be made.
 - F. Until he or she has indicated to the Ground Jury that he or she is satisfied with all the arrangements, the authority of the Technical Delegate shall be absolute.
3. Thereafter, the responsibility for the rally rests on the Ground Jury. The Technical Delegate will continue to supervise the technical and administrative conduct of the rally, and will advise and assist the Ground Jury and the Organizing Committee. Specific areas will include the following:
 - A. Supervising the briefing and conduct of all technical personnel.
 - B. Investigating all inquiries regarding scoring, including penalties awarded, report to and advise the Ground Jury on any decisions they are required to make.
 - C. Reporting to the USPC Eventing Committee on the competition using the official USPC TD's form. This includes a report of initial planning with the Rally Organizer and, all inquiries or protests occurring during the rally and how they were resolved.

D. At Rallies where the Ground Jury is occupied by judging the Dressage and/or Jumping Test, the Technical Delegate may need to supervise for the Ground Jury during Cross-Country.

E. The following may not serve as the Technical Delegate at a rally: A member of the Ground Jury or Appeal Committee, the Course Designer, or an officiating Dressage or Jumping Judge.

Article 51 – Course Designer

1. The Course Designer, appointed by the Organizer, is responsible for the layout, measurement, preparation and marking of the route for the Cross-Country course. He or she is also responsible for the design, construction and marking of the obstacles for this course.
2. He or she is ultimately responsible for the layout, design and construction of the Jumping Test. This duty may be delegated to another course designer, but the Rally Course Designer must ensure that the course is suitable.
3. When he or she is satisfied that the course is ready in all respects, the Course Designer shall report for approval to the Technical Delegate or to the President of the Ground Jury.
4. The Course Designer may not serve on the Ground Jury, Appeal Committee, as an officiating Dressage or Jumping judge or as Technical Delegate.

Article 52 – Veterinarians

1. One or more veterinarians with equine knowledge and familiar with USPC Eventing Rallies should be present on the grounds during the Jog-Out(s), Cross-Country and Jumping phases of the competition.
2. The Vet Check:
 - A. On the evening prior to the Cross Country phase, the competitors are advised of the procedures to be used for the pull up, cool out, and veterinary examination following the cross country phase. This is generally done by the Chief Horse Management Judge, after consultation with the veterinarian.
 - B. Following completion of the Cross Country course, the rider will proceed to the vet box immediately after pulling up and report to the Horse Management Judge or the veterinarian. Competitors will be assigned 10 HM penalty points if they do not check in immediately after crossing the finish line. Riders eliminated, disqualified, or who retire on the course must also report to the vet box.

SECTION IV: Officiation

- C. At the discretion of the veterinarian, the temperature, pulse, and respiration may be taken in addition to a clinical evaluation of a mount's condition. After the veterinarian has finished with the mount and given any needed directions, the competitor or a teammate may begin cool out procedures. The veterinarian makes at least one more check (usually within 10-15 minutes) before permitting the mount to return to the stable for the final cool out.
3. EXCEPTION: At non-qualifying rallies, the Chief Horse Management Judge may be substituted for the Veterinarian at the Vet Check. It is therefore extremely important that a mature, knowledgeable and experienced adult Chief Horse Management Judge be chosen at all levels. AN ACTIVE PONY CLUB MEMBER MUST NOT BEAR THIS RESPONSIBILITY.
4. One of these veterinarians must be stationed at the end of the Cross-Country course to check temperature, pulse and respiration rates of finishing horses. This is called the Vet Check. The veterinarian on duty cannot leave the Vet Check to treat horses.
5. Therefore, during Cross-Country Vet Check a second veterinarian may be needed to be present to treat horses at the rally.

Article 53 – Appeal Committee

1. The Rally Organizer at a Regional Rally appoints an Appeal Committee. The Appeal Committee at a USPC Championship is appointed by the USPC Championships Organizer.
2. An Appeal Committee consists of a President and two other horsepersons, all of who are familiar with USPC Eventing rules. When necessary, a veterinarian may be used in an advisory capacity.
3. See the Uniform Officiation Rules for a list of who is ineligible to serve as a member of the Appeal Committee. The Appeal Committee shall make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the Ground Jury, or referred to the Appeal Committee by the Ground Jury. The decision of the Appeal Committee is final.
4. Appeals must be heard by all members of the Appeal Committee, sitting together. If all the members are not immediately available on the grounds, the President shall decide the time and place at which the Appeal Committee shall meet to hear the appeal.
5. The President of the Appeal Committee, or one of the members of the Committee, must be immediately available during the conduct and scoring of all tests and for 30 minutes thereafter.

Article 54 – Officials at Obstacles (Jump Judges)

1. One or more officials, who are responsible for scoring, pertinent rule enforcement and emergencies at their obstacle(s), must be stationed near each obstacle or compulsory passage.
2. They may be authorized to cover more than one obstacle or compulsory passage, with the approval of the Technical Delegate. If appropriate, stopping points may also be designated. One or more officials must then be stationed at these points also.

Article 55 – Time Keepers

Since timing plays such an important part in the competition, Organizers must ensure that each competitors starting and finishing times are accurately taken and recorded by properly qualified persons. See Job Description in the USPC Eventing Organizer's Guide.

Article 56 – Controller

1. During the Cross-Country test, there must be a Controller. The Controller will monitor all radio channels being used to run the competition. He will control the dispatch of competitors on the course(s) and will direct emergency action in the event of an accident.
2. It is recommended that a scribe be assigned to the Controller to assist marking, on a Cross-Country control sheet, the progress of each competitor around the course.

Article 57 – Medical Personnel

1. Qualified medical personnel, with suitable medical equipment and with no other duties, must be present during scheduled schooling sessions over fences and during all scheduled competitions. Qualified Medical personnel are defined as persons who are currently certified or licensed in the profession and trained in pre-hospital trauma care.
2. Access: The designated medical personnel should have the capability of rapid deployment to any part of the arenas or courses in all conditions. Should this access not be available, the Ground Jury, on the advice of the Technical Delegate and the Course Designer, must consider alternatives including removal of the inaccessible portion.

Article 58 – Safety Coordinator

All competitions run under USEF rules, shall furnish a Safety Coordinator, who shall be responsible for the establishment and coordination of medical services. As this shall include the transportation of injured competitors, the Safety Coordinator should not have any other duties during any cross-country or jumping tests. The Safety Coordinator must have medical releases for all competitors and Accident Report Forms. All Safety Coordinators should also read the USEA Safety Manual.

SECTION IV: Officiation

Article 59 – Warm-Up Steward

Warm-Up Steward: 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. Stewards will need to be familiar with the discipline rules and report any unsafe riding, un-sportsmanlike behavior, unauthorized assistance or coaching issues to the Ground Jury of the discipline. Riders will have received safety

checks from HM 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. Should it appear that any other tack adjustments are needed, the rider should dismount and return to their discipline HM area for assistance.

SECTION V: Guidelines for D Level Eventing Rallies

PURPOSE OF THIS GUIDE

This guide is meant as a simplified, “friendlier” version of the USPC Rules for Eventing Competition, and contains the specifications of D Rallies not included in the more technical sections of this book. Rule ‘Exceptions’ for Ds are listed in this section.

INTRODUCTION AND GENERAL INFORMATION

The objective of a Pony Club Eventing Rally at the D level is education in the sport of Eventing through team competition in four phases: Dressage, Cross-Country, Jumping, and Horse Management. D-rated competitors are judged on all phases of an Eventing rally at their individual rating levels. A D Rally is meant to be a fun, positive experience. It is not a test, but an opportunity for Pony Club members to display what they have learned in their regular Pony Club lessons in a safe, supportive and educational environment.

Keeping education and safety as primary objectives, rallies for Ds are meant to be more low-key than rallies for Pony Club members of higher ratings, and therefore these rules are guidelines. Scoring aspects, including handling of eliminations, must be adhered to and not modified. See “Eliminations, etc.,” this section.

In USPC, teamwork and good sportsmanship should be rewarded. Organizers and DCs should encourage team effort during rally competitions. Awards should emphasize team achievement.

It is the responsibility of all competitors to be familiar with the current USPC Rules for Eventing Competition and the current Horse Management Handbook (HMH) and any Addenda to either rulebook, which take precedence over all other rules and guides in case of conflict. This section is not a substitute for these rulebooks.

Organizers, judges and officials must also be familiar with the current USPC Organizer’s Guide for Eventing Rallies and “current USPC Annual Eventing Newsletter” in addition to the above mentioned rulebooks.

RESPONSIBILITIES OF DCs FOR ENTRIES

DCs are responsible for the eligibility of the competitors and horses at all regional rallies.

It is the responsibility of DCs with input from the club’s Chief Instructor to see that horses and riders are entered in rallies corresponding to the combination’s abilities and in accordance with regional policies.

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 mailed to the Rally Secretary on time.

It is also the responsibility of the DCs to see that all Pony Club members in their jurisdiction have access to a copy of the current USPC Rules for Eventing Competition, USPC Horse Management Handbook, annual Eventing Newsletter and any other relevant information from the USPC Eventing committee or the organizer of a specific rally where they will be competitors.

Regulations concerning substances such as alcohol, tobacco and medications, (including equine) are the same as for other USPC competitions. See current USPC Policy #500 regarding Drugs, Alcohol and Tobacco and USPC Policy #525 regarding Veterinary Medicine and Equine Medications.

Above all, common sense must prevail and D Rallies should be fun!

GENERAL INFORMATION FOR ORGANIZERS

Rallies may be held for teams of mixed (D-2s and D-3s on one team) or like (teams of D-2s in a division, D-3 teams in a separate one) ratings and are usually completed in one day. Several small inter-club rallies organized annually within a region are encouraged. Some older or more experienced D-3s may be capable of competing in a Beginner Novice (BN, see page 23) rally. If they do so, they should compete in a separate D division, using the D exceptions and not on a mixed team.

If D-3s compete on a mixed BN team with Pony Club members of higher ratings, they must do so without D exceptions.

D-1s usually compete on D-1-only teams, but may compete also as individuals with appropriate assistance. D-1 Rallies should be low-key intra-club (just your club) or inter-club (a few other near-by clubs) competitions, completed in one day; several may be held within a region each year. A D-1 rally may also be a separate division of a small D-2/D-3 rally.

OFFICIALS

Since the purpose of a rally is to be a learning experience, judges and other officials are available for help at all times.

Experienced horsemen are essential to the organization of a well-run rally at any level, but especially so at the D level, for they can make adaptations without compromising safety.

Older rally-experienced Pony Club members can be helpful in setting up a D Rally, but must always be supervised by KNOWLEDGEABLE adults.

SECTION V: Guidelines for D Level Eventing Rallies

Officials at D level rallies do not have to be licensed USEF officials, although it is recommended if at all possible. It is most important, at the D levels, that the officials be familiar with USPC and be able to work well with young children in an educational framework. This is especially important when choosing your Chief HM Judge and assistants, who will be working closely with the children. Mature, 18 and older, C-3 and up Pony Club members may be used. Coaches, stewards and your veterinarian must also be sensitive to the needs of young children.

At all D Rallies, the Chief Horse Management Judge may be substituted for a licensed veterinarian at the Vet Check after Cross-Country. He or she must be a knowledgeable adult horseperson.

BUDGETING, RALLY SCHEDULE, ENTRIES

No Pony Club Rally at any level should be a fundraiser; organizers should try to break even between expenses and rally fees. In order to accomplish this, they need to plan and use a working budget. See current Eventing Organizers' Guide and its Appendix for information and a suggested Rally Budget form.

The information as to which Dressage Test(s) are to be ridden in Eventing rallies for Ds, as specified by the USPC Eventing Committee may be found in the "USPC Annual Eventing Newsletter".

Usually included in the Schedule for a D-Level Eventing Rally: *(not necessarily in specific order – may be altered to suit rally circumstances)*

- Official Grounds Opening,
- Official Rally Opening (at least one hour before Initial Rally Briefing),
- Initial Rally Briefing (at least one hour before Turnout Inspection,
- Turnout Inspection,
- Dressage Test,
- Cross-Country (XC) Course Walk,
- Lunch,
- Safety Inspection,
- Cross-Country Test,
- Vet Check,
- Jumping (SJ) Course Walk,
- Safety Inspection,
- Jumping Test,
- Parade of Teams, Final Critiques and Awards.

Jog-Outs are not required but may be held at D rallies. If a Jog-Out is held, it is not necessary to have a veterinarian on the 3-person Inspection Panel (see "Uniform Officiation Procedures") but all personnel should be knowledgeable adult horse persons.

Turn Back Inspections are not required but may be held at D Rallies after the Dressage and Cross-Country phases when time allows. At this level, they should be simple examinations to be sure horses and tack are being properly cared for. At one-day Eventing rallies at all levels, there will be no Turn Backs after the final riding phase of the competition. See "Turn Backs", in the current Horse Management Handbook.

A Parade of Teams may be scheduled either before or after Jumping, in conjunction with the Awards ceremony, at the convenience of the Organizer.

GENERAL INFORMATION

COMPETITOR

Competitors must be USPC members who have been rated at the D level at which they are to compete (D-1, D-2 or D-3), on the rally Closing Date and whose parents have signed the USPC Competitors' Rally Release Form.

TEAMS

Each team consists of three or four riders and a Stable Manager, all of whom must be Ds.

ADVISORS

Groups of young or inexperienced D-1s or D teams may have a C-or-above-rated Pony Club member as an advisor, who directs but does not do the work of the team. This person may NOT be the coach.

INQUIRIES

Team Captains must make any verbal inquiries. Inquiries at D rallies go first to the Chief HM Judge, who will locate the appropriate staff member or official (Scorer, Technical Delegate or President of the Ground Jury).

All inquiries must be made no more than 30 minutes after the scores of the phase in question have been posted. Inquiries about HM scores must be made to the CHJ by the Team Captain within 30 minutes of posting of HM score sheets in the stable area.

Should the result of the inquiry not be acceptable to the team, the Team Captain may lodge a verbal protest, immediately following. (Ds do not make written protests).

All inquires and protests must be made in a courteous manner. The decision of the Ground Jury is final. There are no Appeals at D rallies.

SECTION V: Guidelines for D Level Eventing Rallies

HORSE MANAGEMENT (HM)

Team members will be judged in Horse Management from the official briefing until the end of the Awards ceremony. Judging will be conducted by the rules in the current Horse Management Handbook at each member's rating level. Horse Management is meant to be educational; an effort is made to teach the competitors proper horse management practices. Horse Management judging is a test of what the children have learned at their regular club lessons. Care of horse, tack and rider will be assessed throughout the rally. Penalty points that may be assigned will be posted for each phase of the rally. These scores will be posted on Horse Management Score Sheets, copies of which can be found in the Appendix of the current Horse Management Handbook.

ASSISTANCE

A supervised neutral zone will be designated by the Organizer for contact with chaperones, coaches, instructors, parents and friends. Assistance, including unsolicited advice, is not to be given. C Advisors may instruct, but not do the work of the team. Competitors are expected to be self-reliant but will always have access to the Horse Management Judges, the Ground Jury and the Technical Delegate for help.

ATTIRE, SADDLERY AND BITTING

All, saddlery and biting rules apply from the time of arrival on rally grounds and continue until departure from the grounds and are listed in their entirety in Appendix 2, 3A and 3B of this book. Failure to adhere to these rules may incur Disqualification.

At D Rallies, dress for all competitors may be Formal, Informal, or simply clean, well-fitted conventional riding clothing and footwear in good repair and correctly worn. Attire may be adapted to suit local climate and conditions, but requirements must be clearly stated in the Rally Announcement. The information about Formal and Informal attire is located in current Horse Management Rulebook.

NOTE: All biting and saddlery should be fitted and regularly inspected by a knowledgeable horse-person. Misuse of even the best equipment can cause permanent damage to the horse. Please read and study the D Level Manual of Horsemanship.

SPECIAL INFORMATION FOR D-RATED COMPETITOR *(to be used in addition to the complete information in Appendix 2, 3A and 3B).*

DRESSAGE TEST

All D-rated competitors may use grass reins and standing martingales when riding their test and in warm-up.

All Ds may use Dressage whips, which may be no longer than 110 cm (43.3"), including lash, and must be un-weighted.

Ds may use a snaffle, pelham or kimberwicke bit. A noseband must be used with the latter two bits. All bits must be smooth, with no twists.

CROSS-COUNTRY AND JUMPING TESTS

Ds may use properly adjusted standing or unrestricted running martingales with a chest stop and rein stops on each rein, on the bit side of the martingale or Irish martingales. If a standing martingale is used, it must be attached to a cavesson noseband and not any other type of noseband.

GENERAL INFORMATION ABOUT RIDING PHASES

DRESSAGE TEST

Scoring for the Dressage phase is the same as in Appendix 8. All Dressage Tests are available from the USPC Bookstore. The suggested tests for D rallies are as follows:

D-1 USDF Introductory Test A or B

D-2 USEF Beginner Novice Eventing Test A or B

D-3 USEF Beginner Novice Eventing Test A or B

The Dressage Test is scheduled one-half hour to one hour after each rider's Turnout Inspection.

Dress and saddlery are as given above.

The Dressage test should be ridden from memory. If necessary, the test may be read and a penalty of 2 points added to the Dressage score.

Elimination for resistance of longer than 20 seconds is not applicable at the D level.

SECTION V: Guidelines for D Level Eventing Rallies

INFORMATION COMMON TO THE CROSS-COUNTRY AND JUMPING TESTS

The following are additional rules for the D – level Cross-Country and Jumping phases of a Eventing rally. Refer to Section II of this book, USPC Rules for Eventing Competition for complete information, chapters 3 & 4.

At a D Rally, the height of the fences should be appropriate to the rating level of the competitors. Fence height is measured at the point of takeoff for the average horse. It is not necessary that any set number or proportion of fences on either the Cross-Country or Jumping course be of suggested maximum height for the level. False groundlines may not be included in either the Cross-Country (XC) or Jumping (SJ) courses.

CROSS-COUNTRY TEST

In order to provide a positive experience and to invite forward movement, any D level cross-country course should be a simple, straightforward one, with true ground lines, no sharp turns, no closely related fences (at least 10-15 strides apart). There are no combination fences in XC courses for Ds.

Assistance in the Vet Check area may be given by the Stable Manager or another team member. Coaches may not assist. C Advisors may instruct team members, but may not do their work.

JUMPING TEST

Arenas: Jumping arenas for Ds must always be enclosed.

Courses: The track of the course will be very simple and straightforward. There are no combination fences in SJ at D rallies.

FINAL SCORES

Teams: The winning team is that with the lowest final penalty score, determined by adding the three lowest Dressage, Cross-Country and Jumping, and the total Horse Management score.

Ties: In case of a tie, the winning team will be that team whose third-placed competitor has the a) lowest final penalty score, b) then by the lowest Dressage score c) and if there is still a tie, use the lowest HM score. See the Horse Management Handbook for Horse Management scoring.

Individuals: If D-1s are competing as individuals, the winning individual is the competitor with the lowest final penalty score, determined by adding the Dressage, Cross-Country and Jumping, and the total Horse Management score for each competitor.

Ties: In case of a tie between D-1 individuals, the tie will be broken first by the best Cross-Country score, then by the lowest Dressage score, then by Dressage Collective Marks, and finally by the Horse Management score.

Combined Test Rallies: Teams at all levels and individuals (at D-1 level only) at Combined Test Rallies are placed as they are at Eventing Rallies, above.

Ties: Ties are broken as they are at D Eventing Rallies, above.

SECTION V: Guidelines for D Level Eventing Rallies

D LEVELS OF COMPETITION

COURSES AND OBSTACLES

ORGANIZERS PLEASE NOTE: Although D-1 rallies need not include a Cross-Country course per se, beginning riders love the idea of Cross-Country. Very young or inexperienced riders may use a large riding ring with slip rails and ground poles inside, going in and out of the ring for variety. Cavaletti turned to their lowest side and bending poles may be used instead of regular standards, which will be too high for use even at their lowest setting.

Older or more experienced but still beginning D-1s may be introduced to the concept of Cross-Country by flagging a path in a small field or other enclosed area of natural variations of terrain, i.e., shallow un-revetted ditches or swales, small up-and-down un-revetted banks, in and out of woods, and over small logs, but no actual fences.

This very elementary D level allows great creativity. A simple obstacle course, or even a few flagged bending poles- anything that is straight-forward, safe and fun.

USPC D-rated competitors are not scored on time unless the rally is being run as a USEF/USEA recognized competition.

SUGGESTED DISTANCES, JUMPING EFFORTS AND SPEEDS FOR D RALLIES

These measurements and specifications are suggestions and may be modified to fit the land, conditions and experience of riders.

	Distances	Efforts	Suggested Speeds (meters/min)
CROSS-COUNTRY			
D-1100-600 m.	6-10 efforts	NA
D-21000-1500 m.	8-12 efforts	240-350
D-31200-1800 m.	12-18 efforts	240-350
JUMPING			
D-1400 m. max	6-10 efforts	NA (may be obstacle course)
D-2400 m. max.	6-10 efforts	240-300
D-3500 m. max.	8-12 efforts	240-300

MAXIMUM DIMENSIONS OF OBSTACLES:

(Cross-Country and Jumping)

Height:

SOLID OBSTACLES

D-11 ft. – fence must be visible, cleared of brush and weeds

D-20.61 m. (2')

D-30.76 m. (2'6")

BRUSH FENCES (Same as above)

Solid part of brush fences

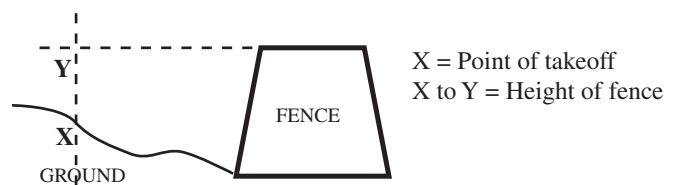
D-1N/A

D-20.458 m. (18")

D-30.61 m. (2')

Any low guard-rail or hedge intended to facilitate the jumping of an obstacle may not exceed 0.305 m. (12") in height.

Illustration 1



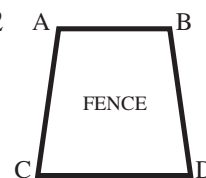
The height of all fences is measured at the point of take-off for an average horse. (See Ill. #1)

Spread:

Obstacles without height: Ds do not jump ditches. Ds do not jump into or out of water.

Obstacles with height: (See Illustration #2 below)

Illustration 2



Dimensions of Illustration #2

	Spread, at highest point, A-B	Spread, at base, C-D
D-1	0.305 (1 ft.)	0.305 m. (1 ft.)
D-2	0.61 m. (2 ft.)	0.91 m. (3 ft)
D-3	0.69 m. (2 ft. 3 in.)	1.30 m. (4 ft. 3 in.)

SECTION V: Guidelines for D Level Eventing Rallies

TYPES OF OBSTACLES SUITABLE FOR Ds

**ALL FENCES FOR D-RATED RIDERS
MUST HAVE ASCENDING FACES AND
CLEAR GROUND LINES**

COMBINATIONS

There shall be no obstacles in combination in any Cross-Country or Jumping course for D-rated riders. Closed combinations are not appropriate at any Pony Club Rally.

CROSS-COUNTRY

D-level Cross-Country courses are expected to have only slight changes in terrain, no revetted drops, banks or ditches. D-1s and D-2s do not go through water. D-3s may go through water, with a hard bottom in natural terrain. Depth may not exceed 12 in., with a minimum width of at least 16 ft. 5 in. (wide enough to discourage the horse's jumping the water).

JUMPING

- Water jumps, drops, banks, slopes, ramps and closed combinations may not be included in Jumping courses for Ds.
- Obstacles in which any part is higher than the maximum permissible height (for example, Swedish oxers and fans) are not appropriate for D rallies. A simple crossrail is the exception to this.
- Square oxers are not appropriate for D courses.

SECTION V: Guidelines for D Level Eventing Rallies

IMPORTANT NOTE FOR ORGANIZERS:

If you have enough riders of each rating in your club or a few near-by clubs, you may have separate D-2 and D-3 divisions of teams, specifying either Dressage test for each division.

Most rallies for D-rated Pony Club members are organized for mixed teams of D-2s and D-3s. In order for the scoring to be equitable, the same Dressage test must be used for all riders. For this reason, there should be a common Dressage test specified (in the Annual Eventing Newsletter) for those ratings.

If you can build or use only one Cross-Country course over which both ratings compete, it must be the lower one.

Read the D-1 specs carefully and you will understand why true D-1s do best as individuals or in a separate rally. They remain at that rating for only a short time and need all the help they can get.

SECTION VI: Appendices

APPENDIX 1 *(See also Article 5)*

DRESS

TURNOUT INSPECTION AND DRESSAGE

Tests and Horse Trials (Beginner Novice through Preliminary)

- Helmets – black or dark blue
- Coat – dark color or tweed, tail coats are not permitted
- Shirt – white or light color, with stock and pin, or choker, or tie
- Gloves (if worn) – dark color, tan, beige or white
- Jodhpurs, Breeches – light color or white
- Boots – black, brown, field, jodhpur or a black or brown full grain smooth leather leg piece and matching leather boots. Chaps and/or half-chaps are not allowed.

**It is the COAT, not the tie, which determines whether dress is formal or informal. Refer to the current Horse Management Handbook chart.*

CROSS COUNTY (ENDURANCE) TEST

Light-weight clothing is appropriate for this Test, a shirt (any color) with sleeves must be worn. Protective Headgear in accordance with paragraph above. This headgear may be any color. Breeches or jodhpurs may be any color; Gloves (if worn) may be any color; Boots – black, brown, field, jodhpur or a black or brown full grain smooth leather leg piece and matching leather boots.

JUMPING TEST

Hunting dress or uniform. Protective headgear, with chin harness, designed expressly for equestrian use in accordance with paragraph 1 above. Hat covers other than solid black or dark blue are not allowed. Coat – dark color or tweed. Shirt – stock with pin, choker or tie; Gloves (if worn) – dark color, tan, beige or white; Jodhpurs, Breeches – light color or white; Boots – black, brown, field, jodhpur or a black or brown full grain smooth leather leg piece and matching leather boots.

EXTREME HEAT

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is MANDATORY. Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride. Competitors may put their jackets back on prior to entering the competition arena.

SECTION VI: Appendices

APPENDIX 2

SADDLERY & BITTING

(See also Article 5 - Dress, Saddlery and Bitting). The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally. The following are compulsory: an English type saddle and a permitted bridle.

EXERCISE AREAS

Running martingales with rein stops, boots, bandages, fly shields, and nose covers are permitted. Side reins are permitted only while lunging an unmounted horse. 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.

DRESSAGE TEST

The following are compulsory: an English type saddle and a permitted bridle. A snaffle bit made of metal, leather, rubber or plastic material is permitted for all tests (see diagram 3a). It may be either a cavesson noseband, dropped noseband, crossed noseband or flash noseband. The noseband must be made entirely of leather or leather like material, except for a small disc of sheepskin, which may be used in the intersection of the two leather straps of a crossed noseband (see diagram 3b). A breast plate may be used. Martingales, bit guards, any kind of gadgets (such as bearing, side, running or balancing reins, etc.), any kind of boots or leg bandages and any form of blinkers, fly shields, nose covers and seat covers are, under penalty of elimination, strictly forbidden. However, under exceptional circumstances, fly shields may be permitted by the Ground Jury.

CROSS-COUNTRY TEST AND JUMPING TEST

The type of saddlery is optional with the exception of any form of blinkers, which are forbidden. There are no restrictions on bits for these phases. Only unrestricted running martingales with rein stops or Irish martingales are allowed. Reins must be attached to the bit(s) or directly to the bridle. Gags or hackamores are allowed. In the interest of safety, the stirrup iron and stirrup leathers must hang free from the bar of the saddle and outside the flap. There must be no other restrictions or attachments of any kind.

INSPECTION OF SADDLERY

A steward should be appointed to check the saddlery of each horse before it enters the arena or starts a Test. In the Dressage Test, the checking of the bridle must be done with the greatest caution. If the competitor so requests, the bridle and bit may be checked immediately after the test has been completed. However, should the bridle or bit in such a case be found to be illegal, the competitor shall be eliminated.

WHIPS

One whip no longer than 110cm (43.3 in.) including lash may be carried when riding on the flat at any time. One whip no longer than 110cm (43.3 in.) may be carried during the Dressage Test except in USEF/USEA/USPC Championships divisions. As an exception, riders competing sidesaddle may carry a whip in the dressage test at all competitions, including championships. A standard longe whip may be used when lunging a horse. If a whip is carried in the Cross-Country and/or Jumping Test, or while jumping any obstacle before these tests, it must not be weighted at the end or exceed 75cm. (30") in length. An adjustable-length whip may not be carried by a mounted rider. Spurs may be worn for all phases. Rider must bring his/her whip and/or spurs to the Safety Check. (Exception – Ds, See Section V.)

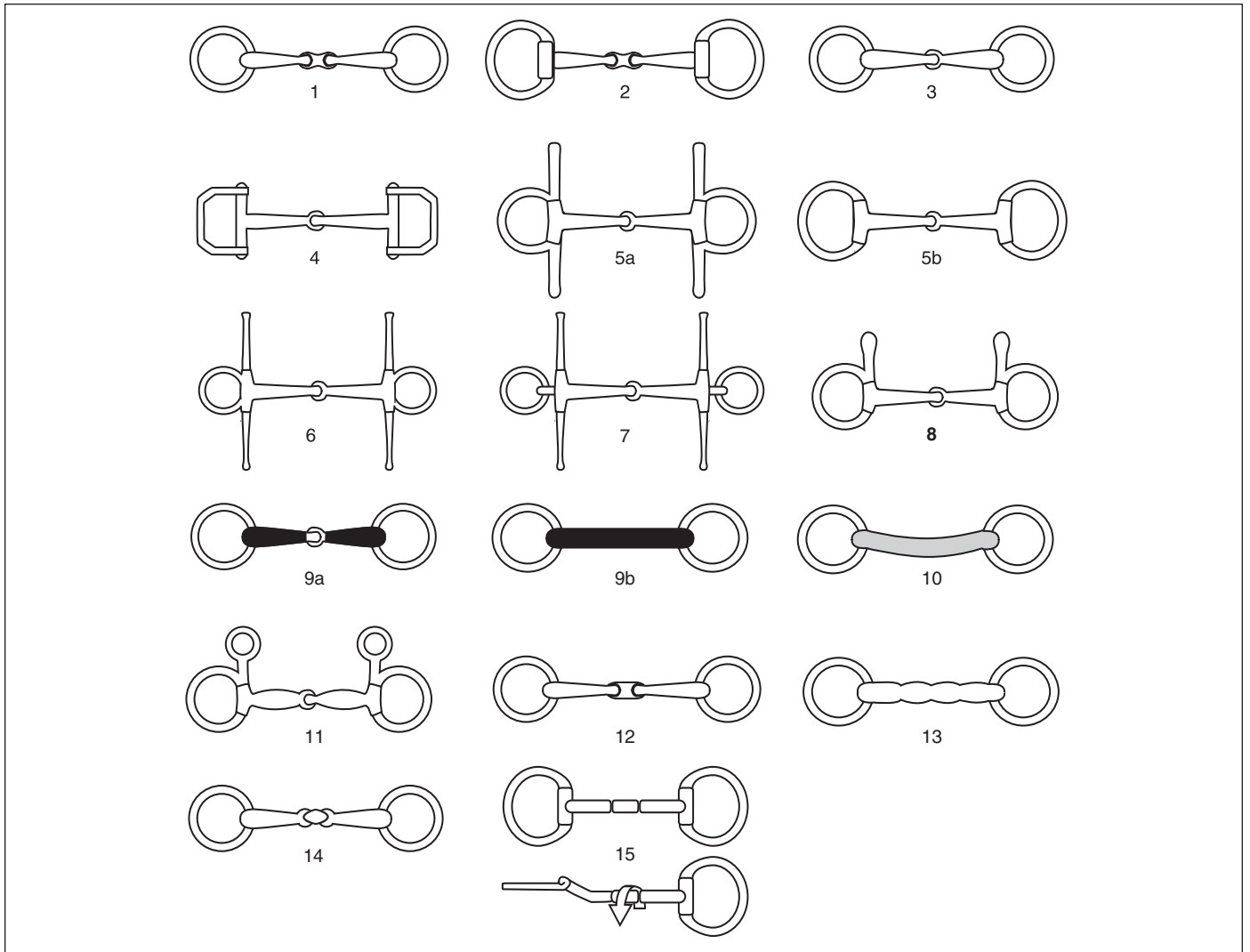
SPURS

Spurs capable of wounding a horse are forbidden. Spurs must be of smooth metal. If there is a shank it must not be longer than 3.5 cm (1 3/8 inches) and must point only towards the rear. Rowels are not permitted except as stated below. If the shank is curved, the spurs must be worn only with the shank directed downwards. "Dummy spurs" with no shank and swan neck spurs are allowed. Beginner Novice – Preliminary, roweled spurs are permitted for the Dressage test (at all levels) and when practicing/warming-up for the Dressage test. If rowels are used, they must be free to rotate and the rowel must be round and smooth (no tines allowed).

SECTION VI: Appendices

APPENDIX 3A

Dressage Saddlery: Permitted Bits



PERMITTED SNAFFLES

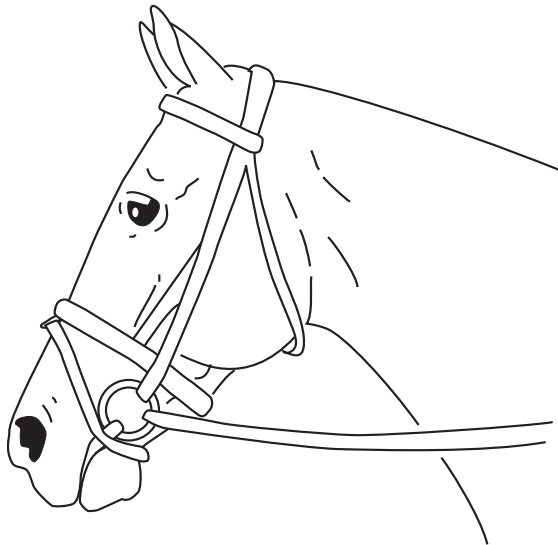
An ordinary snaffle is a plain snaffle with a straight bar or joint in the center. If a snaffle has two joints, all parts must be rounded and smooth.

In addition, the following types of snaffle are permitted:

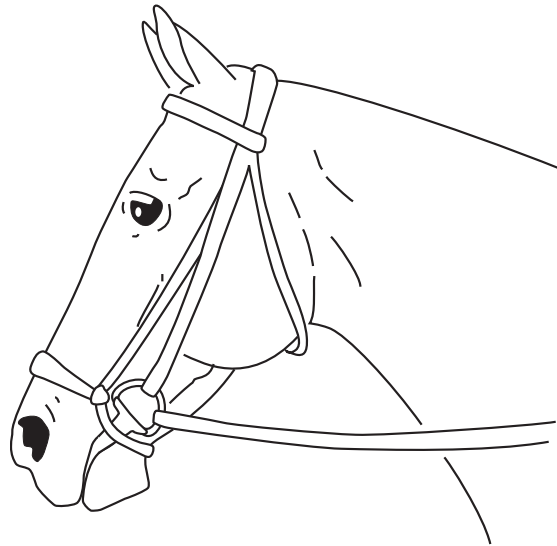
1. Ordinary snaffle with double-jointed mouthpiece
2. Ordinary snaffle with double-jointed mouthpiece
3. Ordinary snaffle with jointed mouthpiece
4. Racing snaffle
5. Egg-butt snaffle: (a) with cheeks, (b) without cheeks
6. Other type of snaffle with cheeks
7. Fulmer
8. Snaffle with upper cheeks only
9. Rubber or leather snaffle (A) jointed or (B) unjointed
10. Unjointed snaffle
11. Hanging cheek snaffle
12. Dr. Bristol
13. Happy Mouth (includes loose ring, round ring, dee-ring, egg-butt, and full cheek styles)
14. Ordinary snaffle with double-jointed mouthpiece with lozenge
15. Ordinary snaffle with rotating mouth piece

SECTION VI: Appendices

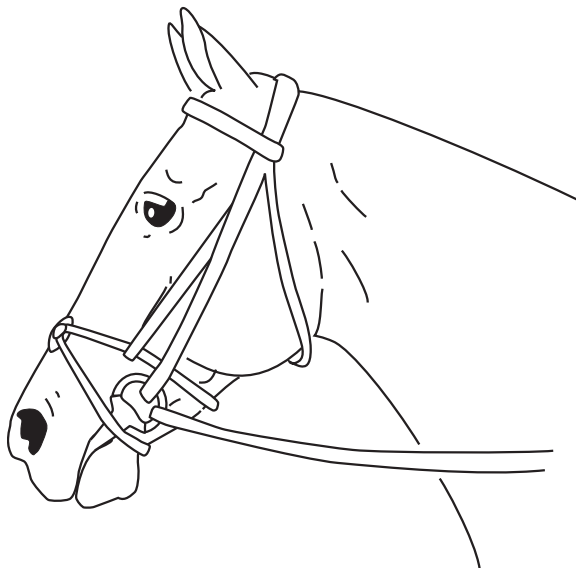
APPENDIX 3B Permitted Nosebands



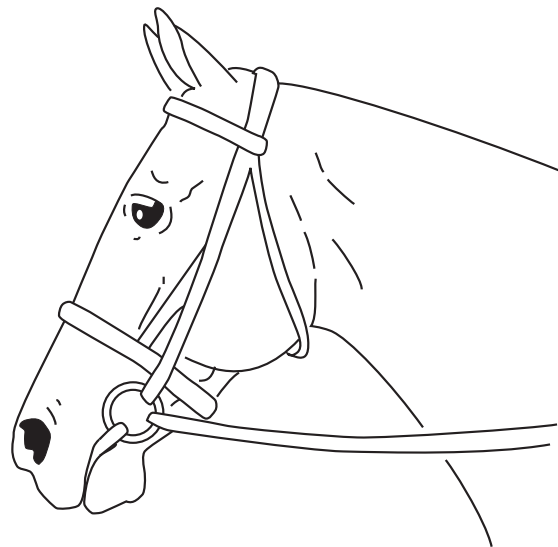
**Flash
Noseband**



**Drop
Noseband**



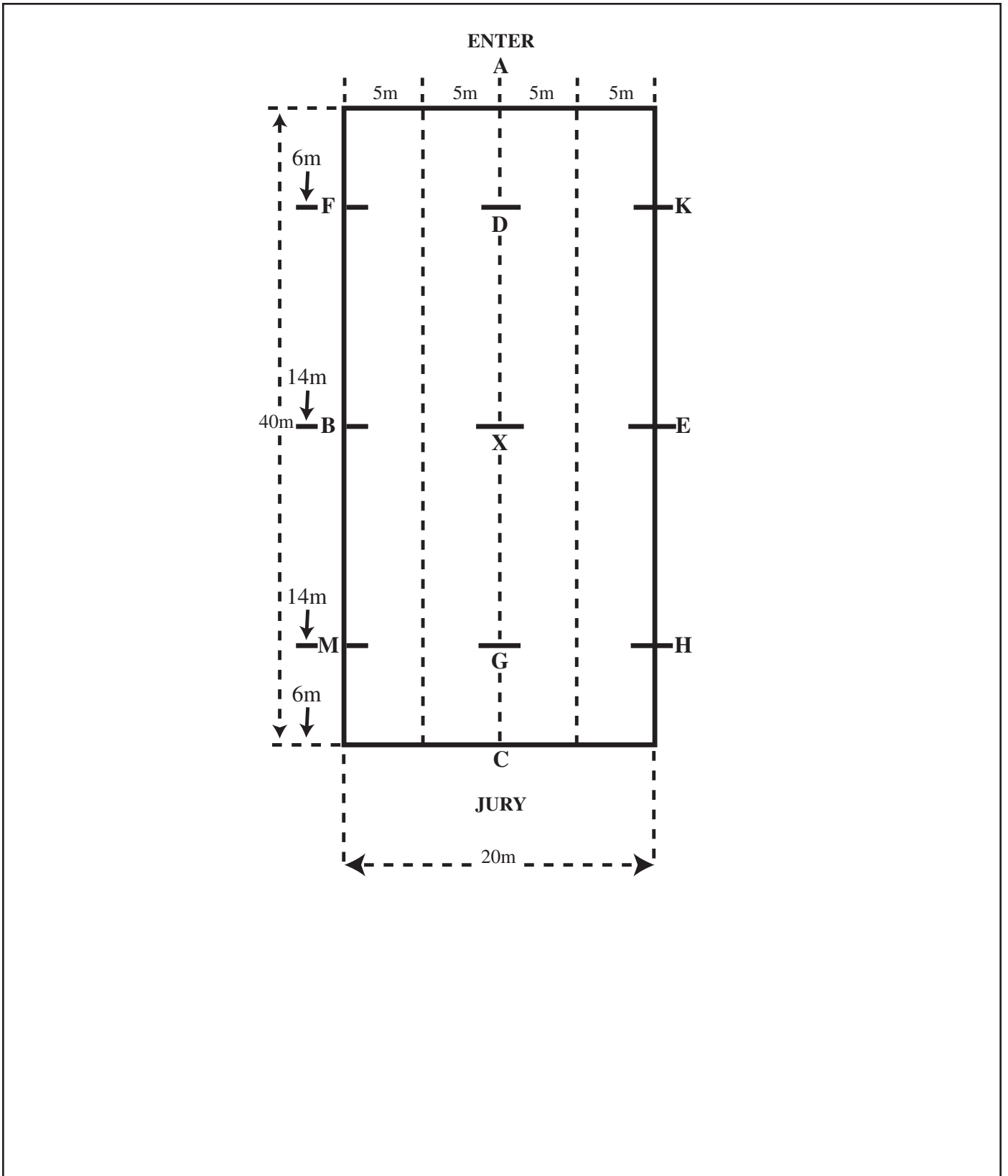
**Crossed
Noseband**



**Cavesson
Noseband**

SECTION VI: Appendices

APPENDIX 4 Dressage Arena



SECTION VI: Appendices

APPENDIX 5 Specifications for Horse Trials

EC 10/17/06 Effective 12/1/06

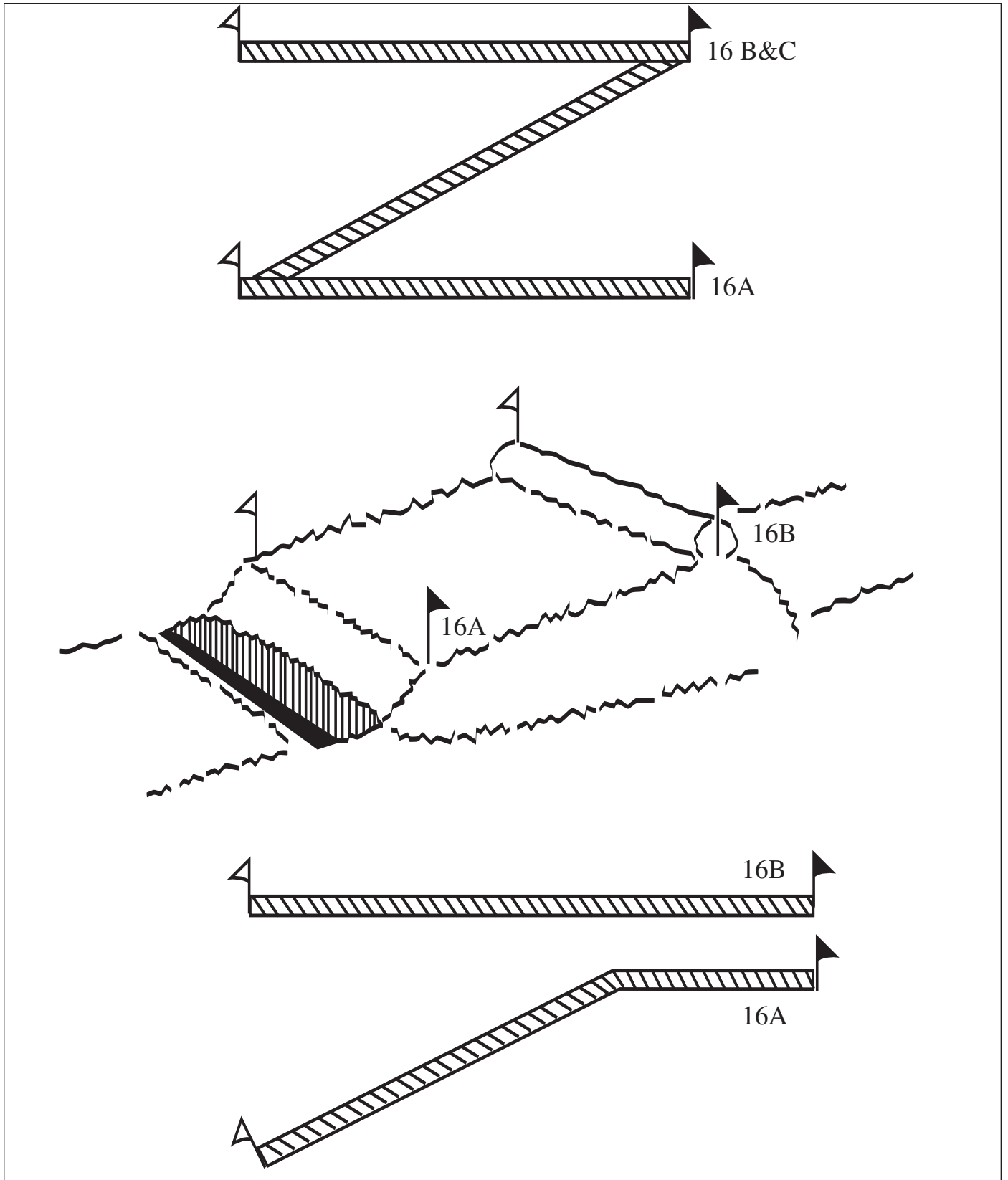
For other specifications, such as depth of water, widths of water crossings, etc., See USEF Rules EV 140.

DRESSAGE	BEGINNER NOVICE	NOVICE	TRAINING	PRELIMINARY
U.S. Equestrian Federation Eventing Tests	2006 Beg. Novice A, B	2006 Novice A, B	2006 Training A, B	2006 Preliminary A, B, C
CROSS-COUNTRY	BEGINNER NOVICE	NOVICE	TRAINING	PRELIMINARY
Distances	1400-2000 m	1600-2000 m	2000-2400 m	▲ 2200-3200 m
Speeds/ Optimum Time	300-350 mpm	350-400 mpm	420-470 mpm	520 mpm
Speed/ Speed Faults	420 mpm	450 mpm	520 mpm	NA
Efforts	14-18	16-20	20-24	▲ 24-32
HEIGHTS:				
Fixed	0.79 m (2'7")	0.90 m (2'11")	1.00 m (3'3")	1.10 m (3'7")
Brush	0.91 m (3')	1.10 m (3'7")	1.20 m (3'11")	1.30 m (4'3")
SPREADS:				
Highest Point	0.84 m (2'9")	1.00 m (3'3")	1.20 m (3'11")	1.40 m (4'7")
Base	1.22 m (4')	1.50 m (4'11")	1.80 m (5'11")	2.10 m (6'11")
Without Height	1.22 m (4')	2.00 m (6'7")	2.40 m (7'11")	2.80 m (9'2")
DROPS:	1.00 m (3'3")	1.20 m (3'11")	1.40 m (4'7")	1.60 m (5'3")
JUMPING	BEGINNER NOVICE	NOVICE	TRAINING	PRELIMINARY
Lengths	350-450 m	350-450 m	350-450 m	350-450 m
Speeds	300 mpm	320 mpm	325 mpm	350 mpm
Efforts	9-11	9-11	10-12	11-13
Heights	0.79 m (2'7")	0.9 m (2'11")	1.00 m (3'3")	1.10 m (3'7")
SPREADS:				
Highest Point	0.84 m (2'9")	1.00 m (3'3")	1.15 m (3'9")	1.30 m (4'3")
Base or Triple Bars	1.2 m (4')	1.50 m (4'11")	1.85 m (5'5")	3.80 m (5'11")

SECTION VI: Appendices

APPENDIX 6

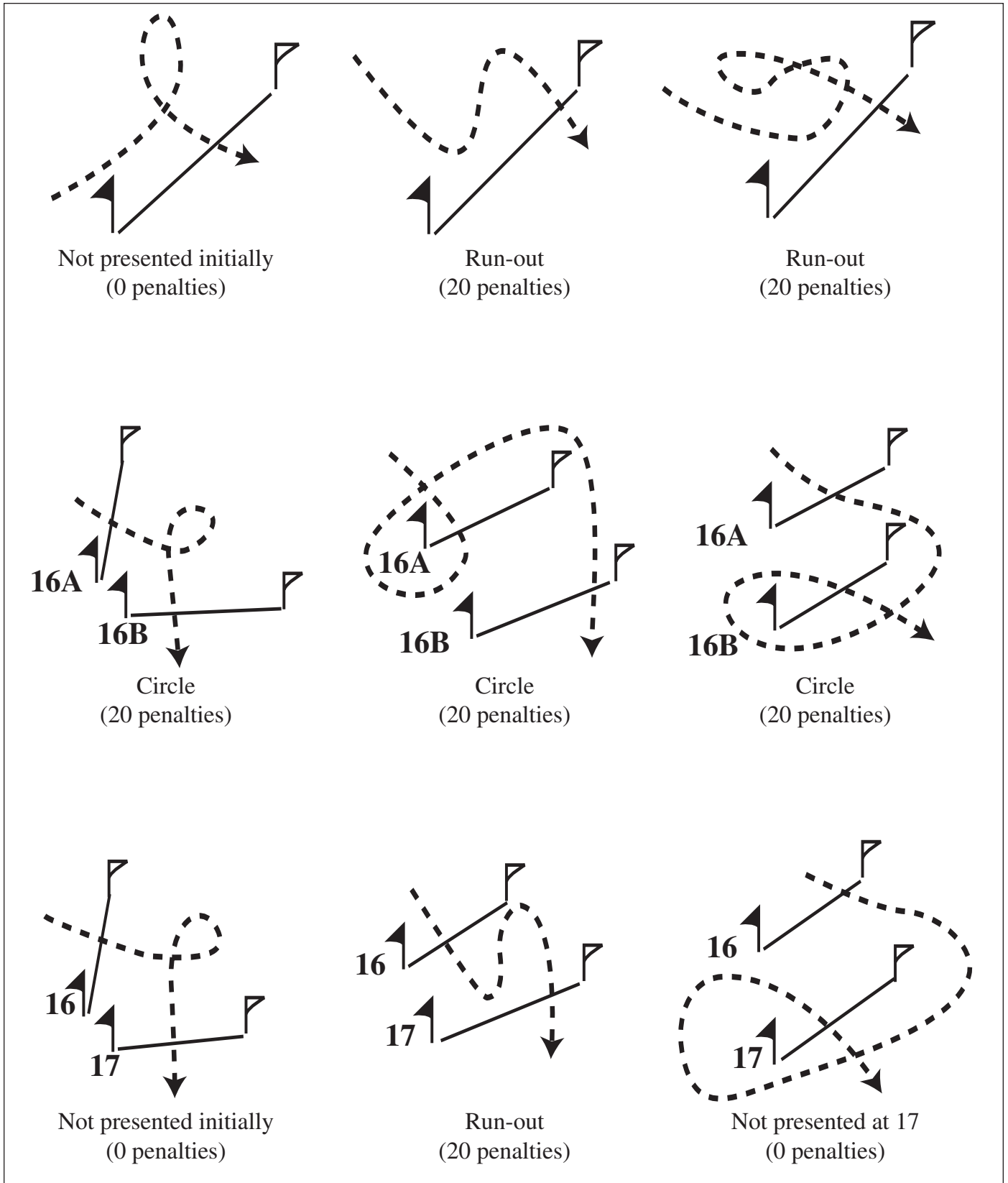
Examples of obstacles composed of several elements



SECTION VI: Appendices

APPENDIX 7

Examples of run-outs and circles



SECTION VI: Appendices

APPENDIX 8 SCORING EVENTING

DRESSAGE

1. Marking:

- A. Judges will award positive points (good marks) from 0-10 for each movement and for each collective mark.
- B. If there is use of voice during a test, check with the judge as to how they wish you to handle it. Normally the judge will deduct the points from the movement themselves. If they have not deducted the points, ask them to confirm how many points they wish to have deducted on each of the movements they have marked.
- C. Errors of Course or Test will be penalized as follows and calculated as below:
 - 1st time2 penalty points
 - 2nd time4 penalty points, for a total of 6 points – (2+4)=6
 - 3rd timeElimination

2. Calculation:

- A. The good marks from 0-1- awarded by each judge to a competitor for each numbered movement of the Dressage test together with the collective marks are added together, deducting any error of course or test.
- B. For each judge the percentage of maximum possible good marks obtainable is then calculated by dividing the total good marks received (minus any error of test) by the maximum possible good marks obtainable and then multiplying by 100 and rounding the result to two decimal digits. The value is shown as the individual mark for that judge.
- C. In order to covert percentage into penalty points, the percentage must be subtracted from 100. The result is the score in penalty points for the test.

CROSS-COUNTRY

1. Faults at Obstacles:

- A. Disobediences:
 - 1) First refusal, run-out or circle20 penalties
 - 2) Second refusal, run-out or circle at same obstacle40 penalties
 - 3) Third refusal, run-out or circle at same obstacleElimination
 - 4) Fourth refusal, run-out or circle on the entire courseElimination

- B. Willful Delay (BN-Training)20 penalties (Ground Jury will decide whether to assess penalties)
- C. Falls: (as per Article 31)
 - 1) First fall of competitorElimination
 - 2) First fall of horseMandatory retirement
 - 3) Horse Trapped in an ObstacleMandatory retirement
- D. Dangerous Riding25 points to Elimination (Ground Jury will decide whether to assess penalties)

2. Time and Speed Faults:

Time is counted in whole seconds, parts of a second counting as the next whole second (e.g. 30.25 seconds is recorded as 31 seconds.)

A. Time Faults:

- 1) Exceeding optimum time .04 penalty points/second
- 2) Exceeding time limit Elimination

B. Speed Faults:

BN, Novice & Training – for each second, under the Speed Fault Time0.4 penalty points / second

3. Timing Calculations for Optimum Time

- A. The Optimum Time is the distance chosen carried out at the chosen speed. An example of a calculation follows:
 - 1) Divide chosen distance by chosen speed (1850 m. divided by 350 m./min. = 5.3 min.)
 - 2) Multiply the additional fraction of a min. by 60 to compute the number of seconds (0.3 min. x 60 sec. = 18 sec.). (Optimum Time is 5 minutes, 18 seconds.)
- B. Completing in less than the Optimum Time is not rewarded and can be penalized. (*See Speed Faults, above*).
- C. Exceeding the Optimum Time (Time Faults) is penalized by 0.4 penalty points per second in excess of the Optimum Time up to the Time Limit. (*See Time Faults, above*).
- D. Time Limit – The Time Limit is twice the Optimum Time.

SECTION VI: Appendices

JUMPING

1. Faults at Obstacles:

- A. Knocking down an obstacle4 penalties
- B. First disobedience4 penalties
- C. Second disobedience in the whole Test for Beginner Novice, Novice, Training Levels8 penalties
- D. Second disobedience in the whole Test for Preliminary LevelElimination
- E. Third disobedience in the whole Test for Beginner Novice, Novice, Training LevelsElimination
- F. First fall of competitorElimination
- G. First fall of horseMandatory retirement

2. Time Faults:

The length of the course and the speed required determine the time allowed. Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalized by one penalty point per second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed. Exceeding the time limit incurs elimination.

3. Time Corrections:

Six seconds will be added to the time of the rider for a knock-down with a refusal, no matter where it occurs on the course.

HORSE MANAGEMENT

The total of all Horse Management penalty points of all members must be used. No Horse Management scores are dropped.

GHOST SCORES

“Ghost” scores (an average of a short team’s three riding members’ scores used as a fourth score) are used only in non-riding phases or parts of phases requiring more scores than there are team members, i.e., Turnout Inspection. They do NOT provide riding scores.

ELIMINATION / RETIREMENT / WITHDRAW /DISQUALIFICATION FOR ALL PHASES

1. (See also Article 10 - Disqualification for Technical Disqualification). Competitors eliminated or retired during any phase of the rally will receive penalties as if eliminated for that phase in accordance with the table below. Scores for prior phases will stand.

- A. If allowed to continue, subsequent scores will count.

B. If not allowed to continue in subsequent riding phases, riders will be scored as if eliminated in each of those phases.

2. Withdrawn competitors’ scores for phases prior to their withdrawal stand. They will be scored as if eliminated in all subsequent phases.

3. Disqualified competitors and their horses may not take further part in the rally, and may be asked to leave the grounds. Disqualified combinations will be penalized by scores of Elimination in all phases, including those prior to the infraction and HM. There will be an additional penalty of between 5 and 100 points, the number at the discretion of the Ground Jury, according to the severity of the infraction and recorded under “Other Scores”. A Disqualified competitor may not receive an award.

4. For the phase in which the rider was eliminated or is scored as if eliminated, penalty points will be added to the worst score of a competitor in the same division in that phases follows:

- Dressage20 penalty points
- Cross-Country50 penalty points
- Jumping15 penalty points
- Horse Management100 penalty points

It is important that Rally Scorers keep a list of the competitors who withdraw before or are eliminated, retired or disqualified during each phase. Immediately following the completion of each phase, a list of these competitors must be given to the President of the Ground Jury, who decides whether to permit the eliminated riders to continue in the next phase. See Art. 12 of this book for more information.

ELIMINATION / RETIREMENT / WITHDRAWAL / DISQUALIFICATION ON THE SCOREBOARD:

- 1. Eliminated horse/riders are indicated by (E) on the scoreboard.
- 2. Retired horse/riders are indicated by (R); Mandatory Retirement by (MR).
- 3. Withdrawn horse/riders are indicated by (W).
- 4. Disqualified horse/riders are indicated by (D).
- 5. Horses excluded from competition at the Jog-Out or Vet Check are indicated by (X).

SECTION VI: Appendices

PLACING THE TEAMS

A disqualified horse/rider combination may not be placed or receive an award. Separate Horse Management team awards are usually presented at Eventing rallies. All awards must be published in the prize list.

1. Teams:

- A. The winning team is that with the best (lowest) final penalty score, determined by adding the three lowest Dressage, Cross-Country and Jumping, and the total Horse Management score.
- B. Teams reduced to two riding members may not be considered in the final placing, but scores may be continued for team members' information.
- C. Ties: Will be broken by the following order. The winning team will be that team whose third-placed competitor has:
 - 1) the lowest number of final penalty points;
 - 2) the closest to optimum time on XC;
 - 3) the lowest Dressage score.

2. Individuals:

- A. The winning individual (if used) is the competitor with the lowest final penalty score, determined as for a team in A. above.
- B. Ties: In case of a tie, the tie will be broken by the following:
 - 1) Best Cross-Country score;
 - 2) Closest to optimum time on XC.

3. Combined Test Rallies:

Teams at all levels and individuals at Combined Test rallies are classified as they are at Eventing rallies (A & B above). There is no Combined Test Championship.

Ties: Ties are broken as they are at Eventing Rallies.

SECTION VI: Appendices

APPENDIX 9

GUIDELINES FOR COACHING AT USPC EVENTING RALLIES

Copy as needed. One each to the Coach, the Organizer (*who should consult the organizer's guide for briefing guidelines*).

All teams may have a coach. Teams may share a coach. No team may have more than one coach, except in the case of a scramble team, when a competitor may use a coach from another team, or each region on the team may use the coach listed on their entry form. No member of a team may have more than one coach for the entire competition. The name of the coach must be included on the entry form. (Note: Organizer at a Regional Rally may need to amend the coaching rule to fit individual circumstances; the above guidelines are for National Championships).

In all cases the coach must:

- Be familiar with and comply with the current rules of USPC Eventing Rallies and the current USPC Horse Management Handbook and the current USEF rulebook, if applicable.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Read, sign, and return to the Organizer a copy of this form to indicate compliance to these guidelines.
- Wear the identification provided by the Organizer during the competition and while conducting course walks.
- Attend the official briefing for coaches.
- Attend the official course walk, not interfering with the official leading this walk.
- Assist any competitor who does not have a coach if asked by either the competitor, ring steward, or organizer.
- Be aware of the welfare of horse and rider.

The duties of the coach shall be limited to:

- Accompanying the competitors during course walks for cross-country, jumping and any other time that the courses are open for walking.
- Warming-up competitors for the cross-country and jumping phases of the competition in the designated warm-up areas. (In addition, a coach may lead a horse into the start box on cross-country).
- Coaches may debrief riders immediately after cross country when the horse and rider have been released from the vet box and immediately after exit as long as it does not interfere with the safety and health of the horse or rider. Conversations must be limited to five minutes.

Coaches must be:

- If a current Pony Club member, at least 18 years old and an H, H-A or A rated non-competing member.
- Someone other than the chaperone.
- At non-qualifying rallies and D rallies, experienced C-2 and above non-competing members who are younger than 18 may serve as coach if approved by the DC/RS and Organizer.

The Ground Jury, under the rules governing unauthorized assistance, will penalize violations of these coaching guidelines.

The Organizer or ring steward may limit the number of coaches in a warm-up area at any given time. Any coach not adhering to the rules set forth in this guideline may be removed from his/her position for the duration of the phase and/or rally.

I HAVE READ AND UNDERSTAND THE ABOVE AND I AGREE TO ABIDE BY THESE GUIDELINES AND THE RULES OF THE COMPETITION.

Signature _____ Date _____

Print Name _____ Team (Region) _____

Coach Cell Phone Number _____

RS Signature _____

SECTION VI: Appendices

APPENDIX 10 USEF AND USEA MEMBERSHIP

USEF (United States Equestrian Federation) RECOGNITION

Organizing Committees desiring to hold Eventing Competitions under the auspices of the Federation may do so by applying for membership in the USEF as Eventing Competition members.

Organizing Committees of Horse Trials with competition at the Preliminary Level or higher, Two-Day Events, and Three-Day Events, must apply for such membership.

USEA (United States Eventing Association) REGISTRATION

Organizing Committees desiring to hold Eventing Competitions under the auspices of the United States Eventing Association may do so by registering with the USEA, 525 Old Waterford Road N.W., Leesburg, VA 22075. Organizing Committees of Horse Trials, Two-Day Events, and Three-Day Events, must apply for such Registration.

GUIDANCE

USEF EVENTING COMMITTEE

This Committee is responsible for the guidance of the sport, including rules, championships, grading horses, scheduling, etc.

AREA CHAIRMEN

These individuals are appointed by the USEA Board of Governors to serve as liaisons between the USEF Eventing Committee, organizers and competitors, in order to encourage the development of the sport. Scheduling of competitions below those mentioned above are coordinated Intra – and Inter – Area by the Area Chairmen.

PRIZE LISTS

The USEA Omnibus Schedule listing constitutes the prize list for the majority of Eventing Competitions in any given year. If an event is not listed in this way, its published prize list must include the same information as provided in the Omnibus Schedule.

DRAW FOR STARTING, STARTING ORDER, TIMETABLE

INDIVIDUAL CLASSIFICATION

If there is only an individual classification, the draw will be conducted by the Organizing Committee and the order of starting published in the program.

TEAM CLASSIFICATION

At Horse Trials and CCNs, organizers may use their discretion in scheduling teams.

STARTING ORDER

The drawn starting order will always be used for the first two Tests. The starting order for the third Test may either follow the drawn starting order, or, for competitions run over more than one day, may follow the reverse order of classification at the end of the second Test. That is to say: the competitor with the highest number of penalties will start first, and the last competitor will be the one with the lowest number of penalties. The organizer may adjust the starting order for such reasons as two horses ridden by the same competitor scheduled too close together.

TIMETABLE

A timetable showing each competitor's starting time for at least the first two tests shall be prepared in advance. A copy of this timetable shall be made available to each competitor by 1900 hours (7:00 p.m.) of the day before the relevant competition. If the third test is Jumping, the approximate start and finish times for this test may be published in place of an individual timetable.

ORGANIZERS' RIGHTS

Organizers have the right to cancel any competition or division divide any competition into divisions or sections, alter the published schedule, or refuse any entry. The Organizer must state the refund policy in the prize list, in the event of cancellation before the competition has started.

USEF REGULATIONS

USPC Eventing Rules and procedures are based on USEF rules. USEF recognized Horse Trials at all levels are run under current USEF rules. Refer to the USEF web site for additional clarification: www.usef.org.

SECTION VI: Appendices

APPENDIX 11

USEF/USEA POLICIES FOR RECOGNIZED COMPETITION

All Events registered with the USEF/USEA must:

1. Have their competition and levels approved by their Area Chairman.
2. Be listed in the USEA Omnibus and must pay the total fee for registration and for the Omnibus listing. This application must be submitted by the appropriate Omnibus deadline.
3. The organizer, the chairman of the organizing committee, or the secretary of the event must be a member of both USEF and USEA.
4. Offer competition at the Beginner Novice level or above.
5. Not offer any unrecognized Eventing divisions during the days of recognized competition.
6. Require USEA membership of all competitors or, at the Beginner Novice level only, collect a non-member fee. At the Novice and Beginner Novice level, members of the US Pony Clubs riding in Pony Club team or rally competitions, run in the framework of a USEA horse trial, are exempt from the non-member fee and the horse registration fee.
7. All horses competing at Novice and above must be registered with the USEA.
8. At horse trials and two-day or three-day events, pay a starter fee for each Beginner Novice, Novice, Training and Preliminary and above horse that starts in the competition. This applies even if one phase of the competition is cancelled.
9. All USEF/USEA recognized competitions must submit all documents and fees due to the USEA office within 10 working days of the competition.
10. Adhere to the pertinent USEF/USEA directives and memoranda.
11. Agree to a pre-event inspection by the technical delegate hired for the competition approximately six weeks prior to the competition. The event technical delegate may appoint a local qualified deputy to perform the pre-event inspection, though he/she will remain ultimately responsible.
12. The Technical Delegate and President of the Ground Jury must be stated in the Omnibus listing for the competition. A competition will not be published in the Omnibus if these officials are not named. The Course Designer must also be named in the Omnibus page.

All first year events will be identified as such in the Omnibus. In consultation with the Area Chairman, the USEA National Office will provide organizers with a choice of technical delegates within their area and provide up to \$500 towards the technical delegate's fees and travel expenses to and from the event. The organizer is responsible for housing and meals.

NOTE: For USPC Rallies held with recognized USEF/USEA Events, a second Ground Jury, for Horse Management purposes, should be appointed as per Uniform Officiation Rules. USEF/USEA recognized Horse Trials at all levels are run under current USEF rules.

SECTION VI: Appendices

USPC EVENTING RALLY TECHNICAL DELEGATE'S EVALUATION AND REPORT

Page 3

Yes No

___ ___ Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a collegial and respectful manner and vice versa?

___ ___ Based on your knowledge of the Horse Management Handbook and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests?

___ ___ Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally? YES
NO If yes, please explain: _____

___ ___ Are you an USEF licensed TD? If not, what are the qualifications, which give you the skills and knowledge necessary to fulfill the requirements of a Technical Delegate? (If you replied to this for the Inspection Visit, you certainly don't need to repeat!) _____

___ ___ Do you have any suggestions for our rallies or this report? (Please write them below or on a separate sheet of paper.)

Technical Delegate's Signature

Date

Please return to:
USPC National Office
4041 Iron Works Parkway
Lexington, KY 40511

SECTION VI: Appendices

APPENDIX 13

Duplicate as necessary

QUALIFICATION AFFIDAVIT

For each competition, complete either SECTION I or SECTION II

Level: ___ Beginner Novice ___ Novice ___ Training ___ Preliminary (check one)

COMPLETE ONE
SECTION ONLY

SECTION I – USPC Rally:

Name _____ Horse _____

USPC Regional Rally _____ Date _____

SECTION II – USEA Horse Trial:

Name _____ Horse _____

USEA Horse Trial _____ Date _____

COMPLETE ALL

As RS/V-RS of the _____ Region, I attest that the above-mentioned rider/horse combination has qualified in compliance with the USPC Eventing Annual Newsletter.

Signature _____ RS/V-RS Name _____
RS/V-RS (please print)

The above-named rider/horse combination has completed the above-mentioned competition without elimination in any phase and with _____ cross-country jumping penalties.

Signature _____, or Signature _____
USEA Horse Trial Secretary USPC Rally Technical Delegate _____
OR Chief Judge _____ (check one)

Duplicate as necessary

QUALIFICATION AFFIDAVIT

For each competition, complete either SECTION I or SECTION II

Level: ___ Beginner Novice ___ Novice ___ Training ___ Preliminary (check one)

COMPLETE ONE
SECTION ONLY

SECTION I – USPC Rally:

Name _____ Horse _____

USPC Regional Rally _____ Date _____

SECTION II – USEA Horse Trial:

Name _____ Horse _____

USEA Horse Trial _____ Date _____

COMPLETE ALL

As RS/V-RS of the _____ Region, I attest that the above-mentioned rider/horse combination has qualified in compliance with the USPC Eventing Annual Newsletter.

Signature _____ RS/V-RS Name _____
RS/V-RS (please print)

The above-named rider/horse combination has completed the above-mentioned competition without elimination in any phase and with _____ cross-country jumping penalties.

Signature _____, or Signature _____
USEA Horse Trial Secretary USPC Rally Technical Delegate _____
OR Chief Judge _____ (check one)

INDEX

	Page
A	
abuse	
determined by Ground Jury	4
horse	4
verbal (rudeness)	5
access	
arena(s)	8
coaches	3
course	8
advisors	
D level	29
appeal	
committee	26
no appeal of Ground Jury	
decision	5
process	6, 7
arena	
diagram Dressage	39
Dressage dimensions	10
show jumping dimensions	17
assistance	
after a fall	6, 14
at start of Cross-Country	11
D level	30
from warm-up steward	27
neutral zone	30
scoring of unauthorized	15, 18
permitted	6
unauthorized	6, 9, 10, 12, 15, 18, 20, 21
Jumping	16, 17
vet check area	29
attire	3, 30, 35
B	
bandages	36
banks	
jumping	18, 32
height Cross-Country	40
Beginner Novice rallies	23
behavior	5
bell	
in Dressage	9
in Jumping	16
not stopping	18
starting before	19
stop and start clock	16, 19, 21
bits	
inspection	36
permitted	37
rules	30
braiding	3
bullfinches	13
C	
captains	
inquiries regarding irregularity	6, 29
team	2
cell phones	6
Championships	
Qualifications by divisions	23
Stable Manager required	2, 23
Horse Management staff	24
Appeal Committee	26
chaperones	3
circle	
Cross-Country	14
examples	42
faults	15
scoring	15
coaches	3
guidelines/duties	3, 46
qualities	29
assisting in vet area	31
competitors	
D level	28
eligibility	2
course(s)	
access	8
D level rallies	32
designer	25
Ground Jury	24
marking	12
modification	7
Jumping	17
Cross-Country	
courses	12
faults	14
obstacles	13
rules	11
scoring	15
D	
D exceptions	28
deviation	
from course	20
dimensions, obstacles	
Cross-Country obstacles	32, 40
Jumping	32, 40
dismounting	
Cross-Country	11
disobedience	
Cross-Country	14, 15
Dressage leaving arena	9
resistance	9
Jumping	18, 19, 21
disqualification	5, 44
distances	
by divisions and disciplines	40
D level	32
dress (see attire)	5, 35
D level	30
Dressage	
arena	10
arena / example	39
dimensions	10
elimination	10
rules	9
tests D level	30
drugs	5
E	
eligibility	
competitor	2
horse	2
elimination	5, 6
Dressage	9, 10
Cross-Country	11, 12, 15
scoring	43
Jumping	16, 17, 18, 19, 20
entries	
D level	29
errors (Dressage)	
of course	9, 10
of test	9, 10
examination	
horses	4
riders	4
exercising	8
exhausted	
horse	4

INDEX

- F**
- fall(s)**
assistance after 6, 12
Cross-Country 14, 15
Dressage test 10
horse 6
jumping test 18, 19, 20, 21
rider 6
scoring 43, 44
- fault(s)**
Cross-Country / time 15
definitions 14
Jumping 18
scoring 43, 44
- finish**
willful delay 14
flags 12
Cross-Country / last obstacle 13
signs 12
- G**
- ghost scores** 44
- Ground Jury**
abuse of horse 4
disqualification 5
duties 24
elimination 5, 6
inquiries, protests and appeals .. 6, 7
Inspection panel 4
members 24
require jog 4
unauthorized assistance 12
- H**
- headgear**
failure to replace/disqualification .. 5
jumping with unfastened 18
permitted assistance 6
protective 3
- heights**
of obstacles 40
- horse inspections** 3, 4
- Horse Management judges** 24
- I**
- inquiries**
by Team Captain 2
D level 29
- interruptions**
Jumping 16
- J**
- jackets**
waived due to heat 35
- jog outs** 3, 4
- jumping efforts**
Beginner Novice, Novice, Training
and Preliminary 40
D-Level competition 32
- K**
- knockdown(s)**
Jumping 16, 18, 19, 20, 21
- L**
- lame**
horse 4
disqualification 4
Dressage 9
eliminated 6
- M**
- measurements** 13
- medical armband/cards** 3
- medical personnel** 26
- N**
- neutral zone** 30
- nosebands**
permitted 38
- Novice rallies** 23
- O**
- obstacle**
examples / several elements 41
heights and spreads 40
related to quality and standard ... 13
marking of 12
- officials**
additional judges 24
appeal committee 26
controller 26
course designer 25
ground jury 24
horse management 24
jump judges 26
medical personnel 26
technical delegate 25
time keepers 26
veterinarian 25
warm-jump steward 27
- optimum time** 11, 15
- overtaking**
on Cross-Country 11
- P**
- pace** 40
- participation**
after elimination 5, 6
by division 22
regulations 2
eligibility of horse 2
- permitted**
bits 37
nosebands 38
- penalties**
Dressage 10, 43, 44
Cross-Country 14, 43, 44
Jumping 17, 43, 44
- placing the teams** 42
- plan of the course** 12, 16
- Preliminary rallies** 23
- protests**
by Team Captain 2
procedure 6, 7
D level 29

INDEX

R

rallies

- Overview 22
- by division 23
- D level rallies 28

refusal

- Cross-Country 14, 15
- Jumping 20

resistance 9

retirement, mandatory 43

run-out

- Cross-Country 13, 14, 43
- Jumping 19, 20

S

saddlery

- saddlery and biting 36
- rules, D-level rallies 30, 37, 38

scoring

- Cross-Country 43
- Dressage 43
- elimination /retirement /withdrawal /disqualification 43
- ghost scores 44
- horse management 44
- Jumping 44

shod 3

speeds

- by division, by phase 40
- D level 32

speed fault, time

- Beginner Novice 15, 43
- Novice 15, 43
- Training 15, 43
- (refer to page 40 for Cross-Country and speeds)

spreads

- by division 40
- D level 30

spurs 36

Jumping test

- distance 40
- efforts 40
- faults 19, 44
- rules 16
- speeds 40

starting 11

- box size 11
- false 11
- line 12, 19
- Jumping 17
- start and finish lines 16, 17, 20
- starting order 47

substitutions 2

T

Technical Delegate 25

time

- time and speed faults 11, 15
- timing 11

time corrections, jumping test 21

time limit 11

track of course, jumping test 17

Training rallies 23

turn backs 4

U

unauthorized assistance

- Cross-Country 12
- Jumping 20

unsafe

- horse 3

unsound 3

USEA 47

V

veterinarian 25

W

water crossing 13

whips 36

willful delay 14

withdrawal 44

X

Y

Z