

SECTION 1: General Regulations

3. Each Steward shall be responsible for overall organization of his/her phase.
4. Each Phase Steward shall deliver the score from his /her phase to the chief Scorer. It is the Phase Steward's responsibility to certify the correctness of such lists before the scores are computed and posted. In the event of a dispute over results, questions should be directed to the Phase Steward and not the Scorer.

Article 26 – Judges and Timers

1. Judges, timers, and other officials shall be appointed by the Phase Stewards in coordination with the Organizer.
2. Parents may do these jobs but should not judge or time their own child.

Article 27 – Chief Scorer

1. The Organizer shall appoint a Chief Scorer who will be responsible for converting all results from the various phases, and for keeping records of cumulative results for all phases. The Chief Scorer may appoint assistants as necessary.
2. The Chief Scorer should not be involved in interpreting results. From each Phase Steward, the Chief Scorer should receive the following:
 - A. Shooting: A list of each competitor's score on each target, and the total for all four targets.
 - B. Swimming: a list of each competitor's time.
 - C. Running: a list of each competitor's time.
 - D. Riding: a list of faults for each competitor and a time for each competitor. It should be noted on the judge's card if a competitor rode a level or more below his/her competition level. Rally secretary should so indicate on the score sheet for the judge.

- E. Horse Management: A total of the competitor's Horse Management points, which will be multiplied by five (5) and subtracted from the total score.
- F. Written Test: Total number of incorrect answers, which will be multiplied by five (5) and subtracted from the total score.

Article 28 – Horse Management Judges

1. The Organizer shall appoint the Chief Horse Management (HM) Judge. If the Rally is a national qualifier, a Chief must come from the current list of approved Chief Horse Management Judges, maintained at the USPC National Office and available from the RS.
2. The Organizer, with the help of the HMO, will recruit assistants as needed, depending upon the number of competitors.
3. All USPC Horse Management standards, as set forth in the *USPC Horse Management Handbook and Rules for Rallies* will be strictly followed, including formal turnout to the rider's rating level, required equipment, daily sheets, turn back sheets, and a safety check.

Article 29 – Inspection Panel

1. The Inspection Panel will consist of the Chief Horse Management Judge, the Riding Phase Steward or the Riding Phase Judge, a veterinarian (if available) or another horse-knowledgeable person.
2. The Inspection Panel will officiate over the jogging procedure.

SECTION II: Phases of Rally

Chapter 1: Riding Phase

Part 1 – RIDING PHASE RULES

Article 30: General

1. The riding phase of a Tetrathlon rally is intended to demonstrate the competitor's judgment and ability as a horseman. The rally will take the form of a Show Jumping competition.
2. Reference shall be made to the General Rules covering the conduct of competitions as all rules contained apply to the riding phase.
3. A competitor must make valid attempts to negotiate each and every obstacle in the course. After three (3) attempts to jump an obstacle, resulting in three (3) refusals or run outs, the competitor must bypass that obstacle and proceed to the next without additional penalty.
4. At the Regional level, in order to encourage safe participation, a competitor riding Senior level or lower shall be allowed to ride a level or more below that in which he or she is competing (i.e., a Senior may ride over the Junior or Novice course). The penalty for doing so will be 200 points per level dropped, (i.e., a Senior can score a maximum of 900 points in the riding phase if he or she competes over the Junior course). The intention of riding at a lower level must be declared before the start of the phase. Seniors and Juniors who elect to jump at one level below their age/rating appropriate division at the qualifying rally are eligible to qualify for Championships if they have ridden down no more than one level and obtain a minimum score of 700.
5. If qualifying for Championships, the competitor must ride at the level he or she is qualifying for at his/her Regional rally, i.e. a Senior at the Senior level, and a Junior at the Junior level, Novice at Novice level. Only Juniors and Seniors may ride down one level and will take a 200-point penalty. If a competitor qualifies for Championships by riding down at the qualifier, that competitor must ride down at Championships as well.
6. The riding phase consists of Riding and Horse Management.
(For further information on questions not addressed in this Chapter, refer to *USPC Rules for Show Jumping*.)
7. At the Championships level, in order for a competitor to better demonstrate his/her judgment and ability as a horseman, it is the option of the Organizer to ask for the riding phase to consist of two rides for all levels. Notification of this requirement will be published in the Gold Book for the year in which it will be required. Each ride will have a point value of 550 points with scoring, course design, and penalties unchanged from the single ride format. The Gate and Slip Rail features will only be required in one of the rides. Rides will be on different days of the competition with no mount being allowed more than three rides per day.

Article 31: Mounts

1. Competitors are expected to provide their own mounts. The mount may be owned, borrowed, leased, loaned or rented.
2. The mount used in a qualifying rally need not be the same one used for Championships.
3. Mounts will be 5 years old or older. NO STALLIONS.
4. When circumstances make it necessary, mounts may be shared by up to three competitors. The Organizer will stipulate any conditions or restrictions pertaining to shared mounts well in advance of the rally.
5. All mounts must be treated with consideration. If a competitor mistreats a mount in a manner considered to be an act of cruelty, the competitor may be disqualified from the rally. The Riding Phase Steward, aided by the Ring Steward, the riding judge and Horse Management officials, will be responsible for assuring that mounts are properly treated.
6. The organizer may assist in finding a suitable mount, but ultimately it is the competitor's responsibility. Competitors must also keep Horse Management and the organizer informed of all changes.
7. Other than in urgent cases, if a competitor is using a mount other than his/her own, the assignment of the mount and rider must be made prior to the competitor's briefing, and Horse Management on the mount and tack will begin at this briefing.

Article 32: Arenas

1. The dimensions and the nature of the riding area should be given in the invitation to the rally.
2. The riding area perimeter should be well defined.
3. In cases where there is limited space for warm up, the number of mounts allowed to warm up at one time will be restricted. A minimum of 15 minutes will be allotted for warm up.
4. The Technical Delegate shall have the right to forbid competition if the proposed riding area is unsuitable or of insufficient size to conduct a rally safely.
5. The Organizer shall provide a warm-up area including three fences: a vertical, an oxer, and an X. Fences in the warm-up arena shall be marked with red and white flags. Fences must be jumped keeping the red flag on the right and the white flag on the left. Failure to do so will result in elimination for the riding phase and a score of zero (0).
6. Only jump materials provided by the Organizer may be used for warm-up. Rapping or poling is forbidden. The top rail may not be moved once a horse has started the approach to the fence.

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7. The height of warm-up fences may NOT exceed the maximum of the competitor's competition height by more than 3".
8. The ground line must be at the base or just in front of the jump. False ground lines are not allowed.
9. The rails must rest in standard deep or shallow cups. Flat cups may only be used for planks and gates.
3. If the competitor fails to obey the signal, he or she will be eliminated.
4. If, after an interruption, a competitor starts before the signal is sounded, he or she will be eliminated from the riding phase and receive a score of zero.

Article 33: Access to Arenas

1. Competitors on foot may be admitted to the arena to inspect the course before the jumping competition only when the course is officially open. When the course is not open for inspection, the Riding Phase Steward will place a notice stating "Arena Closed" at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by displaying a notice stating "Arena Open." Notice of time arena will be open shall be included in the schedule of the rally.
2. There may be an official walk of the course. Competitors, if they wish, may walk the course more than once when the arena is open, provided there is time. Depending on the course adjustments there may be other course walks, at the discretion of the riding phase Steward and/or Organizer when the course is adjusted for different divisions.
3. Competitors may not exercise their mounts in the arena nor jump any obstacles that are part of the rally.

Article 34: The Signal

1. A bell, horn or whistle may be used as a signal to a competitor. The signal of choice must be loud and clearly audible in all parts of the arena. It is used on the following occasions:
 - A. To give the signal for the start of a round;
 - B. To stop a competitor for any reason or for an unforeseen incident;
 - C. To signal a competitor to continue after an interruption;
 - D. To indicate an obstacle has to be jumped again after it has been knocked down during a refusal;
 - E. To indicate by repeated signaling that the competitor has been eliminated.
 - F. To indicate that 60 seconds have been exceeded at the gate or slip rail obstacles.
2. To start a round, the competitor enters the arena through the in-gate, halts facing the judge, and awaits the judge's signal (1 tone) to begin the round. From the time the start signal is given, the competitor has 45 seconds to begin the round. Failure to cross the start line in 45 seconds will result in elimination.

Article 35: The Course

1. The course is the track that the competitor must follow to complete a round. The length must be measured accurately, paying particular attention to the turns, from the starting line, along a line normally followed by a horse, and passing through the center of each obstacle to the finish line.
2. The length of the course shall be no less than 450 meters and will not exceed 850 meters.
3. The course shall be limited to a maximum of jumping efforts as listed under Article 38: Obstacles. No course shall contain more than one double and one triple combination or two double combinations, if a triple is not included. (*See Article 38.*)
4. The starting line may not be more than 25 meters (82 feet), nor less than 6 m (19 feet 8 inches) from the first obstacle. The finish line may not be less than 15 meters (49 feet 2-1/2 inches), nor more than 25 meters (82 feet) from the last jump. The start and finish line shall be marked with appropriate red or white flags or cones.
5. Prior to the opening of the course for inspection and official course walk, the Technical Delegate shall inspect the course and shall indicate to the Organizer, and Riding Phase Steward, his or her approval of the course, or shall suggest changes as shall be necessary to gain approval. Once the Technical Delegate has approved the course, no other modifications may be made.

Article 36: The Plan of the Course

1. A plan showing the general layout of the course must be posted prior to the official walking.
2. The plan should show the following:
 - A. Position of the start and finish line. Unless otherwise indicated, these lines may be re-crossed during the round without penalty;
 - B. The relative position of the obstacles, their type and number;
 - C. Any compulsory passages or turning points;
 - D. The length of the course as measured;
 - E. The track to be followed by competitors indicated by an arrow showing the direction in which each obstacle must be jumped and by a solid line to indicate any compulsory passages;
 - F. The time allowed and the time limit;

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G. After the third horse at each level has jumped the course with no resistances or disobediences, the Riding Judge and the TD shall review the time and may adjust the time allowed and time limit if they deem there has been a gross error in the measurement of the course or in the calculation of the time. From that point on it may not be adjusted. The adjusted time will be used to adjust the scores of the previous competitors.

Article 37: Flags or Markers

1. Entirely red or entirely white flags or markers shall be used to mark the following:
 - A. The start
 - B. The side limits of the obstacles, that is the section of the obstacle or warm up fence over which the mount is to jump. Flags/markers shall be placed on the inner limits of the wings
 - C. Compulsory turning points
 - D. The finish
 - E. Timing cones in front of the slip rail and gate
 - F. Flags/markers must also be used to mark the direction in which the obstacles are to be jumped in the practice arena.
2. The flags/markers must be placed so competitors leave the red flags/markers on their right and the white flags/markers on their left. Competitors must pass through the flags and markers correctly under all circumstances.
3. Should a competitor pass the wrong side of a start, finish, or compulsory turning flag/marker, he or she must return and pass the correct side of the flag/marker before jumping the next obstacle. This shall be considered a rectified deviation from the course. Should the competitor fail to rectify such a deviation, he or she shall be eliminated from the riding phase and receive a score of zero.
4. Knocking down a flag or marker, wherever it may be on course, does not incur a penalty. However, if a flag is knocked down as the result of a disobedience, it must be replaced before that obstacle is jumped. The clock must be stopped while the flag/marker is replaced, and the penalty of 12, 16, or 20 points applies according to the procedure laid down under time penalties.

Article 38: Obstacles

1. The obstacles must be strong, heavy and impressive in appearance, but not fixed.
2. The obstacles must be sporting and not cause an unpleasant surprise for anyone.
3. When measuring, the metric measurement takes precedence.

4. Rails must rest in standard deep or shallow cups. Cups used for planks, panels, and gates, when they constitute the top element of the jump, must be flat.

5. Up to one inch leeway may be given when measuring obstacles to conform to the following dimensions, if due to the terrain and materials available, the obstacles cannot be made to fit the dimensions.

6. For Senior competitors the obstacles shall not exceed:

Straight obstacles	1.10m (3 ft 7 in) height
Brush fence	1.30m (4 ft 3 in) height; solid part of brush <1.00m (3ft 3in)
Spread obstacles	1.10m (3 ft 7 in) height 1.30m (3 ft 9 in) width at the highest point 1.60m (5 ft 3 in) width at the base
Water jump	3.00m (9 ft 10 in)

7. For Juniors the obstacles shall not exceed:

Straight obstacles	1.00m (3 ft 3 in) height
Brush fence	1.20m (3 ft 11 in) height; solid part of brush <0.90m (2ft 11 in)
Spread obstacles	1.00m (3 ft 3 in) height 1.10m (3 ft 7 in) width at the highest point 1.40m (4 ft 6 in) width at the base.

8. For Intermediates and Novices, the obstacles shall not exceed:

Straight obstacles	0.89m (2 ft 9 in) height
Brush fence	1.0m (3 ft); solid part of brush <0.80m (2 ft 7 in)
Spread obstacles	0.89m (2 ft 9 in) height 1.00m (3 ft) width at the highest part 1.40m (4 ft 3 in) width at the base

9. For Pre-Novice the obstacles shall not exceed:

Straight obstacles	0.68m (2 ft 3 in) height
Spread obstacles	0.68m (2 ft 3 in) height 0.76m (2 ft 6 in) width at the highest part

10. For 10-and-Under, obstacles shall not exceed 18" in height and spread.

11. For 8-and-Under, the course will be appropriate for the beginning rider of D-1 Pony Club rating. For a D-1 rider, a course of secure poles on the ground or cross rails that require steering is recommended.