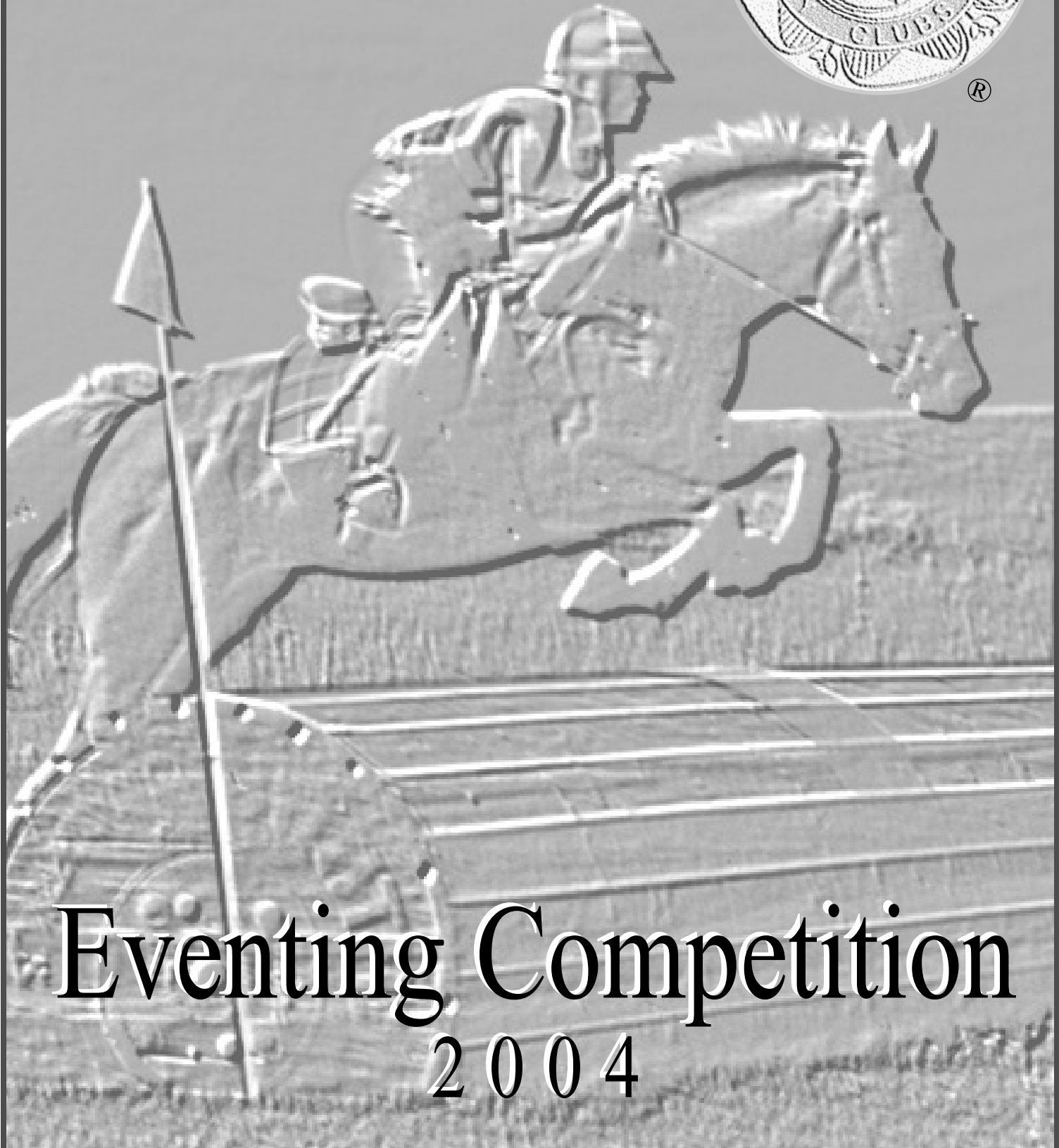


USPC[®]

Handbook and Rules for



Eventing Competition

2004

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REMINDER: This is a new Rulebook for 2004. 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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- 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

INTRODUCTION

Eventing embodies the core activity of Pony Club – that of three riding disciplines (Dressage, Cross-Country, Show Jumping) and horse management, providing members with a broad equestrian base needed to enjoy any horse activity throughout their lives in a safe and competent manner. USPC Eventing Rallies are intended to be competitions, not lessons. Riders and horses are expected to come to rallies capable of competition at the level entered.

All USPC Eventing Rallies are governed by the USPC rules herein, the current USPC Horse Management (HM) Handbook, and the USPC Eventing Annual Newsletter(s). Together with the Organizer's Guide for Eventing Rallies and the U.S. Equestrian Rules for Eventing they comprise a complete reference for Organizers, Judges, Regional Supervisors (RSs), District Commissioners (DCs), Instructors and Competitors.

Every eventuality cannot be provided for in these rules. In unforeseen or exceptional circumstances it is the duty of the Ground Jury to make a decision in the spirit of the sport and safety, and to approach as nearly as possible the intention of these rules.

Clinics with activities that teach skills necessary to all phases of rally procedures are encouraged as part of every club's instruction program. Pony Club members planning to attend an Eventing rally at any level should be comfortable riding in the open. In preparation for the rally, they should plan to school at least one cross-country course.

NOTE: All references to the word 'horse' should be interpreted as 'mount.'

Any rallies, such as one-day qualifying or non-qualifying rallies, may need to adjust the schedule. Non-qualifying rallies may adjust the rules to fit local conditions, but safety may not be compromised in any way.

SECTION I: General Regulations

Chapter 1 – Participation Regulations

Article 1 – Competitors' Eligibility (See also Section III, Articles 38, 39, 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 Rallies, USPC Horse Management Handbook (HMH), 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 U.S. Equestrian and/or United States Eventing Assn. (USEA) horses are limited to horses and ponies.
4. 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 Horse 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 Horse Manager, any one of whom shall be designated Captain. A team with three riders and a HM is called a "short" team.

- B. At local and regional rallies, a non-riding HM is strongly recommended. A riding HM must be approved by the RS. At Championships, a non-riding HM is mandatory.
- C. Horse 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 five 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 Championship 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 non-team members, 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.

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.

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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 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.

Article 5 – Dress, Saddlery and Biting

All dress, saddlery and biting rules are listed in their entirety in Appendices 1 and 2 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. 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.

2. 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.

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. Formal Inspection (before Dressage)

B. Safety Check (before warm-up for each jumping phase)

C. Vet Check (after Cross-County)

Failure to present for a safety check prior to any riding phase is cause for elimination from that phase

The Vet Check is made by the Horse Management Judges and/or the Rally Veterinarian, as appropriate to the phase and level of rally. At Beginner Novice and “D” level rallies, the Chief Horse Management Judge may be substituted for a licensed veterinarian at the Vet Check.

2. 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.

At all rallies where Jog Outs are held, the Inspection Panel shall consist of:

A. President of the Ground Jury

B. Chief Horse Management Judge

C. An equine veterinarian

3. One Day 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.*)

4. Multiple Day 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.*)

B. There may be another Jog-Out of all horses by the same Inspection Panel prior to Stadium Jumping, at a rally

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where Stadium 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. Any act or series of actions that, in the opinion of the Ground Jury, can clearly be defined as abuse of horses shall be penalized by disqualification. Such acts include, but are not limited to:
 - A. Riding an exhausted horse.
 - B. Excessive pressing of a tired horse.
 - C. Excessive use of whip and/or spurs, and/or bit.
 - D. Riding an obviously lame horse.
2. All rapping (poling) is forbidden in Eventing Competitions, and shall be penalized by disqualification.
3. Officials must report such actions as soon as possible to the Ground Jury, supported where possible by a statement from one or more witnesses. The Ground Jury must decide if there is a case to be answered.
4. Any individual member of the Ground Jury who observes such actions has the right and the duty to disqualify the competitor forthwith on his own authority.
5. There is no appeal against a Ground Jury's decision in an abuse case.

Article 8 – Use of Equine Drugs and Medications

See USPC Policy # 0525, in Appendix C of the Horse Management Handbook. 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.

Article 9 – Behavior

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

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,
 - Entering the Dressage arena on foot after the competition has started,
 - Inspecting the obstacles of the Cross-Country course before they are officially shown to all competitors,
 - 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,
 - Poor sportsmanship (to include cheating) or rude behavior,
 - Misuse of drugs, alcohol, tobacco or equine medications,
 - Use of a radio or cellular phone while mounted, while competing. (*See Article 16*)
2. The Ground Jury may disqualify a competitor if, in its opinion, the competitor constitutes a hazard to the safety or well-being of the competitor, horse, other competitors, their horses, spectators or others. Disqualified competitors and their horses will not be permitted to take further part in any phase of the competition, and will be asked to leave the grounds immediately. 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 Written Test (WT) and HM, plus 5 to 100 points, at

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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*).

3. 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 and the Written Test.

Article 11 – 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 30*).
 - B. Horse trapped in a XC obstacle (mandatory retirement – See *Article 26*).
 - C. Second fall of rider in any jumping phase.
 - D. Lamé horse in any riding phase.
 - E. Physical injury to or illness of rider or horse.
 - F. After elimination or retirement, starting a subsequent riding phase without permission of the Ground Jury.
5. Riders who voluntarily retire by removing their horses from competition during a riding phase will be scored as if eliminated from that phase.
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. Only at a multi-day rally, a voluntarily 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 12 – 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 HM Handbook, Section 5.
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. Any human physical aid, such as eyeglasses or hearing aid (but not headgear) may be handed to a mounted rider. Headgear may be handed to a dismounted rider.
 - C. 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.
 - D. 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 13 – 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.

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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 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.
 - 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 14 – 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 15 – Falls of Rider

In the event of a fall anywhere on the competition grounds in which a competitor is apparently injured or concussed, they must be examined by designated medical personnel to determine if they may continue in the competition, or if they are capable of leaving the grounds.

If such a fall occurs during the cross-country test, the time during which the competitor is held and examined shall be recorded and deducted from the total time, if the rider is permitted to continue.

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.

Article 16 – Radios and Cellular Phones

The possession and use of pagers, cell phones, walkie-talkies, etc. is forbidden. If these devices are found, they will be confiscated until the end of competition. The use of such devices could be considered to fall under the heading of unauthorized assistance and could be penalized as such.

SECTION II: Phases of Competition

CHAPTER 1 – Exercising and Access to the Courses

Article 17 – 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 to be adjusted after the Safety Check, the competitor must return to a Horse Management Judge for assistance.

Article 18 – 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 phase (unless an U.S. Equestrian or USEA 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 shown 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 19 – 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 20 – 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 21 – Rules Governing the Dressage Test

1. In any circumstances not specifically covered by these rules, the “U.S. Equestrian 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. At the Beginner Novice, Novice and Training Levels a competitor may carry one whip no longer than 4’ including the lash.
7. 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.
8. 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.
9. In case of marked lameness, the judge at C will inform the competitor that he is eliminated. There is no appeal against this decision.
10. A horse leaving the arena completely, with all four feet, between the time of entry and the final salute, will be eliminated.
11. Any resistance that prevents the continuation of the test longer than 20 seconds will be punished by elimination.
12. 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.
13. 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”.
14. 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.
15. 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.
16. 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.
17. 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 22 – Arena

1. The arena must be 60 meters long and 20 meters wide (Standard Arena) or 40 meters long and 20 meters wide (Small Arena), depending on the specifications for the test to be used. 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 center line and the points along the center line, if described in the test to be used, should be clearly marked, without being of a nature to frighten the horses. On that account, it is recommended: to mow the center line shorter on a grass arena, or to roll or rake the center line on a sand arena. The points D, L, X, I and G, should be similarly mowed, rolled or raked, about 2 meters (6'6") straight across the center line.
4. 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.
5. For diagrams of Standard and Small Arenas. *See Appendix 4.*

Article 23 – 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 45seconds 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 24 – 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 25 – Rules Governing the Cross-Country Test

For questions not answered in this rulebook, or for clarification, please refer to the U.S. Equestrian/USEA 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. At the Novice and Training Levels, the distance divided by the slower designated speed gives the optimum time. Completing the

course in less than the optimum time results in zero time penalties. A competitor exceeding the optimum time will be penalized in accordance with Art. 29-Scoring.

B. Speed Fault Time – For the 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. 29.

C. Time Limit – at the Preliminary level, 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. 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 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: 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. Spectacles may be handed to a competitor without dismounting.

Article 26 – 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. Advanced – white on a blue background, Intermediate – white on a red background, 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.

SECTION II: Phases of Competition

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.
 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: be in such a position as to obstruct a competitor.
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 Section III, 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).

Article 27 – 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, run out or fall, 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.
5. Dimensions:
 - A. Within the limits shown in Section III, 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.

SECTION II: Phases of Competition

- 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.

Article 28 – 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.
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. 15 – Falls of Rider*)
 - 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).
 - D. If after a disobedience or fall 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.
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. Obstacle Composed of Several Elements: At an obstacle composed of several elements, a competitor may refuse, run-out and/or circle only twice in all without incurring elimination. If he refuses, runs-out, circles or falls at any element, he is permitted to retake any element already jumped, although he will be penalized for any fault even if he has previously jumped an element successfully. If after a refusal, run-out, circle or fall, he wishes to pass through flags in the wrong direction in order to retake an element, he may do so without penalty.
9. 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.

SECTION II: Phases of Competition

Article 29 – Scoring

1. Falls 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) Fifth penalized disobedience
on the entire courseElimination

B. Falls:

- 1) First fall of competitor65 penalties
- 2) First fall of horseMandatory retirement
- 3) Second fall of competitorElimination

C. Willful Delay

- 1) Between last fence and the finish line . .20 penalties

2. Time and Speed Faults:

A. Time Faults:

- 1) Exceeding optimum time . . 0.4 penalty point/second
- 2) Exceeding the Time LimitElimination

2. Speed Faults: Novice and Training Levels

- 1) Novice and Training, for each second under the Speed
Fault Time0.4 penalty points/second

3. 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.

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CHAPTER 4 – Jumping Test

Article 30 – 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 31 – Rules Governing the Stadium Jumping Test

For questions not answered in this rulebook, or for clarification, please refer to U.S. Equestrian/USEA rules for Stadium 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. 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.

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.

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.
- 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, run-out or fall 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.

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7. Resistance: This includes taking more than 45 seconds to jump a single obstacle or the first part of a combination, including after a fall, and resisting continuously for 45 seconds during a round.
8. Assistance:
 - A. 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.
 - B. Any help given to a mounted competitor to adjust his saddlery or hand him his whip during his Test is considered unauthorized assistance. To hand a mounted competitor his spectacles during his Test is not considered unauthorized assistance.
 - C. 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.
 - D. The act of officials or other persons in the arena of warning the competitor of a deviation from the course is considered unauthorized assistance.
4. Course Length and Adjustments:
 - A. Within the limits shown in Section III, Course Designers are free to plan a track suitable to the quality and standard of preparation of the competitors.
 - B. Once the competition has started only the judge may decide that a gross error has been committed in the calculation of the length of course. The decision may only be done after three competitors have completed the course without falls or disobedience, but before the next competitor has started. The judge may then adjust the time allowed and time limit. The scores of the previous competitors will then be adjusted accordingly.
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 32 – The 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, and preferably enclosed.
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.).

Article 33 – 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 diameter of the supports must be slightly greater than that of the pole and between a third, and half of the circumference, without gripping it. The pole must be able to roll on its support. For planks, balustrades, barriers, gates, etc. the diameter of the supports must be flat. The maximum depth of a flat cup is 1.3 cm (0.5”).
2. Dimensions:
 - A. Within the limits shown in Section III, 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 Novice Level where there is no minimum requirement.

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- 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.
3. Type of Obstacles: Within the limits shown in Section III, Course Designers may choose from the types of standard show jumping obstacles described below. The obstacles shall include two doubles, or a double and a triple, except at the Novice Level where only one double is permitted. At least two fences combining height and spread must be included.
- 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, run-out or fall, 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, Mounts 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 any level Eventing Stadium Courses.
- F. Closed Combinations: Closed combinations CANNOT be used for USPC rallies.

Article 34 – Scoring Stadium Jumping

1. Faults at Obstacles:
- A. Knocking down an obstacle4 penalties
 - B. First disobedience4 penalties
 - C. Second disobedience in the whole Test8 penalties
 - D. Third disobedience in the whole TestElimination
 - E. First fall of competitor8 penalties
 - F. First fall of horseMandatory retirement
 - G. Second fall of competitorElimination
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 36*)
 - 4) Not stopping when the bell is rung during the Test.

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- 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) Taking more than 45 seconds after the starting signal to cross the starting line,
 - 4) Showing the horse an obstacle either before the start or after a disobedience,
 - 5) A horse resisting for 45 consecutive seconds during the Test,
 - 6) Taking more than 45 seconds to jump an obstacle, or the first part of a combination, including after a fall,
 - 7) Omitting to cross the starting and/or finishing lines between the flags,
 - 8) Jumping an obstacle that does not form part of the course during the Test,
 - 9) Omitting to jump an obstacle of the course,
 - 10) Jumping an obstacle in the wrong order,
 - 11) Jumping an obstacle in the wrong direction,
 - 12) Jumping or attempting to jump an obstacle after an interruption without waiting for the bell,
 - 13) Not jumping all the fences of a combination again after a disobedience,
 - 14) Not crossing the finishing line mounted before leaving the arena,
 - 15) A loose horse leaving the arena before the end of the Test, including before starting,
 - 16) Accepting while mounted any object whatsoever during the Test, except spectacles, except after a fall,
 - 17) Error of course not rectified,
 - 18) Competing with improper saddlery, or with a whip exceeding 75 cm (30 inches).
- 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: The following are considered as disobediences and are penalized as such
- A. a corrected deviation from the course;
 - B. a refusal;
 - C. a run-out;
 - D. a resistance;
 - E. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason (except as noted below);

Article 35 – 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;

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The following are not considered to be disobediences:

- A. Circling around the last obstacle jumped or the next obstacle to be jumped
 - B. Circling for up to 45 seconds after a run-out or a refusal (no matter whether the obstacle has been rebuilt or not) to get into position to jump an obstacle.
 - C. Coming to an obstacle, the finishing line at an angle or while zig-zagging or turning sharply to take it without going past it.
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. An uncorrected deviation from the course incurs elimination.
 - F. The following is not considered as a deviation from the course and incurs no penalties: a horse or part of horse going past an obstacle to be jumped or the finishing line and afterwards taking it in the correct direction.
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.
- F. The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, incurs elimination.
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.
 - D. If the run-out is the consequence of a fall between two parts of a combination after the jump of the preceding part, the run-out is not penalized.
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. When a competitor falls in knocking down an obstacle or in refusing to jump an obstacle, or as a result of any other disobedience, the penalties in these circumstances are added together.
 - D. Should a loose horse fall, jump an obstacle, go the wrong side of a flag, or pass through the starting or finishing line, it will not be penalized.

SECTION II: Phases of Competition

- E. Should a loose horse leave the arena before the end of the round, including prior to starting, it will be eliminated.
 - F. A second fall during the round incurs elimination of the competitor.
 - G. If, after the first fall, the competitor leaves the arena, he is considered to have retired.
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.
 - 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 during his round is not considered to be unauthorized assistance.
 - 4) Following a fall or when he has voluntarily dismounted, all assistance given to a competitor, for example bringing back his horse, helping him readjust saddlery, handing him his whip while dismounted or helping him get back in the saddle, is not considered as 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:
- 1. The clock is not stopped in the event of a fall of a competitor or a deviation from the course, a run-out or refusal.
 - 2. Falls of horse or competitor during interrupted time are always penalized.
 - 3. Disobediences are not penalized during interrupted time.
 - 4. The provisions concerning elimination remain in force during interrupted time.

Article 36 – 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 corrections 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.
2. Time Corrections: Four seconds will be added to the time of the rider for a knock-down no matter where it occurs on course.
3. Knock-Downs and Falls:
- A. If there is a knock-down and a fall together with a disobedience, the bell is rung immediately. However, the clock must be stopped only when the competitor has remounted and only if the obstacle has not been rebuilt in time for the competitor to continue his Test. The competitor will be penalized for a disobedience and a fall, and the appropriate addition of time corrections must be applied.
 - B. If, when jumping a single obstacle or the last part of a combination, there is a knock-down and a fall, the clock must not be stopped and the judge must not ring the bell. The competitor is penalized for the fall and for knocking down the obstacle.
 - C. If, when jumping any element of a combination except the last, there is a knock-down and a fall, the bell is rung immediately. The clock must be stopped only when the competitor has remounted and only if the obstacle has not been rebuilt in time for the competitor to continue his Test. The competitor will be penalized for the fall and knocking down the obstacle.
 - D. If, at the second or third element of a combination, the refusal or run-out is the consequence of a fall with or without a knock-down and/or displacement of obstacle (and/or flag), no penalty is incurred for the disobedience. The 4 seconds of time corrections are not added to his time. The competitor is penalized only for his fall.

SECTION III: Levels of Competition

Article 37 – Beginner Novice Rallies

1. Objective: Beginner Novice Rallies contain elements of the basic riding disciplines, as well as Horse Management and the Written Test, and encourage working as a team member in all phases. A Beginner Novice Rally should provide a positive introductory learning experience to a green horse and/or rider. The entire experience should be safe, inviting and educational to build confidence and a desire to progress.
2. Participation:
 - A. Beginner Novice Rallies are open to D-3-through-A rated Pony Club members on mares or geldings at least five years old with permission of their DC and recommendation of their Pony Club Chief Instructor.
 - B. There are no D Exceptions in Beginner Novice Rallies. D-3s competing at this level must be able to do so without D exceptions.
3. The Riding Tests: Beginner Novice Dressage Tests are simple tests of training and obedience of the horse and training and ability of the rider. Pony Club Dressage Tests for Eventing are chosen from tests selected for all levels and announced each year in the Annual USPC Eventing Newsletter.
4. Types of Obstacles:
 - A. Beginner Novice Cross-Country tests should be simple and straightforward with true groundlines, no sharp turns. The cross-country should include a variety of introductory obstacles, including 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 or several elements that are permitted. Water pass through must be a minimum of 16' 5" wide and have firm footing. Depth of water shall not exceed 14".
 - B. Stadium Jumping courses for Beginner Novice Rallies should be simple straight forward courses with at least two spread fences, no false groundlines, sharp turns or closely related fences. There may be one double combination counted as two jumping efforts, with a minimum of 33' (10m) between fences.
5. Other:
 - A. Liverpools and other water jumps, banks, slopes, mounds, ramps and closed combinations may NOT be included in Beginner Novice Stadium Jumping courses.
 - B. Suggested distances, jumping efforts and speeds: (for Cross-Country and Stadium Jumping)
 - C. USPC Beginner Novice competitors are NOT scored on Time. The following measurements are SUGGESTIONS, to help riders understand pace.

	Speeds	Distances	Efforts
Cross-Country:	300-350 mpm	1400-1600 meters	14-18
Stadium Jumping:	300 mpm	350- 450 meters	9-11

7. Maximum Dimensions of Obstacles (*See Appendix 7*)

Article 38 – 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. Participation: Participation is open to Pony Club members rated C-1 through A on mares and geldings at least five (5) years old, with permission of their DC and RS plus recommendation of their Pony Club Chief Instructor.

For USPC Championships, the rider must be at least 12 years old as of January 1, of the competition year, and rated C-2 or higher on the closing date of the qualifying Rally. Competitor and horse must qualify as a horse/rider combination. USEA/USEF Membership waived at Novice for USPC Championships. USEA Horse registration waived at Novice for USPC Championships. Each rider must completely fill out a USEA entry and include all rider, parent and trainer signatures. Trainer to sign only if attending the competition. If no trainer, then parent signs as trainer.

Horse/rider combination MUST have completed, without elimination in any phase, a USPC Novice (or higher) Rally AND a USEA-recognized (or comparable*) horse trial at the Novice level or above, within 11 month preceding the closing date of the Novice Championship. At least one of these two competitions must have no cross-country jumping penalties, with the other having 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/USEA-licensed Eventing Technical Delegate or Eventing Judge. This MUST be approved by the USPC Eventing Committee Chair.

3. Distances, Speeds and Jumping Efforts:
 - A. Cross-Country Test – from 1,600 to 2,000 meters, to be carried out at a speed of from 350 to 400 meters per minute (4 to 5 min), with 16-20 jumping efforts. The distance divided by the chosen speed gives the Optimum time. The Speed Fault Time is 450 meters per minute.
 - B. Jumping Test – from 350 to 450 meters, to be carried out at a speed of 300 meters per minute, with 9 to 11 jumping efforts.

4. Dimensions of Obstacles: (*See Appendix 7*)

SECTION III: Levels of Competition

Article 39 – 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. Participation: Participation is open to Pony Club members rated C-1 through A on mares and geldings at least five (5) years old, with permission of their DC and RS plus recommendation of their Pony Club Chief Instructor.

For USPC Championships, the rider must be at least 13 years old as of January 1 of the competition year and rated C-2 or higher on the closing date of the qualifying Rally. Competitor and horse must qualify as a horse/rider combination. Rider must be current USEA member and supply number. Horse must be currently registered with USEA and provide number. Each rider must completely fill out a USEA entry and include all rider, parent and trainer signatures. Trainer to sign only if attending the competition. If no trainer, then parent signs as trainer. Horse/rider combination MUST have completed, without elimination in any phase, a USPC Training (or higher) Rally AND a USEF/USEA-recognized (or comparable*) horse trial at the Training level or above, within 11 months preceding the closing date of the Training Championship. At least one of these two competitions must have no cross-country jumping penalties, with the other having no more than 20 cross-country jumping penalties.

3. Distances, Speeds and Jumping Efforts:

A. Cross-Country Test – from 2000 to 2400 meters, to be carried out at a speed of from 420 to 470 meters per minute with 20 to 24 jumping efforts. The distance divided by the chosen speed gives the Optimum time. The Speed Fault Time is 520 meters per minute.

B. Jumping Test – from 350 to 450 meters, to be carried out at a speed of 325 meters per minute, with 10 to 12 jumping efforts.

4. Dimensions of Obstacles: (*See Appendix 7*)

Article 40 – 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. Participation: Participation is open to Pony Club members 14 years of age or older, rated C-2 through A on mares and geldings at least five (5) years old, with permission of their DC and RS plus recommendation of their Pony Club Chief Instructor.

For USPC Championships, the rider must be at least 14 years old as of January 1 of the competition year and rated C-3 or higher on the closing date of the qualifying Rally. Competitor and horse must qualify as a horse/rider combination. Rider must be current USEA member and supply number. Horse must be currently registered with USEA and provide number. Rider must be current USEF Member OR pay the USEF \$20.00 (Jr.) or \$25.00 (Regular, if over 18) Non-member fee. Each rider must completely fill out a USEA entry and include all rider, parent and trainer signatures. Trainer to sign only if attending the competition. If no trainer, then parent signs as trainer. Horse/rider combination MUST have completed, without elimination in any phase, a USPC Preliminary (or higher) Rally AND a USEF/USEA-recognized horse trial at the Preliminary level or above or two (2) USEF/USEA-recognized Horse Trials at the Preliminary level or above Horse Trials, within 11 months preceding the closing date of the Preliminary Championship. At least one of these two competitions must have no cross-country jumping penalties, with the other having no more than 20 cross-country jumping penalties.

3. Distances, Speeds and Jumping Efforts:

A. Cross-Country Test – from 2200 to 2800 meters, to be carried out at a speed of 520 meters per minute (5 to 6 min), with a maximum of 28 jumping efforts.

B. Jumping Test – from 350 to 450 meters, to be carried out at a speed of 350 meters per minute, with 11 to 13 jumping efforts.

4. Dimensions of Obstacles: (*See Appendix 7*)

Article 41 – Horse Manager Requirements

Novice, Training and Preliminary Championship Team Horse Managers may be rated C-1, but age requirements remain the same for the appropriate level of competition.

Article 41 – 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 or higher within 11 months preceding the closing date of the 2004 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 41 – 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 U.S. Equestrian/USEA 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 Formal 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 Stadium 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 Stadium 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 the Written Test and Horse Management and determines whether riders may continue in the next phase, after elimination or retirement. (See Appendix II if a U.S. Equestrian or USEA recognized event.)
- 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 Stadium 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 42 – 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 43 – Additional Judges

1. If needed, the Organizer may appoint additional judges to judge the Dressage Test or Stadium. 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 Stadium 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 44 – Technical Delegate

1. The Technical Delegate (TD) must be chosen from the current U.S. Equestrian/USEA 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 Rallies.
 - 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 Stadium 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 Stadium Jumping Judge.

Article 45 – 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 Stadium 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 Stadium Jumping judge or as Technical Delegate.

Article 46 – Veterinarians

1. One or more veterinarians with equine knowledge and familiar with USPC Eventing Rallies must be present on the grounds during the Jog-Out(s), Cross-Country and Stadium Jumping phases of the competition.
2. 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.
3. 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.
4. Therefore, during Cross-Country Vet Check a second veterinarian may be needed to be present to treat horses at the rally.

SECTION IV: Officiation

Article 47 – 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 48 – 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 49 – 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 50 – 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 51 – 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 is defined as a person who is 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 52 – 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 the 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 Rallies, 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 five phases: Dressage, Cross-Country, Stadium Jumping, Horse Management, and a Written Test. 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, which may be modified to fit local conditions. However, 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 Rallies 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 “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, 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, in the current Horse Management Handbook.

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 U.S. Equestrian 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 CT 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 Formal Inspection,
- Formal Inspection,
- Dressage Test,
- Cross-Country (XC) Course Walk,
- Written Test,
- Lunch,
- Safety Inspection,
- Cross-Country Test,
- Vet Check,
- Stadium Jumping (SJ) Course Walk,
- Safety Inspection,
- Stadium 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 Stadium 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 Horse Manager, all of whom must be Ds. The Horse Manager must take the Written Test along with other members of the team.

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 attire, 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 1, 2 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 Appendix 1.

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).*

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 4 ft, 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 STADIUM 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 2003 USDF Introductory Test A

D-2 2003 USDF Introductory Test B OR 2003 Novice Test C

D-3 2003 2003 Novice Test C

D-2s and D-3s riding on the same team must ride Novice Test C.

D competitors always ride in a small arena.

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

INFORMATION COMMON TO THE CROSS-COUNTRY AND STADIUM JUMPING TESTS

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

SECTION V: Guidelines for D Level Eventing Rallies

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 Stadium Jumping course be of suggested maximum height for the level. False groundlines may not be included in either the Cross-Country (XC) or Stadium 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 Horse Manager or another team member. Coaches may not assist. C Advisors may instruct team members, but may not do their work.

STADIUM JUMPING TEST

Arenas: Stadium 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 Stadium Jumping, and the four lowest Written Test scores to 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 and Rules for Competition 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 Stadium Jumping, and the Written Test scores to 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.

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.

SECTION V: Guidelines for D Level Eventing Rallies

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	Speeds (meters/min)
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CROSS-COUNTRY

D-1	100-600 m.	6-10 efforts	NA
D-2	1000-1500 m.	8-12 efforts	240-350
D-3	1200-1800 m.	12-18 efforts	240-350

STADIUM JUMPING

D-1	400 m. max	6-10 efforts	NA (<i>may be obstacle course</i>)
D-2	400 m. max.	6-10 efforts	240-300
D-3	500 m. max.	8-12 efforts	240-300

MAXIMUM DIMENSIONS OF OBSTACLES: (Cross-Country and Stadium Jumping)

Height:

SOLID OBSTACLES

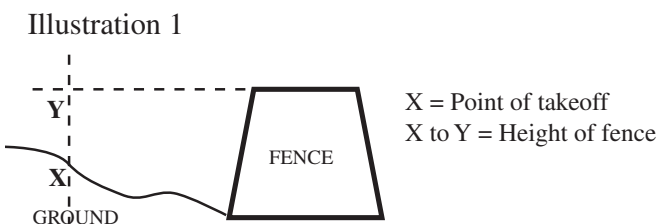
D-1	1 ft. – fence must be visible, cleared of brush and weeds
D-2	0.61 m. (2')
D-3	0.76 m. (2'6")

BRUSH FENCES (*Same as above*)

Solid part of brush fences

D-1	N/A
D-2	0.458 m. (18")
D-3	0.61 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.

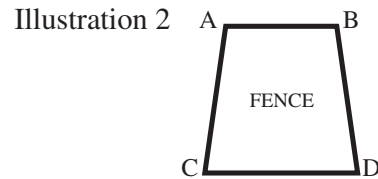


The height of all fences is measured at the point of take-off for an average horse. (See Ill. #1)

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)



Dimensions of Illustration #2

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

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 Stadium 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).

STADIUM JUMPING

- Water jumps, drops, banks, slopes, ramps and closed combinations may not be included in Stadium 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 D-2 Dressage test for that division. D-3s have only one specified test at this time.

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

DRESS* FOR FORMAL INSPECTION, STADIUM JUMPING AND DRESSAGE

*It is the COAT, not the tie, which determines whether dress is formal or informal.

Item	Formal	Informal
Hat	Current ASTM/SEI certified equestrian helmet (#F1163), with black or dark blue cover or shell	See Formal
Coat	Solid (no pinstripe) black, navy blue or dark gray (charcoal), hunt colors, if applicable	Any color other than solid black.
Shirt	White riding shirt.	Ratcatcher, turtleneck or light colored dress shirt
Tie	White stock with a plain pin fastened horizontally through the knot.	Stock/choker/necktie, white or any color. Not required w/turtleneck.
Pants	White, canary, tan or buff breeches or jodhpurs.	Any conservative color breeches or jodhpurs. (except white). Garters and/or hold-down straps (foot-straps) required with jodhpurs.
Boots	Black field laced neatly or dress	Appropriate black or brown boots.
Gloves	Black, brown, white (optional)	See Formal
Belt	Required if breeches have belt loops	See Formal

CROSS COUNTY (ENDURANCE) TEST

Light weight clothing is appropriate for this test. ASTM/SEI approved protective helmets that may be of any color. A body protective vest may be worn. If competition is run under U.S. Equestrian/USEA rules, vests are mandatory. USPC recommends that all body-protecting vests pass the current ASTM/SEI standard. Britches may be of any color; Gloves (if worn) may be any color; Boots – black, brown, field, or jodhpur boots. Chaps, half-chaps and/or leggings are not allowed. (*Exception – Ds; See Section V*).

At U.S. Equestrian/USEA events, an approved and completed Medical Card, enclosed in a transparent waterproof carrier, must be securely attached to the upper arm outside of the competitor's clothing. Riders without the card will not be allowed in the warm up area or on course. Failure to wear one's own personal arm band will constitute a violation of the rules and will be penalized by disqualification.

EXTREME HEAT

In extreme heat and/or extreme humidity, the Ground Jury has the option to allow competitors to compete without jackets, in the Dressage and/or jumping tests. In such cases, competitors must wear either a long or short-sleeved white shirt without neckwear. When coats are removed, it is mandatory that helmet covers should also be removed from vented helmets. (See Heat Index Chart – *USPC Horse Management Handbook*, Appendix A.)

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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 made of metal, leather, rubber or plastic material is permitted for all tests (see diagram 3a). It may have 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. 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

The following whips are permitted for schooling only: One whip no longer than 43.3 inches (110 cm), including lash. One standard longeing whip is permitted only when longeing. One whip no longer than 43.3 inches (110 cm), including lash, may be carried in all Dressage classes. If a whip is carried in the Cross-Country or Jumping Tests, or while jumping an obstacle before these tests, it must not be weighted at the end or exceed 75 cm (30 inches) in length. Rider must bring their whip to the Safety Check. (Exception – Ds, See Section V.)

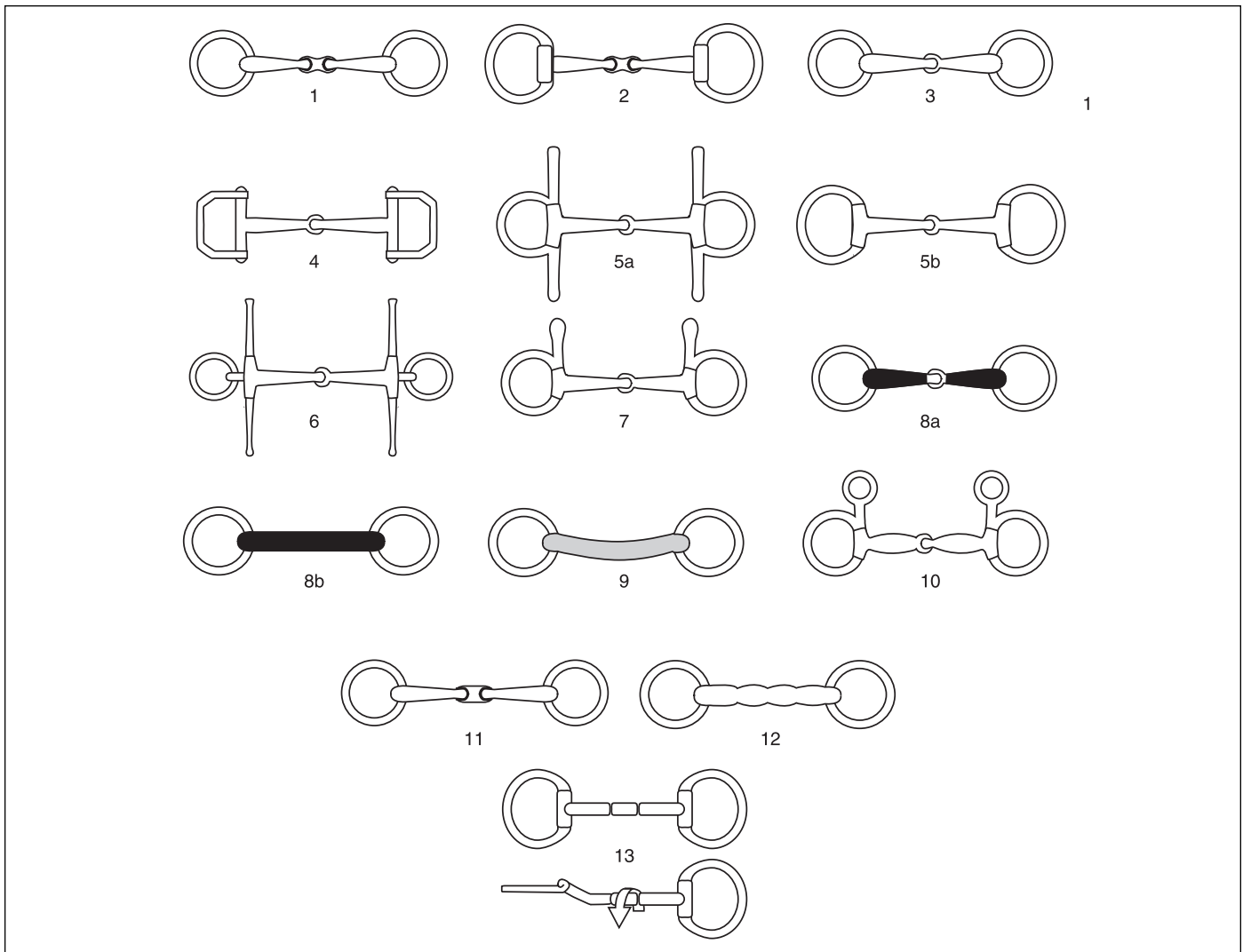
SPURS

Spurs capable of wounding a horse are forbidden. Spurs must be of smooth metal. There must be a shank pointing only towards the rear, which must be no more than 3.5 cm (1 3/8 inches) long and without rowels. The end must be blunt in order to prevent wounding a horse. If the shank is curved, the spurs must be worn only with the shank directed downwards. Swan neck spurs are allowed.

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APPENDIX 3A

Dressage Saddlery: Permitted Bits & Nosebands



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:

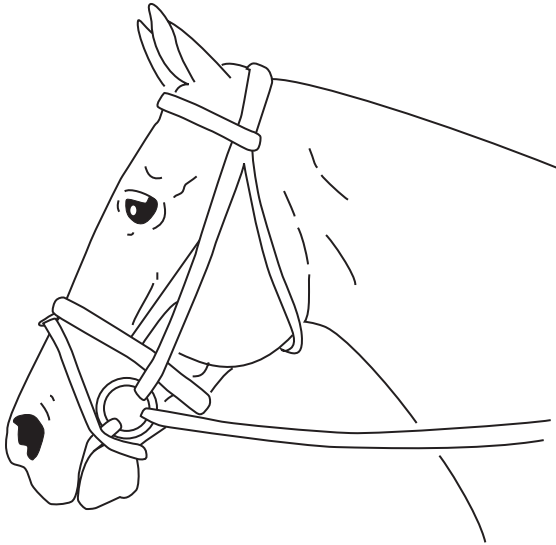
1. Ordinary snaffle with double-jointed mouthpiece
2. Ordinary snaffle with double-jointed mouthpiece
3. Ordinary snaffle with jointed mouthpiece
4. Racing snaffle
5. Egg-butt snaffle: (a) with cheeks, (b) without cheeks
6. Other type of snaffle with cheeks

7. Snaffle with upper cheeks only
8. Rubber or leather snaffle jointed or unjointed
9. Unjointed snaffle
10. Hanging cheek snaffle
11. Dr. Bristol
12. Happy Mouth (includes loose ring, round ring, dee-ring, egg-butt, and full cheek styles)
13. Ordinary snaffle with rotating mouth piece

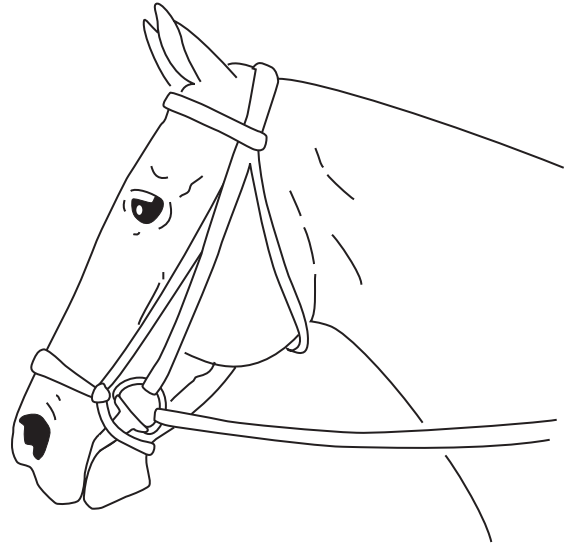
SECTION VI: Appendices

APPENDIX 3B

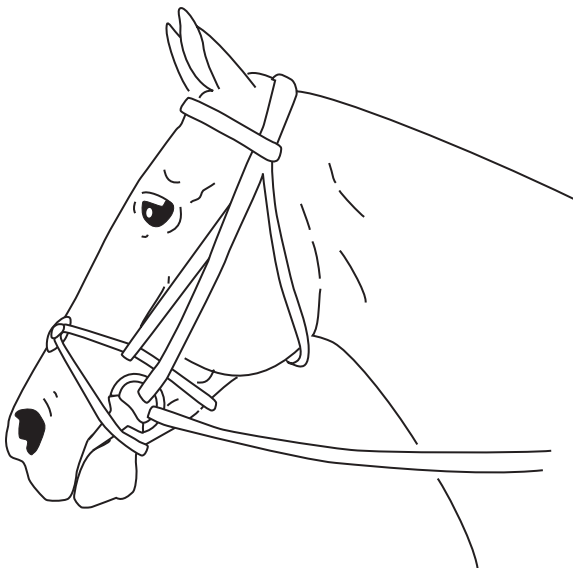
Permitted Bits & Nosebands



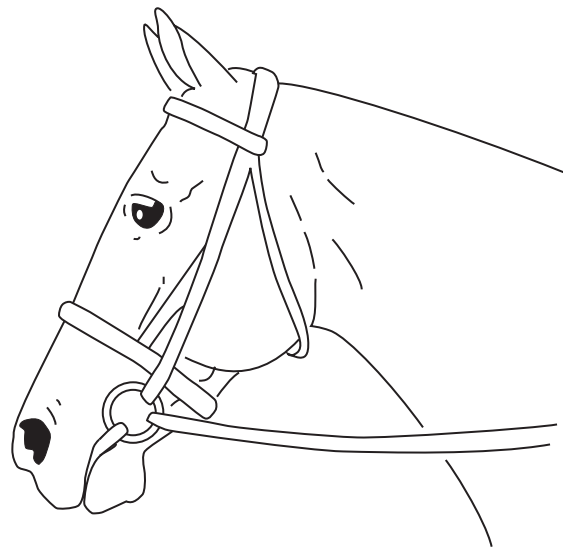
**Flash
Noseband**



**Drop
Noseband**



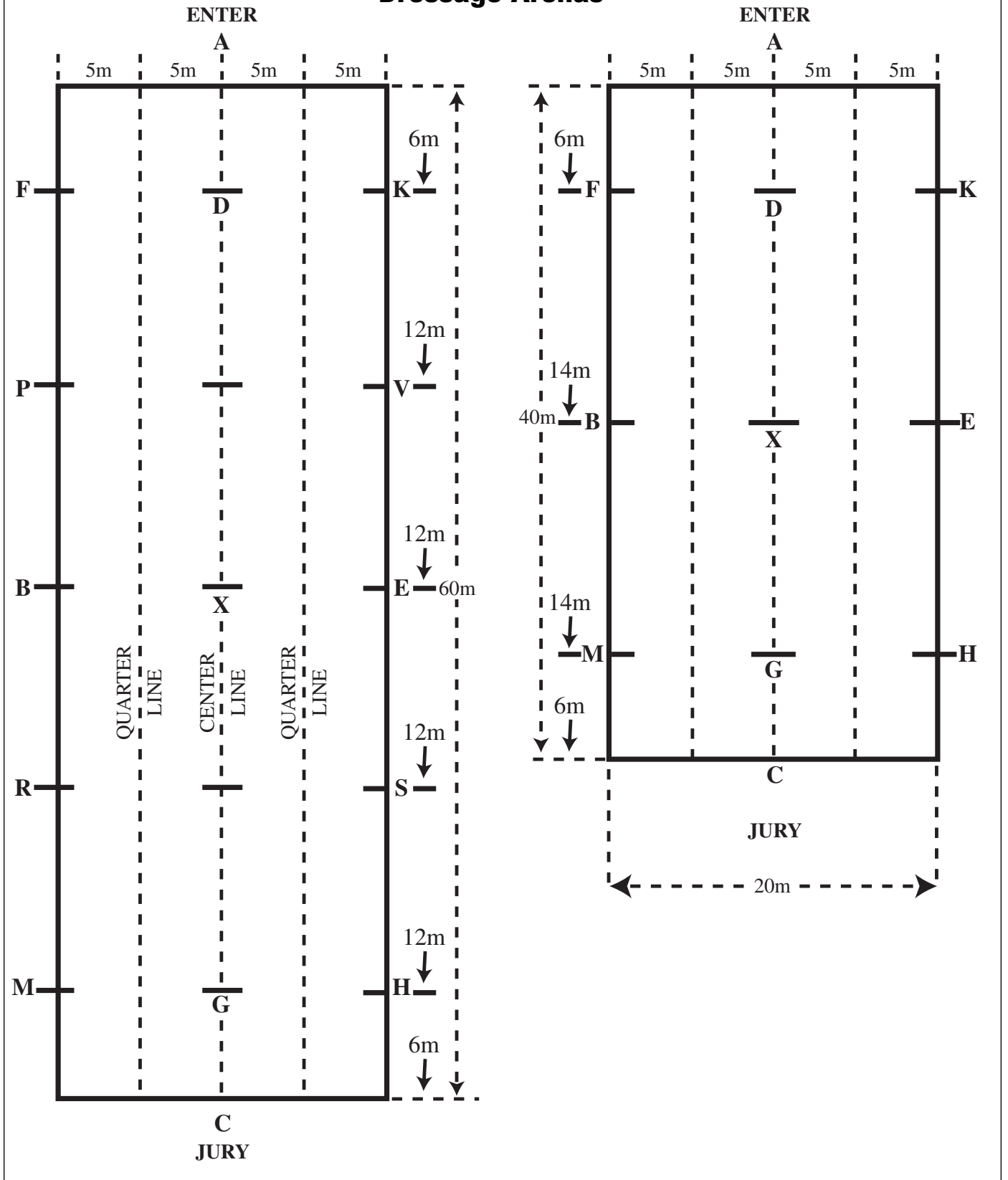
**Crossed
Noseband**



**Cavesson
Noseband**

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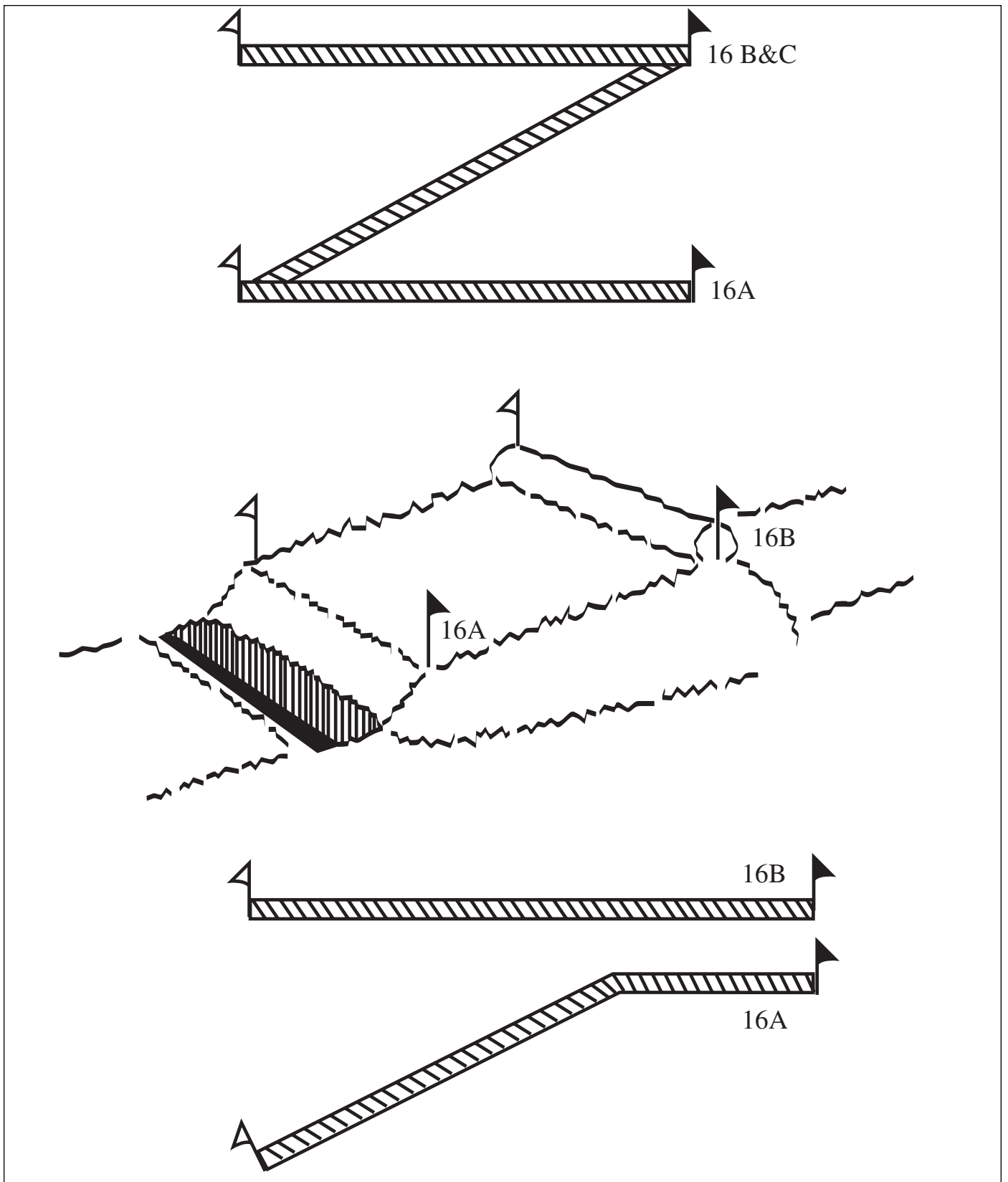
APPENDIX 4 Dressage Arenas



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APPENDIX 5

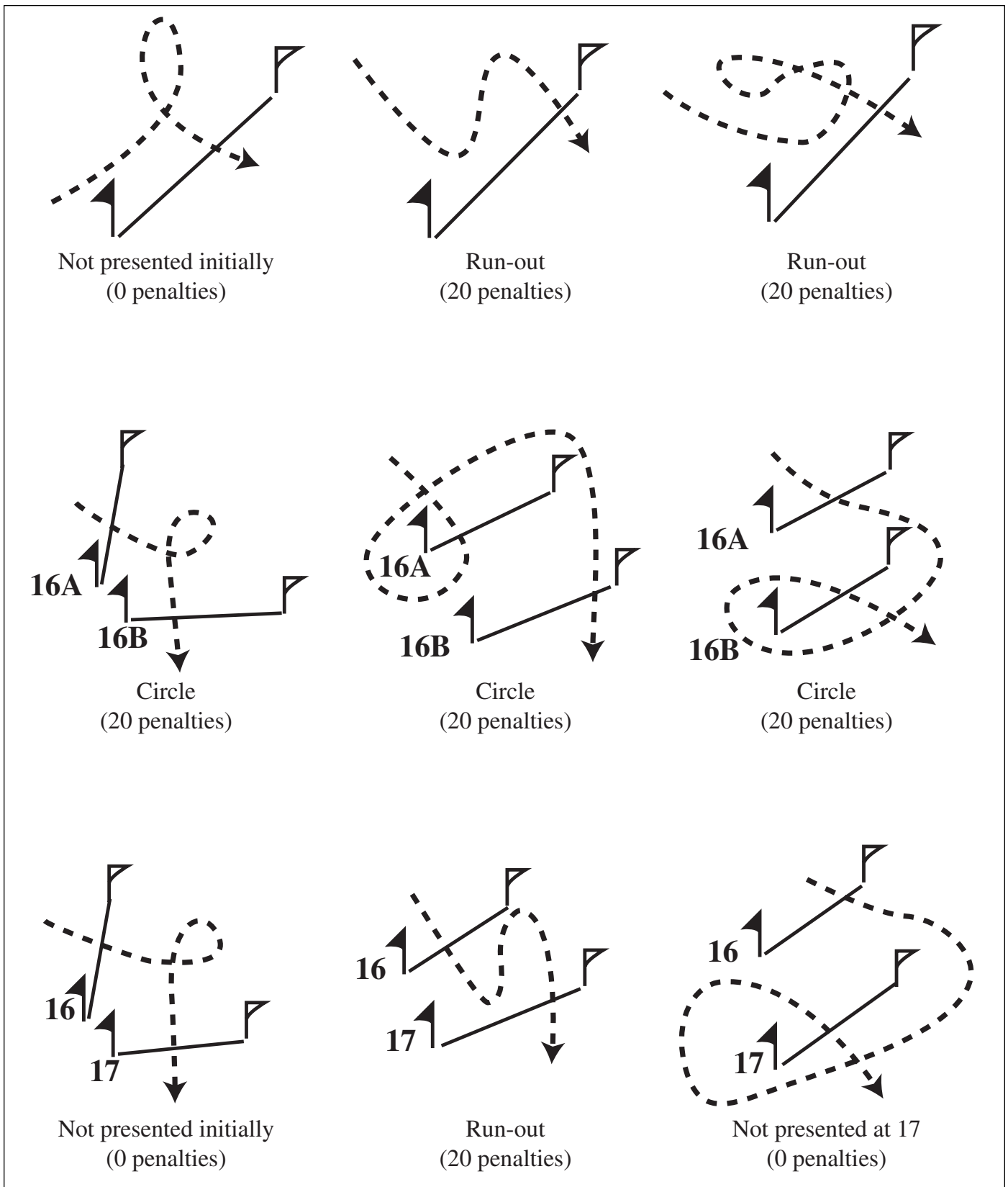
Examples of obstacles composed of several elements



SECTION VI: Appendices

APPENDIX 6

Examples of run-outs and circles



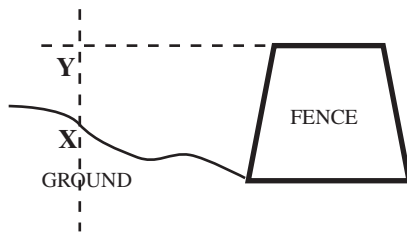
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APPENDIX 7 TABLE OF OBSTACLE HEIGHTS AND SPREADS

	Beginner Novice	Novice	Training	Preliminary
Height – Fixed	2' 7"	2' 11"	3' 3"	3' 7"
Brush Fence	3'	3' 7"	3' 11"	4' 3"
Solid part of brush	2' 3"			
Spread-Cross-Country				
Highest Point	2' 7"	3' 3"	3' 11"	4' 7"
Base	4'	4' 11"	5' 11"	6' 11"
Without Height	not appropriate	6' 7"	7' 11"	9' 2"
Spread-Jumping Test				
Highest point	2' 7"	3' 3"	3' 9"	4' 3"
Base or Triple bar	4'	4' 11"	5' 5"	5' 11"
Drops-Cross-Country	n/a	3' 11"	4' 7"	5' 3"
Water-Cross-Country				
Depth entry or exit	12"	12"	12"	12"
Depth between entry & exit	14"	14"	14"	14"
Minimum width of crossing	16' 5"	16' 5"	19' 8"	19' 8"
Height of bank or obstacle	n/a	1' 8"		
Height of one bank obstacle or drop	–	–	2' 8"	–

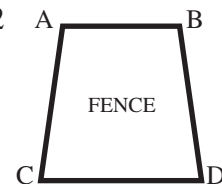
The height of all fences is measured at the point of take-off for the average horse.

Illustration 1



X = Point of takeoff
X to Y = Height of fence

Illustration 2



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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 time 2 penalty points

2nd time 4 penalty points, for a total of 6 points –
(2+4)=6

3rd time Elimination

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) Fifth refusal, run-out or circle
on the entire courseElimination

B. Willful Delay20 penalties
(Ground Jury will decide whether to assess penalties)

C. Falls: (as per Article 30)

- 1) First fall of competitor65 penalties
- 2) First fall of horseMandatory retirement
- 3) Second fall of competitorElimination
- 4) Horse Trapped
in an ObstacleMandatory retirement

2. Time and Speed Faults: (applicable at Novice-and-above)

A. Time Faults:

- 1) Exceeding optimum time0.4 penalty points/second
- 2) Exceeding time limit Elimination

B. Speed Faults (*Refer to Articles 38, 39 and 40 for XC and Stadium speeds*):

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

STADIUM JUMPING

1. Faults at Obstacles:

- A. Knocking down an obstacle4 penalties
- B. First disobedience4 penalties
- C. Second disobedience in the whole Test8 penalties
- D. Third disobedience in the whole TestElimination
- E. First fall of competitor8 penalties
- F. First fall of horseMandatory retirement
- G. Second fall of competitorElimination

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:

Four 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.

WRITTEN TEST

The Written Test is taken by all team members. It usually consists of twenty-five questions and one penalty point is assessed for each wrong answer. For each five-member team, the score of the test with the most wrong answers will be dropped; and the penalty points of the remaining four added together.

There is no multiplying factor for Written Test in Eventing.

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., Written Test, Formal 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, WT 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:

Written Test	10 penalty points
Dressage	20 penalty points
Cross-Country	50 penalty points
Stadium Jumping	15 penalty points
Horse Management	100 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. 13 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).

SECTION VI: Appendices

4. Disqualified horse/riders are indicated by (D).
5. Horses excluded from competition at the Jog-Out or Vet Check are indicated by (X).

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 Stadium Jumping, and the four lowest Written Test scores to 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 (only A-rated riders at a Championship) is the competitor with the lowest final penalty score, determined as for a team in A. above.
 - B. Ties: In case of a tie between A-rated Individuals, 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 A-rated 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.

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APPENDIX 9

GUIDELINES FOR COACHING AT USPC EVENTING RALLIES *(revised 2006)*

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 teams may have more than one coach, except in the case of a scramble team, when a competitor may use a coach from another team. No 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.

The duties of the coach shall be limited to:

- Accompanying the competitors during course walks for cross-country, stadium jumping and any other time that the courses are open for walking.
- Warming-up competitors for the cross-country and stadium 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 stadium 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.

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) _____

SECTION VI: Appendices

APPENDIX 10

U.S. EQUESTRIAN AND USEA MEMBERSHIP

U.S. EQUESTRIAN RECOGNITION

Organizing Committees desiring to hold Eventing Competitions under the auspices of the U.S. Equestrian may do so by applying for membership in the U.S. Equestrian 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

U.S. EQUESTRIAN EVENTING COMMITTEE

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

In addition to the membership requirements of, Organizing Committees of selected competitions must have the specific approval of this Committee. This shall include approval of the date and site of the competition, the Ground Jury, the Technical Delegate, the Course Designer, the Veterinary Commission where appropriate, and the prize monies where appropriate. These selected competitions are:

- Championships
- Three-Day Events
- Two-Day Events
- International Horse Trials
- Advanced Horse Trials
- Advanced Intermediate Horse Trials

AREA CHAIRMEN

These individuals are appointed by the USEA Board of Governors to serve as liaisons between the U.S. Equestrian 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.

SECTION VI: Appendices

APPENDIX 11

USEA POLICIES FOR RECOGNIZED COMPETITION

All Events registered with the 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 (\$75) and for the Omnibus listing (\$150), a total of \$225. 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 the USEA.
4. Offer competition at the 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 of \$25. 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 of \$8 for each novice and training horse and \$10 for each preliminary and above horse that starts in the competition. This applies even if one phase of the competition is cancelled.
9. All 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 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 USEA Events, a second Ground Jury, for Horse Management purposes, should be appointed as per Uniform Officiation Rules.

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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 U.S. Equestrian 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

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