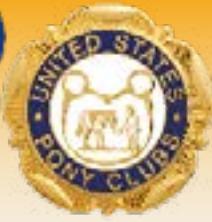


Pony Club.



Show Jumping Rulebook 2026

THE USPC PLEDGE

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

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. is an educational organization which builds the foundations of teamwork and sportsmanship through riding, mounted sports, care of horses and ponies, while developing and enhancing leadership, confidence, responsibility, and a sense of community in its youth and adult members.

USPC VISION STATEMENT

To be the leading source and voice of education in horse care, safety, and equestrian pursuits.

Introduction

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

Competitions

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

USPC CORE VALUES

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

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

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

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

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

Show Jumping in Pony Club

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

Show Jumping opportunities in Pony Club include qualifying for the Pony Club team at USEF Pony Jumper Championships, held each year in conjunction with USEF Pony Finals. Members may also participate in an international Show Jumping and Eventing competition on the Inter-Pacific Exchange.

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Resource List

- USPC website www.ponyclub.org
- USPC Show Jumping webpage www.ponyclub.org/learn/disciplines/show-jumping
- USEF website www.usef.org

Reminder: This is a new Rulebook for 2026. Additions, deletions, and changes have been made since the last rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming rally season.

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

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Clubs, Inc. event.

SECTION I: USPC Uniform Officiation Rules

Article 1—Rally Definition

Pony Club rallies are team competitions, whether competing unmounted or mounted. All mounted rallies (standard and modified) must include riding and Horse Management competitions. Mounted rallies may run within the framework of a local or recognized show. A rally may take place all in one day or may span several days.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for their local needs. It is the responsibility of the organizer and RS to offer the appropriate standard or modified rallies and divisions for their members wishing to become eligible for Championships.

Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, organizers and RSs may make rule allowances based on the competitor's needs. Competitors aiming for Championships must strictly follow all attire and equipment specifications. Organizers must outline any rule adjustments in the entry information. Criteria for standard and modified rallies are listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a Chief Horse Management Judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials.

Modified Rallies

Modified rallies do not explicitly follow the discipline rulebooks and generally occur because of limited resources.

Each year, regions should host rallies and are encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Interregional rallies are team competitions between two or more regions.

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

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

Article 2—Governing Rules

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

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

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

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Article 3—Responsibility

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

Article 4—Legal Liability

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

Article 5—Member Participation and Eligibility

Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

SECTION I: USPC Uniform Officiation Rules

Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the eligibility criteria outlined in this document. The member's age as of January 1 shall be the age of record throughout the competition year.

Competitors and mounts are expected to participate in all aspects of the rally including briefings, horse inspections, mounted competition, and Horse Management. For overnight rallies, all mounts are expected to stay on the competition grounds unless the competitor makes other arrangements with the rally organizer prior to the start of the competition.

While competitors are expected to participate fully in the rally, they are encouraged to get out of the barn if their mount is properly cared for with food and water. Based on the competition schedule, competitors may leave the rally grounds during competition hours.

If a mount is removed from the competition grounds without prior consultation with the rally organizer, the competitor may be penalized by the ground jury.

Championships Competitor Age and Certification

District commissioners (DCs) and center administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors:

- To see that mounts and riders are entered in rallies at the appropriate level.
- All competitors are aware of health requirements (i.e., Coggins, immunizations, and state health certificates with valid dates).
- Entry forms are complete and submitted to the rally secretary on time.
- All Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s), and any other relevant information from the USPC Competitions Committee or the organizer of a specific rally where they will be competing.

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

Article 6—Member in Good Standing

(Policy 1002) Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, region, and USPC, and have met all compliance requirements.

Article 7—Code of Conduct Expectations

The officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury for anyone not conforming to the Code of Conduct.

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

Participating Member Code of Conduct

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

Adult Code of Conduct

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

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules, and Regulations. I understand that I have access to these By-laws, Policies, Rules, and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct. Failure to do so may, at the discretion of USPC, result in being restricted from attendance or participation in Pony Club activities."

SECTION I: USPC Uniform Officiation Rules

Article 8—Substances and Weapons

(Policy 0500) In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts

(Policy 0840) Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and accustomed to being handled by its rider without adult supervision. A participant may use a different mount only with the advance permission of the DC/CA and RS.

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

Per USPC Policy 0840 suitable mounts are defined as follows:

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

A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon), mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount on which they earned eligibility.

In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested via the online application a minimum of five days before Championships move-in by the RS. The panel reviews each application to verify the substitute mount meets the same mount eligibility requirements as the original entry. Refer to the Mount Substitution application found on the USPC website.

- Mounted Games and Polocrosse teams may bring a spare mount for the competition. See Section II and III for additional information (Discipline Rulebooks).
- Tetrathlon mounts do not need to have participated in a regional rally prior to Championships participation.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer, in consultation with the RS, may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted using the Mount Substitution online application found on the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree that if the horse management judges (HMJs), technical delegate (TD)/steward, or organizers on-site feel that the health of the mount is in jeopardy at any time, they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications

(Policy 0860 and 0860 P.1) To promote the safety and welfare of Pony Club members, their mounts, and provide fair and unbiased competitions, the Policy of the Board of Governors is that all mounts in USPC sponsored activities be serviceably sound and healthy. The definition of serviceably sound may vary based on the mount's duties and competition level.

Medications may be administered to mounts, provided their use does not create an unfair advantage or allow an unfit mount to participate as determined by the rally officials.

It is the owner/rider's responsibility, in coordination with a veterinarian, to determine what medication(s) are appropriate.

Competitors participating in USPC rallies held in conjunction with other competitions may be subject to medication rules of other organizations in addition to those of USPC.

Additional requirements and information:

- Any mount receiving medication for chronic conditions must have medications listed on their stall card.
- Mounts requiring medications for acute conditions treated by a veterinarian, the competitor/parent, or owner, must coordinate with the responsible party for the activity or Horse Management staff prior to administration.
- Medication is defined as any substance that is not water, salt, electrolytes, or a supplement, and is not considered a normal foodstuff.

SECTION I: USPC Uniform Officiation Rules

Article 13—Cruelty to and Abuse of a Mount

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

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

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

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

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury, or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:

- Riding an exhausted mount.
- **Continued** pressing of a tired mount.
- Excessive use of whip and/or spurs, and/or bit.
- Striking a mount in front of the shoulder.
- Riding an obviously lame mount.

2. Rapping. All rapping (poling) is forbidden.

3. Whip. The use of the whip must be **reasonably administered**, at an appropriate time, **and** in the right place.

- Reason—The whip must only be used as an aid to encourage the mount forward.
- Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. **Instances of inappropriate use of the whip include the whip used after elimination, after the last fence on course, and/or multiple times between obstacles.**
- Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a mount's head, neck, etc., is always excessive use.
- Severity—A whip should never be used more than two times for any one incident. If a mount is marked by the whip (e.g., the skin is broken **or has visible marks from the use of the whip**), its use is excessive. **It must never be used to vent a competitor's temper. Such use is always excessive.**

4. End of the Reins (Trail **and** Western Dressage only) - The use of the end of the reins must be **reasonably administered**, at an appropriate time, and in the right place.

- Reason—The end of the reins must only be used as an aid to encourage the mount forward.
- Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. **Instances of inappropriate use of the end of the reins include use after elimination, after the last obstacle on course, and/or multiple times between obstacles.**
- Place—As an aid to go forward, the ends of the reins may be used down the shoulder or behind the rider's leg. They must never be used overhand (e.g., the ends of the reins in the right hand being used on the left flank). The use of the ends of the reins on a mount's head, neck, etc., is always excessive use.
- Severity—**The ends of the reins** should never be used more than two times for any one incident. If a mount is marked by the ends of the reins (e.g., the skin is broken **or has visible marks from the use of the ends of the reins**), its use is excessive. **It must never be used to vent a competitor's temper. Such use is always excessive.**

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

6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.

7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.

- Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly. **Dangerous riding may include but is not limited to the following:**

- Riding out of control (mount clearly not responding to the competitor's restraining or driving aids).
- Riding obstacles too fast or too slow.
- Repeatedly standing off fences too far (pushing the mount to the base of the obstacle, firing the mount to the fence).

SECTION I: USPC Uniform Officiation Rules

- Repeatedly being ahead or behind the mount's movement when jumping.
- Series of dangerous jumps.
- Severe lack of responsiveness from the mount or the competitor.
- Continuing after three clear obstacle refusals, a fall, or any form of elimination.
- Endangering the public in any way (e.g., jumping out of the roped track).

2. Any act or series of actions that in the opinion of the judge, TD, steward, or member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.

3. If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

Article 15—Safety

(Policy 0800) USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities. These include:

1. Protective Headgear (Policy 0810): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies:
 - ASTM F1163-15 or ASTM F1163-23 with SEI Mark (North America) (required for USEF Competitions)
 - SNETT Memorial Foundation E2021
 - PAS 015-2011 with BSI Kitemark (United Kingdom)
 - AS/NZS 3838 with SAI Global Mark (Australia and New Zealand)
 - VG1 01.040 2014-12 BSI Kitemark and/or IC Mark (European)
 - EN 1384 BSI Kitemark and/or IC Mark (European)
2. Safety Vest/Body Protector (Policy 0830): USPC requires wearing a properly fitted equestrian body protection vest (per manufacturer's guidelines) containing the standards and certifications that meet criteria established by specific safety bodies when jumping cross-country/solid obstacles during any activity sponsored by the USPC, its Regions, Registered Clubs, or Riding Center programs. A member may wear a body protector at their discretion for any mounted activity.
 - ASTM F1937-04
 - EN 13158:2018 BETA Level 1, Level 2, or Level 3

3. Medical Armbands and Bracelets (Policy 0820 and 0820P):
 - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a medical armband or medical bracelet while participating in the activity. The member may choose which one to wear.
 - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to their upper sleeve, (armbands are available for purchase from Shop Pony Club).
 - Medical bracelets must visibly list these six items on them: name, date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet.
 - All officials on-site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
 - Any member at a USPC-affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirement.

**Tetrahathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.*

4. Unmounted Footwear: When working in the barn or near mounts, unmounted footwear must meet all the following criteria:
 - Thick-soled shoes/boots (short or tall)
 - Cover the ankle
 - In good condition
 - Made of leather or synthetic materials
 - Entirely closed
 - Securely fastened
 - Well-fitted to foot
 - Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

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

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

Article 16—Heat-Related Information

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

SECTION I: USPC Uniform Officiation Rules

At all USPC activities, rally officials must consider the:

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

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

Steps to prevent heat-related illness include:

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

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

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

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

Waived Coats/Jackets

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

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

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

Additional Information

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

- T-shirts are not permitted.

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

Banned Coats/Jackets

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

Heat-Related Illness Return To Play

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

Article 17—Concussion and Return to Play

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

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

Article 18—Unauthorized and Permitted Assistance

1. **Unauthorized Assistance:** Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in-person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations).
2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the competition. The discipline ground jury makes the final decision. There is no appeal.
3. **Permitted Assistance:**
 - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.

SECTION I: USPC Uniform Officiation Rules

- After a fall or dismount of a competitor, they may be assisted to catch their mount, adjust their saddlery, remount, or be handed any part of their saddlery or equipment, including a whip, while they are dismounted or after they have remounted. Helmets must be replaced, and chin harnesses refastened before riders may remount.
- Exception for loose mounts in Mounted Games only: In Mounted Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
- A competitor may receive clarification of jumping penalties from an obstacle judge (e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not).
- If bodily harm to mount and/or rider is imminent, assistance from anyone (official or otherwise), without concern for penalties, is expected. Time permitting, the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.
- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

Article 19—Excused

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

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury, in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline-specific reasons for elimination.

Article 21—Disqualification

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

Reasons for disqualification include, but are not limited to:

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

If a rally official identifies a competitor behaving in a way that could lead to disqualification, that official may issue a written warning to the competitor using Appendix VII, a Yellow Card. If the rally official believes the Yellow Card should have penalties attached to it, or that the competitor should be disqualified, they must refer the situation to the discipline ground jury.

The discipline ground jury shall investigate the situation and interview the competitor(s) and all applicable witnesses before making a final decision on penalty points.

If a Yellow Card with penalty points is assigned to a competitor, it may not exceed a 50% impact on the associated phase/round score if related to a single phase/round, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a penalty point or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring (Discipline Rulebooks).

SECTION II: General Regulations

Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies

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

Championships

The RS (or individual designated by the RS) is responsible for marking (on the USPC website) all members who have earned eligibility for Championships regardless of their intent to participate.

As members register, the RS is responsible for putting together the teams based on the offered Championships divisions. A team made up of members at the same competition level, and from one region remains the ideal and is always the goal.

Once registration closes, RSs lose the ability to merge teams. Based on the final competition numbers, the discipline secretary will make the final adjustments to teams and scrambling of individuals without a full team. Requests for preferred teammates may be submitted but are not guaranteed. The discipline secretary reserves the right to adjust teams as needed for the competition.

Article 23—Team Configuration

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

Article 24—Team Captains

Each team entered in the competition must have one member designated as team captain who will act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 80).

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. The team captain may participate in any drawing (if held) for starting order. In the event of an

inquiry, protest, or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any withdrawal of a team member must be reported to the technical delegate (TD)/steward.

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

Article 25—Stable Managers

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

Article 26—Mount Specifications

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

For the determination of competition level for ponies:

1. All ponies (small, medium, large) may be entered in the .65m and .75m Jumpers.
2. Medium (12.2 H-13.2 H) and large (13.2 H-14.2 H) ponies may be entered in the .85m Jumpers.
3. Medium (12.2 H-13.2 H) and large (13.2 H-14.2 H) ponies may be entered in the 1.05m and 1.15m Jumpers of the Advanced division. All ponies entered in this division must be prepared to jump the heights and spreads specifications listed in Appendix VIII.
4. Pony Measurements—It is recommended that all ponies have a measurement card and if not, they must be available to be measured as needed.

Article 27—Chaperones/Emergency Contacts

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

Chaperones

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.

SECTION II: General Regulations

- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.
- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

Emergency Contacts

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

Article 28—Coaches and Coaching

Show Jumping coaches are **allowed, but not mandatory** for all rallies. There **may be one or more coaches** per team. Coaches may not also serve as chaperone. The presence of a coach at a Show Jumping rally is to promote safety, good sportsmanship, and good horsemanship in the warm-up area and the competition ring. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm-up area.

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

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

Show Jumping Coaches:

- Must read, understand, sign, and return a Coaches Form with the team entry. (Appendix VI)
- Must know the USPC Show Jumping rules, especially regarding Unauthorized Assistance, (Article 18). Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- Must have a copy of the current USPC Show Jumping Rulebook.
- At Championships competitions, coaches must attend the opening competitor briefing, and any coaches briefings.

Chapter 2—Competition Levels and Divisions

Article 29—Competition Levels

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

- .65m Jumpers
- .75m Jumpers
- .85m Jumpers
- Advanced
 - .95m Pony Jumpers
 - .95m Jumpers
 - 1.05m Jumpers
 - 1.15m Jumpers

Determination of competition levels available for ponies may be found in Article 26.

(See Appendix VIII for height specification per level)

Article 30—Competition Divisions

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

Junior Divisions—Up to and including 17 years of age

Senior Divisions—18 years of age and above

Note: Rally divisions can be combined based on entry numbers and approval of the organizer and RS. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down in a junior division. Before combining junior and senior-aged competitors on the same team, rally organizers must get the written approval of the junior competitor and their parent/legal guardian (Appendix IV). This does not apply when combining divisions.

Article 31—Championships Divisions—Minimum Age and Certifications

To be eligible for Championships, competitors must meet the age parameters and minimum certifications for the offered Championships divisions. Age is as of January 1 of the competition year, and there are no age or certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

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Championships Divisions

Division	Level	Age	Certification
Junior	.65m	10-17	D-2 EV/HSE
Senior	.65m	18+	
Junior	.75m	10-17	
Senior	.75m	18+	
Junior	.85m	10-17	
Senior	.85m	18+	
Junior	Advanced	10-17	
Senior	Advanced	18+	

Stable managers must meet the minimum age and certification criteria of their division.

Note: Championship division and levels may be combined based on entry numbers and approval from Vice President of Activities and the overall organizer.

Article 32—Championships Eligibility Process

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

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

Eligibility Criteria

Complete a standard Show Jumping rally with a minimum of 2 rounds showing a numerical score and 16 or fewer total jumping faults.

OR

If no Show Jumping rally is available, complete 2 rounds at the USPC competition level height with a numerical score and 16 or fewer total jumping faults. Also, participate in a mounted rally as a rider at the D-2 or above HM certification level.

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

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

Article 34—Exceptions to Competition Eligibility Requirements for Championships

Exceptions to the competition eligibility process are occasionally granted. There are no exceptions to minimum age or certification requirements. The process for requesting an exception is outlined on the USPC website. All requests for exceptions must

be submitted by the RS to the review panel using the online application found on the USPC website.

Chapter 3—Presentation of Competitor and Mount

Article 35—Competitor Identification

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

Article 36—Competitor Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with permitted jewelry only; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

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

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

1. General Barn Attire—Attire must be safe and free of rips and tears. Shirts must have sleeves to the point of the shoulder or longer and appropriate unmounted footwear.
2. Horse Inspection (Jog Outs)—Attire must be safe, appropriate, neat, and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline-appropriate attire including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants. If the pants/skirt/mid-length shorts/riding pants have belt loops, a belt is required. Blue jeans are not acceptable for english discipline horse inspection attire.
3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire for the first round of competition. For all subsequent rounds, competitors may wear Competition or Basic Attire. Any competitors not seeking Championships

SECTION II: General Regulations

eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat.

Basic Riding Attire

Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below.

Unrated and D-1

Required	Permitted
<i>Helmet</i> —Any color meeting USPC Helmet Policy (Article 15.1).	<i>Belt</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Gloves</i> —Any type/color. <i>Half-chaps</i> —Any type/color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Safety/Protective Vests</i> —Any color.
<i>Pants</i> —Long pants.	<i>Spurs</i> —As described in Competition Attire.
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

D-2 and Up

Required	Permitted
<i>Helmet</i> —Any color and meeting USPC Helmet Policy (Article 15.1).	<i>Gloves</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Half-chaps</i> —Any type/color. <i>Safety/Protective Vests</i> —Any color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Spurs</i> —As described in Competition Attire.
<i>Pants</i> —Breeches, jodhpurs (with garters and/or pant clips) or riding pants.	
<i>Belt</i> —If pants have belt loops, belts are required.	
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

See page 12 for competition attire.

Article 37—Bits, Saddlery, and Equipment

The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally. All tack must be clean and in serviceable condition upon arrival at the competition. No equipment may be misused.

1. Bridles and Bits

All bridles and bits must be properly fitted and consistent with their intended use. The misuse of any bit may be severely penalized by elimination, up to and including disqualification. The only limitations on bits are listed below:

- When using a curb with a leverage bit, it must be constructed of loose link, joints, and/or lie smooth against the jaw of the mount and be free of twists, sharp objects, or anything inhumane. A curb may be wrapped or inserted in a cover for the comfort of the mount.
- A curb may not be used in conjunction with wire, metal, rawhide, metal “keepers”, or any other substance except for attachment of curb to the bit.

2. Saddlery and Equipment

- An english type saddle is required.
- Peacock stirrups are not permitted.
- Martingales—Standing, running, and Irish martingales used in the conventional manner are permitted. Only one martingale stopper per rein is allowed. The stopper must be positioned between the ring of the martingale and the attachment of the rein to the bit, hackamore, or bridle.

• **Hooded blinkers, sunglasses, fly masks, goggles, etc. that cover the horse's eyes are only allowed with a veterinary certificate stating the necessity. Blinkers or cheek pieces attached to the bridle may not exceed 5cm (2").**

• **Whips**—Competitors are prohibited from using a whip that is longer than 30" (75cm) while in the process of jumping or schooling over fences. A rider may not carry more than one whip. Whips that are weighted at the end are prohibited at any time.

3. Any questions of suitability or use of equipment will be referred to the TD/steward of the competition.

Article 38—Competitor and Horse Inspections

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

SECTION II: General Regulations

Competition Attire

This section is for those seeking Championships eligibility as well as for turnout inspections. All competitors must present at turnout inspection in appropriate competition attire, including a jacket.

Required	Permitted	Not Permitted
<p><i>Helmet</i>—Black or conservative color that meets the USPC Helmet Policy.</p> <p><i>Hair</i>—Hair should be neatly secured (away from the eyes) and may not cover competitor number.</p> <p><i>Coat/Jacket</i>—Coats of any color.</p> <p><i>Shirt</i>—A light colored shirt with a collar and sleeves, tucked into pants and fastened at the neck. When permitted by rally organizers, after the first round of competition riders may wear a riding shirt with choker, or polo shirt.</p> <p><i>Neckwear</i>—Ties (stock ties) or chokers (unless the shirt, by design, has the choker built in for its intended use) or integrated stand-up collar. Traditional stock ties require a stock pin; pre-tied stock ties may be worn with or without stock pin.</p> <p><i>Breeches</i>—Light color breeches (white, fawn, canary).</p> <p><i>Belt</i>—If breeches have belt loops, belts are required.</p> <p><i>Footwear</i>—Riders may wear black or brown tall boots or jodhpur/paddock boots with matching half chaps made of full grain leather or leather-like material. Accents of a different color or decorations are not permitted</p>	<p><i>Gloves</i>—Conservative color.</p> <p><i>Safety/Protective Vests</i>—Any color.</p> <p><i>Spurs</i>—Spurs must be made of smooth metal. Rowel spurs with serrated edges are not permitted. Hammer spurs are allowed. Smooth metal or plastic "impulse" spurs with round hard plastic or metal knobs and "dummy" spurs with no shank are allowed. The contact surface with the horse and all edges must be smooth and rounded. When mounted, athletes may wear only one spur on each boot.</p>	<p>Pastel or dark colored breeches</p> <p>Full-chaps and/or suede half-chaps</p> <p>Electronic spurs</p>

Examinations of Mount and Rider Required at Show Jumping Rally:

1. Horse Inspections (Jog Outs):

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

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

2. Turnout Inspection:

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

ride of the competition. More details about turnout inspection requirements are listed in the HMH.

If multiple riders are sharing one mount:

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

3. Safety Check:

Failure to present for a safety check prior to a ride is cause for elimination. Safety checks occur before warm-up for each subsequent ride. More details about safety check expectations are listed in the HMH. Article 39.

SECTION III: Competition

Article 39—Competition Format

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

Competitions may be run as a one-day or multi-day competition. Organizers should offer three rounds for a one-day rally and two rounds per day for a multi-day rally, selected from the types of courses outlined in Section III, Chapter 4.

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

After the official start of the rally, no competitor may ride/school/warm-up another competitor's entered mount. Doing so is grounds for elimination, from that round, of all parties involved.

Article 40—Competition Schedule

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

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Horse Inspection—Required at standard rallies, and recommended at all rallies. Opportunity to inspect mounts for soundness.
3. Turnout Inspection—Each rider reports at the assigned time and location for the turnout inspection with the mount. Riders must present for turnout inspection in the exact attire and with all the equipment they will wear/use in the first riding phase of the competition.
4. First Competition Round (and subsequent rounds)—The secretary will make up the jumping order of go (OOG). The competitors will follow the order of go or risk elimination at the discretion of rally officials. Due to unforeseen circumstances (lost shoe, broken equipment, etc.), a rally official may allow a competitor to ride out of order. A systematic rotation of the starting list must be employed throughout the rounds when not held back-to-back so that a complete cycle is made during the competition. The order of go will be available at the beginning of the rally and changes to the order of go may be made for subsequent rounds.
5. Safety Check—At all USPC competitions, prior to each and every riding phase, a complete safety check of each competitor's attire, mount, and equipment must take place. A safety check will not be required when rounds are run back to back.

6. One or more subsequent rounds of competition may occur on the same or later days.

7. Turnback—Following riding phases, there may be an official check (turnback) of the mount, tack, and equipment used for that phase.

8. Awards

Chapter 1—Arena

Article 41—Competition Arena

1. The dimensions and nature of the arena(s) should be given in the rally invitation.
2. The arena must be enclosed. Temporary barriers are allowed. It is strongly recommended that the gate area be closed while a mount is jumping during competition, particularly for less experienced riders. If there is no gate or the gate is unusable, a rope barrier may be appropriate.
3. An average-size arena for Show Jumping competitions is 300 feet by 150 feet. The minimum size for a show jumping arena is 150 feet by 80 feet. In smaller arenas, particular care must be exercised to avoid a too tight or a too restrictive track or overcrowding the arena with obstacles.
4. The footing should be well drained and level. Slight undulations and slopes are allowable, so long as they are not too problematic for the caliber of competitors and they are considered by the course designer.

Article 42—Access to the Arena

1. Competitors on foot may be admitted to inspect a course before competition, including any jump-off. When the course is not open for inspection, a notice stating "Arena Closed" must be placed at the in-gate or conspicuously in the middle of the arena. Permission to enter the arena and inspect the course will be given by the course designer or the officiating judges by sounding the audible signal and/or by an announcement over the public address system. A notice stating "Arena Open" should also be displayed.
2. No competitor may enter the arena on foot once the competition has started except for designated course walks.
3. Competitors may not exercise or school their mounts in the arena, except as indicated below, nor jump any obstacles of a competition in which they are to take part, under penalty of disqualification.
4. The organizer of an indoor show, where facilities are severely limited, may, with agreement of the TD/steward, give special authorization for the arena to be used for schooling at specified times.
5. The following are not considered to be practicing over the obstacles in the arena:
 - Participation in a previous competition

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- Participation in the parade of teams, provided none of the obstacles are jumped or shown to mounts
- Participation for the benefit of the official photographer provided none of the obstacles are jumped or shown to mounts

Article 43—Schooling Arena

A schooling area/warm-up must be provided. The schooling area should be near, but not necessarily next to, the competition arena. It does not have to be enclosed. The area should be large enough to accommodate competitors who are jumping and warming up on the flat at the same time.

Rallies, which have more than one competition area, must have a separate schooling area for each competition area. If only one area is available, it should be large enough so it can be divided into two schooling areas. Exception: If the rounds are scheduled to immediately follow from one ring to the next, no further warm-up is necessary and one schooling area is adequate.

1. Schooling Supervisor

- A. Every schooling area must be under the jurisdiction of a schooling supervisor. This person must have a clear understanding of the competition rules. Schooling over fences is only permitted when the designated schooling supervisor is present.
- B. The schooling supervisor will have complete authority to:
 - i. See that competitors and coaches comply with all schooling area rules
 - ii. Limit number of competitors in warm-up area, as necessary for safety
 - iii. Do safety checks as needed at an area near, but not in the schooling area.
- 2. The schooling supervisor's decision regarding rules in the warm-up/schooling area is final. A communication device (e.g. two way radio, or walkie talkie) must be available for the schooling supervisor.
- 3. The schooling area must be equipped with at least one "trot-over," one vertical, and one spread obstacle. The obstacles must be flagged and can only be jumped in the correct direction. The schooling supervisor and/or the coaches may raise or lower, make wider or narrower, the warm-up jumps as long as the jumps remain within the limits set for the schooling area.
- 4. Riders are fully responsible for any jump taken by their mount.
- 5. Any action deemed not in the best interest of the mount will not be allowed.
- 6. Schooling Obstacle Specifications
 - A. Obstacles Must
 - Be flagged, and the schooling supervisor should decide if the flags may be interchanged.

- Use safety cups for the back pole of all spreads.
- Not exceed the height or width by more than 10cm of the jumps of the competition level.
- Have all rails either in cups or totally on the ground (exception: one end of a cross-rail may rest on the ground.) Rails must be able to fall easily when hit.
- Any schooling jump 1m (3'3") or higher must have a minimum of two rails, in cups, on the take-off side of the jump, regardless of whether a groundline is used. The lower rail must always be below 1m (3'3").

B. Permitted in the Schooling Arena

- Ground lines are not mandatory, however if they are used, they must be placed directly below the front of the jump or up to 1m (3'3") out. A ground line may never be placed behind the vertical plane on the take-off side.
- A cross rail may only be made into a vertical either by itself or below a single rail lower than 1.30m (4'3"), or if the overall jump is lower than 1.30m (4'3") at the front of an oxer with a minimum distance between the rails of the cross rails of 4" and a maximum distance of 12".
- If a rail is placed on the edge of a cup, it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than that back rail (i.e. offset).
- If a trot/canter/placement rail is used, it may only be used at a vertical. If a rail is used on the takeoff side of a jump, it may be no closer than 2.50m (8'2"). If a rail is used on the landing side of a jump, it may be no closer than 3m (9'10"). Any rail placed 6m (19'8") or further from the takeoff or landing side of a jump is not to be considered a placement rail and is allowed.
- If guide rails are used on the landing side of a jump, the closest part of the rail must be a minimum of 3m (9'10") from the jump.
- If a liverpool is supplied and used at a vertical or oxer, the front of the liverpool may not be behind the front plane of the jump. Also, the back of the liverpool may not be placed beyond the front plane of the jump. If used at an oxer, the front of the liverpool may not be more than 1m (3'3") in front of the jump. The total depth (front or back) may never exceed 1.80m (5'11").
- If space, available fence material, and safety conditions permit, combinations may be built using correct distances. Bounce jumps may only be used with verticals and may consist of a maximum of three (3) obstacles not exceeding 1m (3'3") in height.
- If an item (e.g., blanket, cooler, etc.) is laid over the rail of an oxer, it must only be laid over the front rail.

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If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.

C. Not Permitted in the Schooling Arena

- Manual poling or the use of offsets
- Holding or touching a standard while it is being jumped
- Oxers with a front rail higher than the back rail
- Swedish oxers
- Walk rails, and mounts are not permitted to walk over cross or slant rails
- More than one (1) rail on the back of an oxer
- The use of materials which prove hazardous is forbidden

Chapter 2—Types of Jumping Courses and Rounds

Article 44—General Course Information

1. The course is the track the competitor must follow over the jumps to complete a round. The length must be measured accurately, paying particular attention to the turns, from the start line along the line normally to be followed by a mount to the finish line.
2. All courses must be accurately set according to Appendix VIII in this rulebook.
3. The term obstacles refer to either single obstacles or combination obstacles. All obstacles are numbered numerically. Combination obstacles are those consisting of two or more jumping efforts, as included with the letters "A", "B", "C", etc. Faults are accrued at all parts of a combination obstacle. The total number of jumping efforts on a course includes each single obstacle and each part of any combination obstacles. Obstacles for jumping competitions may consist of any of the following: verticals, oxers, triple bars, combinations, water jumps, ditches, and banks; as well as variations such as liverpools and fans, etc. Combination obstacles consist of two or more separate jumping efforts. For purposes of determining the minimum requirements in various jumping competitions, the total number of jumping efforts will be determining factor.
4. Obstacles should be attractive, varied, and appropriate to their setting. Obstacles and/or components must be capable of being knocked down and should not be so light or poorly supported that they fall at a slight touch, nor so heavy or firmly supported that they can hardly be dislodged. In principle, the resistance to shock should be approximately the same for all obstacles on the course.
5. There must be at least one change of direction in every course including jump-off courses.
6. No two courses at a single level may be identical.

7. 60% of the fences in any round must be set at the maximum height indicated, and the remaining 40% within a two-inch (5 cm) variance; first fence on course, and first fence of a triple combination are excluded and not part of the 60%.
8. Every course must contain a minimum of ten jumping efforts. Exceptions: jump-off courses and Table II. Sec. 2(d) courses.
9. At least three out of the first eight jumping efforts must be spreads. For each additional four jumping efforts, one must be a spread.
10. At least one combination must be included in courses **.75m and above**. It is recommended a vertical-to-vertical two stride combination be used at the **.65m and .75m** Jumpers. It is recommended a vertical-to-vertical one stride combination be used at the **.85m** Jumpers. When speed is a requirement of the class (i.e. jump-off courses or the second phase of a Table II. Sec. 2(d) courses) a one stride combination is recommended over two stride combinations.
11. Start and Finish Lines: A start line must be established at least 3.65 m (12') from the first obstacle and a finish line at least 7.30 m (24') from the last obstacle, each indicated by two markers at least 3.65 m (12') apart.
12. Brush obstacles must have a clearly visible rail place above or beyond them.
13. Gates: All suspended elements (i.e. gates, panels, etc.) must be hung not more than 10cm (4") from their top edges.
14. Liverpool
 - A Liverpool is an obstacle built with water. The water may be used under, in front, of or behind an obstacle (vertical or oxer). When used in this manner, the totally width of the obstacle (including the water), may not exceed 2m. A vertical jump may be built over the center of a 3m or less water. The rails must be placed in safety cups.
 - Scoring: In all cases only the rail is scored.

Article 45—Jump Off

1. Jump-offs are held over obstacles from the original course that may include obstacles in the initial round. In a jump-off, any sequence in either direction may be employed. It is recommended that course designers incorporate at least two new obstacles set at jump-off height. There must be at least one change of direction.
2. The jump-off course may not be shortened to less than six jumping efforts and must include at least one vertical and one spread obstacle.

Article 46—Measuring

1. Accurate measurement of courses is essential. Courses must be measured with a measuring wheel, a measuring tape, computer, or planimeter with the course laid out on an accurate scale drawing of the ring.

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2. The judge should assure the course has been properly measured and time allowed calculated according to the speed listed in Article 47.

Article 47—Calculating Time Allowed, Time Limit, and Optimum Time

1. The time allowed to complete the course should be calculated from an actual measurement of the course's length for all rounds and jump-offs. However, if the number of turns on the course or the size of the ring suggests that the calculated time allowed may prove unfair in practice, speed may be adjusted before the start of the competition.

2. The time allowed is based on the specifications below:

Small/Medium Ponies, .65m, .75m, and .85m Jumpers	325 mpm
.95m Pony, .95m, 1.05m, and 1.15m Jumpers	350 mpm

3. The time allowed must be announced and posted prior to the start of the class. After the first competitor has completed their round, the time allowed and the competitor's time should be announced. In cases where an electronic read out board is not visible to riders in the in-gate area, the reference times for the first three riders should be announced.
4. The time allowed may be adjusted at the sole discretion of the judge(s) if they feel it is inaccurate, but only after consultation with the course designer. However, the time allowed may only be adjusted once during the early rounds of a given competition, never later than after the third competitor to complete the course without a disobedience, or if any of the first three take more than 45 seconds to cross the start line. The time allowed can never be lowered so that time faults will be awarded to any previous competitor that has started the course within the 45 seconds and completed the course without a disobedience.
5. The time limit is defined as double the time allowed.
6. For classes scored under Table IV, the optimum time is defined as 4 seconds less than the time allowed.

Article 48—Course

1. The plan or diagram of the course, including the speed, time allowed, length of the course, start and finish, and jump-off course must show the obstacles which must be jumped with the order indicated by number. Apart from this, unless designated by the course designer using a solid line between obstacles on the course plan, the rider is not bound to follow a compulsory track. An arrow is used to indicate the direction in which each obstacle must be jumped. Closed combinations and option fences must be clearly marked.

2. A map showing the layout of the course must be posted at the in-gate at least one half-hour prior to the start of competition for the information of the competitors and coaches.
3. A copy of the course plan must be given to the judge(s) before the commencement of the official inspection of the course, along with the scorecards.
4. Obstacles must be numbered consecutively, in the order in which they are to be jumped.
5. Combinations of obstacles will carry one number and the number does not need to be repeated at each part of the combination obstacle, but each part must carry one letter to differentiate between them (e.g., 5A, B, C).
6. The plan must show the following:
 - The relative positions of the start and finish lines
 - The relative positions of the obstacles and their numbers
 - Any compulsory passages or turning points
 - The length of the course as measured (when measuring courses in smaller arenas, the track taken should not require excessively tight turns)
 - The direction in which each obstacle is to be taken must be marked by an arrow
 - The speed, time allowed, and time limit
 - The obstacles to be used in the jump-off, time allowed, time limit, and length of the jump-off course
7. A competitor cannot enter the arena to walk the course until the course and judge are ready. However, riders may be permitted to inspect the course on foot prior to commencement of the class at management's discretion.

Article 49—Jump Equipment

1. All competition obstacles must be both flagged and numbered.
2. Rails and other parts of the obstacles are held up by supports (cups). Rails must be at least eight feet long. A rail must be able to roll on its support. In this case, the support must have a depth between 18mm (0.7") and 30mm (1.18m). For planks, gates, etc., the diameter of the supports must be more open or even flat, but not deeper than ½".
3. All competitions must use safety release cups for the back pole of all spreads in every class and in all warm-up and schooling areas.

Article 50—Flags

1. Flags must be at the outside extremities of the elements to be jumped, the red flag on the right, white on the left.
2. Entirely red flags (front and back of flags) and entirely white flags must be used to mark the following on the course:
 - The start line

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- The side limits of the obstacles
- Compulsory turning points
- The finish line
- Obstacles used in the schooling area

3. The flags must be placed so that competitors leave the red flags on their right and the white flags on their left. Competitors must pass all flags correctly, under all circumstances.

4. When flagging oxers, flags must be placed on the back standards. Flags should be placed on both front and back standards, if enough are available.

Chapter 3—Types of Obstacles

Article 51—General

1. The obstacles must be varied and inviting in their overall shape and appearance. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause mounts to fall.
2. All solid fences (e.g., walls, boxes, coops, etc.) must have a rail over the top of the fence as a knock down factor.

Article 52—Verticals

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

Article 53 – Spreads

1. A spread obstacle is one built to require a mount to jump width as well as height. A spread obstacle is an oxer, triple bar, liverpool, or water jump with a width dimension. All courses require a minimum of three obstacles in which the spread exceeds the height by 5cm (2") up to 15 cm (6").
2. A spread jump is measured at the standards on each side of the face of the jump from the two outermost top extremities, on a line parallel to the ground.
3. A type of standard where the rail rests on top of the post may not be used.
4. Only one rail is to be used as the back element of a spread obstacle. Exception: "take your own line" and "two-phase" competitions.
5. A solid component (e.g., wall, coop, etc.) must not be used as a part of the back element.
6. When using a triple bar, the width may be up to 9" wider than the height.

7. It is required that safety cups be used on the back of all spread obstacles and the middle elements of a triple bar.
8. A solid element (e.g., coop, wall, etc.) may not be used as part of the further-most element. Only straight rails (not curved) may be used on the back of spread obstacles. Only a single rail may be used on the middle or back of a spread unless the lack of second rail leaves an excessive gap between the top of the front element and later elements.

Article 54 – Combinations

1. A combination is a double, triple, or multiple combination of two, three, or more obstacles with a maximum inner distance between them of 39'5", which must be taken in two, three, or more successive jumps. The distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side. Any obstacle with 39'5" or less between them must be designated as a combination by numbering them with a single number and the use of A and B, or A, B, and C, or A, B, C, and D.
2. In combinations, each obstacle of the whole must be jumped separately and consecutively, on penalty of elimination. Faults are counted at each obstacle of the combination.
3. If there is a refusal or run-out anywhere in the combination, the competitor must retake the combination from the beginning.
4. All faults made at each obstacle of a combination during each attempt are counted separately and added together.
5. Banks, slopes, ramps, and sunken roads, whether or not they include any type of obstacle and regardless of direction negotiated, are to be considered as combinations.
6. A bank without the addition of a jump or with only one rail may be taken in one jump without incurring any penalties.
7. The course designer and/or judges must decide before the competition whether the obstacle is to be considered as closed or partially closed, and this decision will be shown on the plan of the course. If it is not so indicated, the combination must be considered as open.
 - A combination is considered as completely closed if the mount cannot get out without jumping.
 - If a competitor, having jumped into a closed combination, leaves the enclosure on the wrong side or otherwise improperly crosses the defined limits of the obstacle, they are considered to have jumped an obstacle not on the course and are eliminated.
 - If a competitor, having jumped into a closed combination, has a refusal at the jump out, the rider must attempt to jump out in the correct direction. If unable to do so within 60 seconds or after the third disobedience, they are eliminated.

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- If a competitor deliberately displaces, causes to be displaced, or in any way modifies any of the obstacles of a closed combination without attempting to jump out, they are eliminated.

8. For Pony Jumpers **classes**, only the initial element of combinations may be a spread.

Article 55—Substitution of Obstacles

When one or more of the original obstacles is damaged or becomes unusable while a class is in progress and no duplicate is available, an approximate substitute obstacle(s) may be used. This obstacle must be as close to the original obstacle as possible.

Chapter 4—Round Expectations, Faults, and Disobediences

Article 56—Starting and Riding a Round

1. In order to receive a score other than "Withdrew", "Retired", or "Eliminated":
 - A. The mount must cross the start line between the markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting does not incur penalty. Judge(s) may permit or disallow a rider to lead a mount into the ring prior to mounting.
 - B. The mount must cross the finish line between the markers in the proper direction and with the rider mounted.
 - C. The mount must jump all the required fences between the start and finish markers.
 - D. The mount must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun. The mount must not take more than 45 seconds to jump the next obstacle, including after the tone has sounded following a time out.
2. Failure to enter the ring within one minute of being called incurs elimination. To prevent unfairness to a competitor, the judge(s) may extend the time limit for entering the ring.
3. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
4. An audible signal (bell, horn, whistle, gong, or buzzer) is sounded for the following purposes:
 - to give the signal to start.
 - to interrupt the 45-second period which a rider must start in the event of an unforeseen incident.

- to indicate an unforeseen circumstance or that an obstacle must be reset before being retaken after it has been knocked down during a refusal (designating a time out).
- to give the signal for a competitor to continue their round after a time out.
- to indicate by repeated and prolonged ringing that the competitor has been eliminated; and to indicate that the rider should not proceed to the jump-off round.

Article 57—Knockdowns

1. An obstacle is considered knocked down when the rider or mount by contact:
 - A. Changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is caught by some other portion of the obstacle; or
 - B. Moves any part of the obstacle that establishes its height (i.e. the top rail) so that it rests on a different support from the one it was originally placed on.
2. Should a pole resting in a cup come to rest on the lip of the cup, or on a bracket which is an integral part of the cup, or in the case of a safety cup where all parts of the cup are still attached to the sleeve is not considered a knock down.
3. If, while in the process of being jumped, the top element is struck in such a fashion that it changes the height of the jump, with both ends remaining in the cups and nothing else supporting the top element, it is not considered a knock down.
4. Narrowing the width of a spread obstacle without altering the height of any element as defined in items 1.A and 1.B above is not considered a knock down.
5. If an obstacle falls after a competitor crosses the finish line, **it is considered a knock down**.
6. If any element of an obstacle, which has been knocked down, prevents a competitor from jumping another obstacle, it must be removed, even if a time out is required for this purpose.
7. Knock down of flag(s), automatic timing equipment, or other designated markers on start or finish line or flags standing along marking the limits of banks, ditches, or water jumps, with any part of mount, rider, or equipment is considered a knock down.

Article 58—Disobediences

1. Refusal
 - A. A refusal is stopping in front of an obstacle to be jumped, whether or not the mount knocks it down or displaces it, and is penalized as a disobedience.

SECTION III: Competition

- B. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, the mount backs even a single step, or circles to retake the course, a refusal is incurred.
- C. If a mount slides through an obstacle, the judge must decide immediately whether it is to count as a refusal or as an obstacle knocked down. If they decide that it is a refusal, the audible signal is sounded at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. Should the judge decide that it was not a refusal, they will not sound the audible signal and the competitor should continue their round.

2. Run-Out

- A. Evading or passing the obstacle to be jumped or finish line, or jumping an obstacle outside its limiting markers and is penalized as a disobedience.

2. Resuming the Course

- A. After a run-out or refusal the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated.
- B. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, they must await the signal to start or be eliminated.

4. Loss of Forward Movement

- A. Halting or stepping backward after crossing the start line, (unless due to a refusal, run-out, or an order from a judge due to unforeseen circumstances such as a fence being blown down), will be penalized as a disobedience.
- B. Loss of forward movement on banks will not be scored as a disobedience unless the mount takes a step backwards.
- 3. Any form of circle(s) whereby the mount crosses its original track between two consecutive obstacles (start and finish included), stops advancing toward or turns at least 180 degrees away from the next fence or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgement call. (NOTE: Coming sideways or zigzagging toward an obstacle does not constitute a disobedience unless the mount passes or turns its back to the next obstacle or the finish line).

Article 59—Fall of Mount or Rider

- 1. A rider is considered to have fallen when they are separated from their mount, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- 2. A mount is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.
- 3. The first fall of mount or rider results in elimination.

- 4. In the case of a fall at any time in the competition ring, the rider may not remount.

Article 60—Off Course

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

Chapter 5—Types of Courses and Rounds

USPC Show Jumping rallies may include a variety of rounds. While some rounds can be scored for individual and team competitions, other rounds may only be scored as individual optional rounds. The following rounds include what is most commonly used in USPC Show Jumping competitions. Other round types included in the current USEF rulebook may also be offered.

Article 61—Knockdown

- 1. These courses are judged under the Table of Penalties in Article 72, with or without time to count, but with time recorded.
- 1. The course should be built to test the mount's ability to jump a variety of obstacles. The number of obstacles, their type, height, spread, and maximum length of course for each level of competition are included in Appendix VII.
- 2. Clear Round (Table II)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed.
- 3. Time First Jump-off (Table II, Sec. 2(b))—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. In case of a fall of a rider and/or mount after crossing the finish line of the first round, the rider/mount combination may not continue to the jump-off and will be placed according to their score in the first round. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off. If there are no clear rounds and a tie exists for first, the results will be determined by the scores and time from that round. It is recommended that no more than twelve numbered obstacles be included in the first round when the class is scored under this table.

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Article 62—Scoring Knockdown

In each round, competitors are assigned penalty points based on errors during the round, and possibly elimination based on the Table of Penalties in Article 72.

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

during a ride, the rider must dismount to replace that under penalty of elimination (see Article 72). The clock does not stop. No other penalty is assessed beyond the time taken.

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

Article 63—Jump-Off Courses

1. Jump-offs are held over obstacles from the original course that may include obstacles in the initial round. In a jump-off, any sequence in either direction may be employed. It is recommended that course designers incorporate at least two new obstacles set at jump-off height. There must be at least one change of direction.
2. The jump-off course must contain at least 6 jumping efforts, including one vertical and one spread obstacle.

Article 64—Scoring Jump-Off Courses

1. Competitors eliminated in the jump-off may not receive bonus points. They do not receive penalty points for being eliminated.
2. A competitor that does not wish to participate in a jump-off may be excused without penalty.

Article 65—Two Phase

(USEF Table II, Sec. 2(d))—Each phase will consist of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over both phases and any penalties for exceeding the time allowed if any. Whether or not a competitor has gone clear in the first phase, they will, upon crossing the finish line, commence the second phase course. Time starts as the mount crosses the finish line for the initial course. The use of a time allowed is optional in the first phase.

Article 66—Scoring Two Phase

Scores are decided by adding together the faults incurred in the first phase, any penalties for exceeding the time allowed, minus bonus points for those that complete the second round.

Bonus points will be awarded to all riders that complete both phases without elimination. Equality of jumping faults at each level are placed by the time taken for the second phase to separate those with equal faults, with the fastest with that number of faults ahead of the next slowest, etc.

Article 67—Optimum Time

These courses are judged according to USEF Table IV. An "Optimum Time" (defined as 4 seconds less than the time allowed for the course) will be posted on the course plan; the horse with the time on course closest to this optimum time (over or under) will receive bonus points. Bonus points will be awarded based on penalties and the difference between the rider's time and the optimum time.

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Article 68—Scoring Optimum Time

1. The round is first scored as a knockdown round, with the rider receiving jumping and time faults.
2. Bonus (positive) points are awarded to increase the emphasis on pace. Equality of jumping faults at each level are sorted by the difference between the time taken to complete the course and the optimum time.
3. Riders eliminated will not receive bonus points.

1st = 1.00

2nd = 0.90

3rd = 0.85

4th = 0.80

5th = 0.75

6th = 0.70

7th = 0.65

8th = 0.60

9th = 0.55

10th = 0.50

Article 69—Equitation

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

Article 70—Scoring the Equitation Round

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

4. The bonus points from each rider are then subtracted from the cumulative team score.
5. In the case of ties with equal times, the ties will not be broken. The same points will be awarded to all tied riders.
 - A. All other clear rounds, if any, receive .30 points.
 - B. All other (non-clear) rounds, if any, which complete the bonus round without elimination receive .10 points.
 - C. The bonus points are then subtracted from the cumulative score.
 - D. A competitor not wishing to participate in a jump-off may be excused without penalty.
 - E. A competitor not completing the second phase of the Two-Phase Round will receive an elimination score.

Chapter 6—Scoring Tables

Article 71—Bonus Points for the Jump-Off, Two-Phase and Optimum Time Rounds

1. Scoring consists of bonus (positive) points to increase the emphasis on the jumping phase. Equality of jumping faults at each level are placed by the time taken to complete the course to separate those with equal faults, with the fastest with that number of faults ahead of the next slowest, etc.
2. Riders eliminated will not receive bonus points.
3. Each competitor receives bonus points based on their faults/time, as follows:

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Article 72—Table of Jumping Faults

1.	Knock down: a. Of obstacle or standard with any portion of mount, rider, or equipment, when jumping that obstacle, b. one or more feet in the water or on the lath, when the lath is being judged, c. or knock down of rail placed over a water obstacle.	4 Faults
2.	Knock down of automatic timing equipment, other designated markers on start and finish lines, so long as they are a part of the round being jumped.	4 Faults
3.	First disobedience anywhere on course	4 Faults
4.	Second cumulative disobedience anywhere on course	Elimination
5.	Exceeding Time Allowed (for each commenced second over the Time Allowed)	1 Fault
7.	Taking more than 45 seconds to jump the first obstacle after the time of the round has begun	Elimination
8.	Taking more than 45 seconds to jump the next obstacle on course	Elimination
9.	Fall of mount and/or rider. A fall of the rider and/or mount after crossing the finish line does not incur Elimination.	Elimination
10.	Jumping an obstacle before it is reset, or without waiting for signal to proceed in a Time Out	Elimination
11.	Starting before judge's signal to proceed	Elimination
12.	Jumping an obstacle before crossing the start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not	Elimination
13.	Off course	Elimination
14.	Leaving the enclosure of a closed combination incorrectly	Elimination
15.	Rider and/or mount leaving the arena before finishing the course	Elimination
16.	Any competitor at the end of their round who does not leave the arena through the designed gate (e.g. jumping out of the arena)	Elimination
17.	Actions against a mount deemed excessive (e.g., excessive use of whip or spurs at any time) within the arena.	Elimination
18.	Exceeding the Time Limit	Elimination
19.	Jumping out of the arena before, during, or after their round	Elimination
20.	Leaving the arena through the in/out gate before beginning their round, voluntarily or involuntarily, whether or not the tone to begin has sounded.	No Penalty

SECTION III: Competition

Article 73—USEF Table II scored on Faults and Time (Excerpts Only)

1. Clear Round (Table II)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Competitors with clear rounds or equal faults remain equal.
2. Time first jump-off
 - A. Table II, Sec. 2 (b)—The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin their round, the competitor is responsible to adhering to the 45 seconds rule. In case of a fall of a rider and/or mount after crossing the finish line of the first round, the rider/mount combination may not continue to the jump-off, and will be placed according to their score in the first round. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off. If there are no clear rounds and a tie exists for first place, the results will be determined by the scores and time from that round. It is recommended that no more than twelve numbered obstacles be included in the first round when the class is scored under this table.
 - B. Table II, Sec. 2 (d)—Two Phase Competitions—Each phase will consist of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over both phases and any penalties for exceeding the time allowed. Whether or not a competitor has gone clear in the first phase, they will, upon crossing the finish line, commence the second phase course. Time starts as the mount crosses the finish line for the initial course. The use of a time allowed is optional in the first phase.

Article 74—USEF Table IV (Excerpts Only)

Classes are scored on faults under Table II, however, all ties are broken on the basis of optimum time.

1. Optimum time in First Round (Table IV Sec. 1)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed. In the case of equality of faults, ties will be broken on the following basis: an “optimum time” (defined as 4 seconds less than the time allowed for the course) will be posted on the course plan; the mount with the time on course closest to this optimum time (over or under) will prevail in the tie, next closest next, etc.
2. Optimum time in first jump-off (Table IV Sec. 2 (b))—The first

round and first jump-off are decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. In case of a fall of a rider and/or mount after crossing the finish line of the first round, the rider/mount combination may not continue to the jump-off, and will be placed according to their score in the first round. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin their round, the competitor is responsible to adhering to the 45 seconds rule. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off (exception JP138.1). In the case of equality of faults in the jump-off, ties will be broken on the following basis: an “optimum time” (defined as 4 seconds less than the time allowed for the course) will be posted on the course plan; the mount with the time on course closest to this optimum time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump-off, scored as described above, will take place among those tied for first place.

Chapter 7—Timing

Article 75—Time

1. Time is taken from the instant the mount passes through the start markers in the proper direction or upon the expiration of 45 seconds, following the sounding of the audible tone, until it reaches the finish line. The judges have the right to interrupt the 45-second countdown if unforeseen circumstances occur, if the welfare of the mount is involved, or to temporarily excuse the competitor, allowing them to return at a later period in the class. Incidents (e.g., disobediences, etc.), occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction are not penalized. The judge, at their discretion, has the right not to activate the start or to cancel the starting procedure if the situation warrants, and give a new signal to start and restart the countdown.
2. If a rider stops to fasten their chinstrap, they must indicate to the judge that there is an issue with their chinstrap. The rider is not penalized for halting to refasten the chinstrap, but the clock will not be stopped.
3. If as a result of a disobedience, a competitor displaces or knocks down any obstacle or a flag marking the limits of a water jump, a natural obstacle, or in all cases where the nature of the obstacle is changed by knocking down the flag, the tone is sounded, and the time is stopped until the obstacle has been rebuilt. When the obstacle is rebuilt, the tone is sounded to indicate that the course is ready and that the competitor can continue the round. The competitor is penalized for a refusal and a time correction of 6 seconds

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is added to the time taken by the competitor to complete their round. The time is restarted at the moment when the mount leaves the ground at the obstacle where the refusal occurred.

4. Additional time out

- If a rider is forced to time out **due to a fence not being reset or reset improperly, or knocked down or displaced for any reason other than it was caused by the jumping or an attempt to jump (a previous competitor, the weather, or some other factor), the tone will sound, and time will be stopped while the fence is being rebuilt.** No penalty is incurred, and 6 seconds is not added to their time. After the fence is rebuilt, the tone is sounded, and the time is restarted when the rider is as close as possible to the place on the course when the time was stopped.
- **If the rider does not stop when the tone is sounded, the rider continues at their own risk, and the time should not be stopped. The judges must decide whether the rider is to be eliminated for ignoring the order to stop, or whether they should be allowed to continue.**
- **If a competitor jumps an obstacle that has not been reset, or has been reset improperly, or due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle they will be penalized accordingly.**
- If a knock down occurs following a refusal, but not as a result of the refusal, the time is stopped, and the fence is rebuilt. No additional penalty is incurred, and 6 seconds is not added to their time. Once the fence has been rebuilt, the tone is sounded, and the time is restarted no matter where the rider might be on the course.

5. If a disobedience with the knock down occurs at the second or subsequent part of a combination, the time is restarted when the mount leaves the ground at the first element of the combination. Elements knocked down preventing a mount from jumping the next obstacle must be removed, even if time must be taken out for this purpose.

6. After the signal to start has sounded, a competitor must pass through the start markers in the proper direction to be considered on course.

7. One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.

8. Any competitor whose time (including penalty seconds from time out(s)) exceeds the time limit, is eliminated.

9. **Option Fences.** At any obstacle marked as an option on the course plan, in the event of a disobedience at one portion, the competitor has the right to attempt either portion in their following attempt. However, in the case of a displacement of any part of the obstacle, the tone must be sounded and all portions must be reset prior to the continuation of the round.

10. During rounds where time is a deciding factor, a re-jump of the entire course may only be considered as an option if there is no automatic or manual time due to very exceptional circumstances. In these cases, a competitor may elect not to re-jump the course and instead be placed after competitors with equal faults. If a re-jump does take place, the original score will be void.

Article 76—Time Allowed, Time Limit

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

Article 77—Recording Time

1. The time will be recorded in seconds and at least tenths of seconds.
2. Automatic timing equipment is recommended for all competitions at or above the regional level.

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3. Two stopwatches recording time to at least hundredths of seconds with time-out features or automatic timing equipment must be used. If automatic timing equipment recording to at least hundredths of seconds and with time out feature used, one stopwatch with the same features must also be used. The officiating judge should run the automatic timer and an additional stopwatch for timing the start from the horn, holds, etc.
4. When automatic timing equipment fails in use, the time of the stopwatch will be used.
5. When only stopwatches are used, one watch will be primary and the other will be back-up, or both may be primary with time averaged between the watches.

Article 78—Time Penalties

1. For every commenced second over the time allowed, competitors receive one time fault. (Example: 3.27 seconds over the time allowed would incur 4 time faults.)
2. If, as a result of a disobedience, a competitor knocks down or dislodges an obstacle marking the limits of an obstacle, the clock is stopped immediately, and remains stopped while the obstacle marking the limits of the obstacle are rebuilt. When the obstacle has been rebuilt, a signal is given to indicate that the course is ready and that the competitor may continue the round. Time is restarted at the moment when the mount leaves the ground at the obstacle where the disobedience occurred. If a disobedience with a knock down occurs at the second or subsequent part of a combination, time is restarted when the mount leaves the ground at the first element of the combination. The competitor is penalized for a disobedience and a time correction of 6 seconds is added to the time taken by the competitor to complete their round.
3. Any competitor whose time, including penalty seconds, exceeds the time limit, is eliminated.
4. Additional Time Out: If the clock is stopped because a rider is unable to continue for an unforeseen circumstance or while a fence is being rebuilt due to it being knocked down or displaced for any reason other than it was caused by jumping or an attempt to jump, no penalty is incurred and 6 seconds are not added to their time.

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Article 79—Points and Penalties

In each round, competitors are assigned penalty points based on errors during the round. Please see the appropriate round scoring section for details on scoring of each round. The Table of Penalties (page 23) will be used in assigning penalties for each round.

Article 80—Inquiries, Protests, and Appeals

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

Horse Management

Horse Management Verbal Inquiry

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

Inquiries must be:

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

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

If the team captain is riding when scores are posted and will not be available within the allowed 30-minute period, another team member may notify the CHMJ that an inquiry is likely.

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

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. Only the CHMJ may adjust points as a result of inquiries.
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.

- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on Horse Management sheets and scores posted by the scorer.

Horse Management Written Inquiry

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

Written inquiries must be:

- Made in writing, using the official Horse Management Written Inquiry Form.
- Signed by the team captain/individual competitor.
- Contain the references to the rules covering the reason for the inquiry.
- Delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

Mounted Competition

Mounted Competition Scoring Written Inquiry

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

Inquiries must be:

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

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

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

Written Protest to the Discipline Ground Jury

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

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

Written protests must be:

- Initiated by:
 - The team captain, if competitor is on a team. The competitor involved may go with the team captain.

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- B. The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward's announcement of the decision to the team.

Frivolous Protest

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

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

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

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

Written Appeal to the Championships Overall Ground Jury

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

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

Appeals must be initiated by:

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

THE DECISION OF THE CHAMPIONSHIPS OVERALL GROUND JURY IS FINAL.

Article 81—Scoring of Excused

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

Article 82—Scoring of Elimination

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

Article 83—Scoring of Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. The discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are only appealable at Championships.

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

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

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

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

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

Causes for disqualification in Show Jumping are:

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

SECTION IV: Scoring

Article 84—Team Scoring

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

The final score is calculated using the below formula.

Overall Score = Riding Score + HM Final Score

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

Note: The number of rounds only include the rounds utilized for overall team scoring.

2. In extraordinary circumstances when a short team (three rider team) becomes a shortened team (two rider and one stable manager) prior to the start of competition, the following team scoring will take effect.
 - A. In the event of the competitor being removed completely from the team, ghost Horse Management scores will be determined per the Horse Management Handbook. Ghost riding scores per round will be determined by averaging the riding scores of the two remaining competitors. Ghost bonus riding scores will be determined by averaging the bonus scores of the two remaining competitors.
 - B. In the event of the competitor no longer being able to participate in the riding portion of the competition, they may continue to earn Horse Management scores, and ghost riding scores per round will be determined by averaging the riding scores of the two remaining competitors. Ghost bonus riding scores will be determined by averaging the bonus scores of the two remaining competitors.

Note: The above scoring is not to be used in a 4 person team's loss of a rider or mount. It is only to be used with a 3 person team rather than losing a team completely from the rally.

Article 85—Individual Scoring

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

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

Article 86—Alternative Methods of Scoring

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

Article 87—Posting of Scores

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

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

Article 88—Placing of Teams

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

Ties: In a team competition, ties will be decided on the following conditions:

- A. Number of clear rounds for each team in the overall competition; if still tied then,
- B. The total number of bonus points earned by each team; if still tied then,
- C. The total team riding score (including the throw-out scores and "Ghost scores" for a short team so every team has the same number of scores); if still tied then,
- D. Turnout Inspection scores (four) for each team.

Awards: Overall team and Horse Management awards are usually presented at mounted rallies. Other awards may be also be given and all awards must be published in the prize list.

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

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

SECTION V: Officiation

Overview

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

Article 89—Rally Organizer

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

Article 90—Technical Delegate (TD)/Steward

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

1. The organizer will appoint a knowledgeable person to serve as TD/steward. TD/steward should be licensed by USEF or of a comparable association. If a licensed TD/steward is not available, a judge or other knowledgeable person may be used.
 - A. The TD/steward will act with complete impartiality and report to the organizer and discipline ground jury, protecting the interests of competitors, judges, officials, and the competition organizers. The TD/steward may not have any connection with the management or judging of a competition.
 - B. No TD/steward may officiate at any competition in which a member of their family, any owned mounts or any of their students are competing.
 - C. No competition may be organized and held without the presence of a TD/steward.

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

Article 91—Discipline Ground Jury

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

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

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

1. Any competitor, manager, chaperone, coach, or owner of a mount entered in the competition
2. Any close relative of a person named in item 1 above
3. Any instructor or trainer of any competitor or mount entered in the competition

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4. The organizer or any member of the organizing committee
5. Any other Horse Management judge from that competition
6. The TD/steward

Duties of the Discipline Ground Jury:

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

Article 92—President of the Discipline Ground Jury

The chief judge will be president of the ground jury.

Article 93—Championships Overall Ground Jury

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be a Championship overall ground jury composed of three to five persons to include: the Vice President of Activities, the

Championships Horse Management Organizer, and one or more knowledgeable equestrians designated by the organizer, one of whom will be designated president.

The purpose and duties of the Championships overall ground jury include:

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

The decision of the Championships overall ground jury is final.

The following may not serve on the Championships overall ground jury:

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

Article 94—Horse Management Judges

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

Article 95—Chief Horse Management Judge (CHMJ)

One member of the rally Horse Management staff will be designated as the CHMJ. If the rally is a standard rally, the CHMJ must be selected from the CHMJ list on the USPC website.

Article 96—Course Designer

1. The organizer must appoint a qualified course designer. The course designer should supervise the layout of the course from the plan provided.
2. The course designer is responsible for course layouts and measurements, which comply in all respects to the rules and

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regulations governing the courses and obstacles permitted for the various types of competition found in Section II and levels of competition specified in Appendix VIII of this rulebook.

3. The course designer must have a clear understanding of the intents and purposes of USPC Show Jumping competitions, be thoroughly knowledgeable of the USPC and USEF rules for Show Jumping competitions, and be experienced in the design and layout of Show Jumping courses. Whenever possible, the course designer may have Pony Club members not competing in the competition as assistants to provide an educational opportunity.
4. The course designer may do an official course walk with all competitors.

Article 97—Judges

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

A judge may not officiate at any event in which any member of their family, any owned mount, or any of their students compete.

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

Article 98—Schooling Supervisor

1. There will be a schooling supervisor for each schooling area.
2. The schooling supervisor must have knowledge of USPC Show Jumping Rulebook and USEF Jumper Rules for rules and conditions governing the schooling area.
3. The warm-up arena is under the full jurisdiction and control of the schooling supervisor. The location of and the size of the warm-up arenas will dictate the number of volunteer stewards needed. Schooling supervisors will need to be familiar with the discipline rules and report any unsafe riding, unsportsmanlike behavior, unauthorized assistance, or coaching issues to the discipline ground jury.
4. The heights and spread of the obstacles may be altered by either coaches or the schooling supervisor as long as the jumps remain within the limits set for the schooling (no more than 3" higher and no wider than the obstacles in the competition arena).

Article 99—Timekeepers

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

Article 100—Inspection Panel

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

Article 101—Veterinarian

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

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Article 102—Chief Scorekeeper

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

Article 103—Required Medical Personnel

For mounted rallies—An EMT-Basic (paid or volunteer) is required onsite one hour prior to the first ride of the rally and stay until riding concludes for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.

The EMT must:

- Have CPR certification and license to perform basic assessment and non-invasive treatment.
- Not have any other duties at the mounted rally.
- Have a reliable means of communicating with EMS and knowledge of the nearest hospital.
- Have direct communication with all riding areas, especially those out of view.
- Coordinate with the rally organizer on how to handle injured parties.

Additional Information:

- An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
- Facility requirements may exceed the minimum USPC EMT requirement.
- Rallies run as recognized events may exceed the minimum USPC EMT requirement.
- An on-site ambulance is highly recommended, but not required.

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Appendix I: Mounted Competition Scoring Inquiry/Protest/Appeal Form

Remember

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

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

Team Captain Name and Phone Number: _____

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

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

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Appendix I: Mounted Competitions Inquiry/Protest/Appeal Form

Written Inquiry/Protest/Appeal Review For Official Use Only

Written Inquiry Disposition: Date/time: _____

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

Steward/TD: _____

CHMJ (if HM related) _____

Team Captain: _____

Requesting Advance to Protest Yes: _____ No: _____

Protest Disposition: Date/time: _____

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

Discipline Ground Jury: _____

Team Captain: _____

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

Appeal Disposition: Date/time: _____

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

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

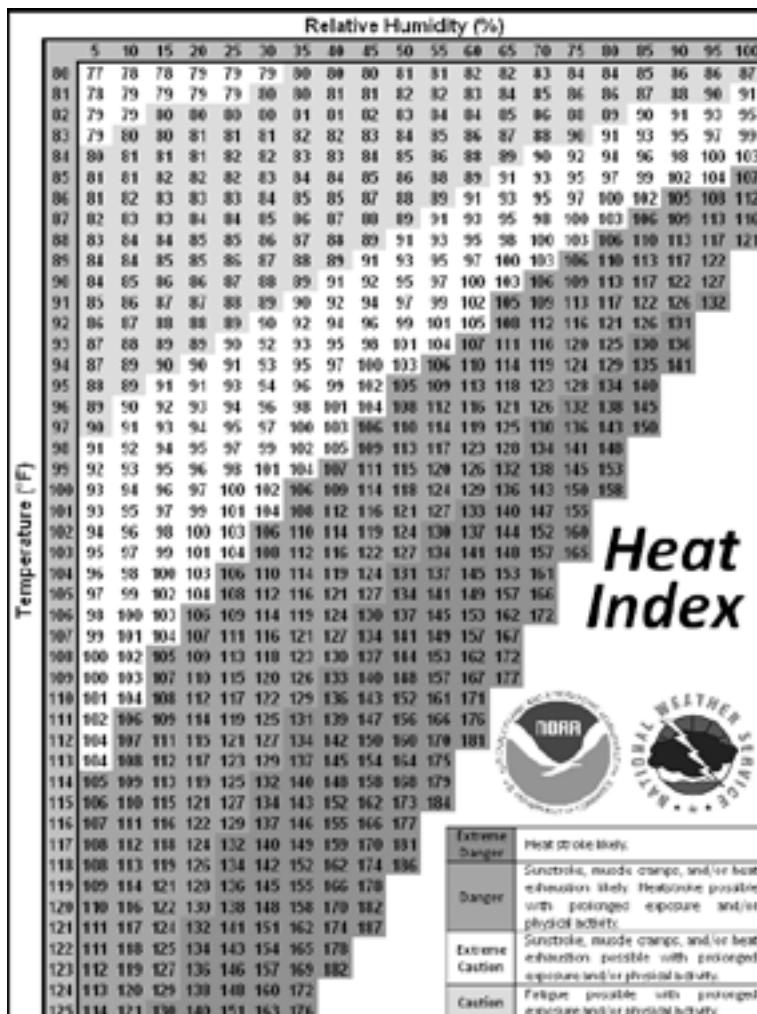
Team Captain: _____

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

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Appendix II: Heat Illness and Heat Index Chart

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



This chart is based upon shady, light wind conditions.

Exposure to direct sunlight can increase the Heat Index by up to 15°F.

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Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

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

Team Chaperones

Time Commitment

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

Transportation, Driving, and Lodging

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

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.

- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.
- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed mounts the next morning, who will re-supply the tack room cooler with ice, drinks, and snacks (get requests for drinks/snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

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

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Appendix III: Chaperone Form

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

The primary function of the “Official Team Chaperone” is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.

While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.

Chaperone duties include:

1. Be present and available to rally officials and all team members for the duration of the competition.
2. Being in contact with parents/guardians for all team members during competition hours.
3. Being in contact with all team members and their parents/guardians outside of competition hours.

4. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook. Rulebooks available for download from www.ponyclub.org.
5. Be aware that USPC members are required to wear a current, up-to-date USPC medical card/bracelet on their arm at all USPC activities.
6. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
7. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies, and Resolutions on www.ponyclub.org for the full policy statement.
8. Remember that administration of medications is the sole responsibility of the parent/guardian.

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

Chaperone for the following team or individual(s)

Name of Chaperone: _____

Signature: _____

Cell Phone Number: _____

Date: _____

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Appendix III: Emergency Contact Form

for USPC Members Above the Age of Majority

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

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

Competition Name*:_____ Competition Date*:_____

Emergency Contact Name*:_____

Emergency Contact Relationship to Competitor*:_____

Emergency Contact Home Phone Number*:_____

Emergency Contact Cell Phone Number*:_____

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

Secondary Emergency Contact Name:_____

Secondary Emergency Contact Relationship to Competitor:_____

Secondary Emergency Contact Home Phone Number:_____

Secondary Emergency Contact Cell Phone Number:_____

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Appendix IV: Junior/Senior Team Formation

PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that _____ and their parent(s)/legal guardian(s) agree to
(*Name of Participant*)
the participant's placement onto a rally team with:

_____ (*Name of Senior Participant*)

at _____ rally.
(*name of rally*)

PARTICIPANT NAME (*Print*): _____

DATE OF BIRTH: _____

PARTICIPANT SIGNATURE: _____

DATE: _____

PARENT/GUARDIAN NAME (*Print*): _____

PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

*PARENT/GUARDIAN NAME (*Print*): _____

*PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

Note: Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

*Second parent/guardian signature if applicable.

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Appendix V: USPC Rally Organizer's Report

This form is also available electronically on the Reporting and Rule Changes page of the USPC website or click [here](#).

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

Rally Discipline(s) * _____ Standard or Modified* _____

Rally locations (please include all if multiple) _____

Rally Organizer's Name * _____ Phone * _____

Rally Organizer's Email Address * _____

CHMJ Name* _____ Phone * _____

CHMJ Email Address * _____

TD/Steward's Name * _____ Phone * _____

TD/Steward's Email Address * _____

Total number of competitors * _____ Total number of divisions * _____

If rally was Modified, explain variances from the rulebook.

Did you have any issues with the rulebook? *

Were there any safety concerns? *

What additional information, if any, would have made the rally planning process easier?*

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

Please attach the final prize lists and rally scoresheets for all divisions.

Please email to events@ponyclub.org or mail to

Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

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Appendix VI: Show Jumping Coaching Guidelines Form

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

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

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

Agreement

By signing this form, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies, and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear, and conduct.
- Agree to adhere to the USPC Policy 0710, Conflict of Interest and Code of Ethics, in all your actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.

Coaches Must

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

Coaches Must Not

- Enter the barn except during authorized visiting times.
- Interfere with the immediate care of the mount under penalty of elimination of the competitor.

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

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

Printed Name: _____ Signature: _____

Date: _____ Cell Phone: _____ Email: _____

Please list the competitors/teams you are coaching:

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

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Appendix VII: Show Jumping Yellow (Warning) Card

UNITED STATES PONY CLUBS

A yellow warning card may be issued by any rally official at a USPC competition to any competitor, spectator or participant for improper conduct, or for noncompliance with the rules. If the offence is considered egregious, the discipline ground jury may decide to assess penalty points to accompany the Yellow Card as outlined in Article 21 and 70.

Important information to know about the issuance of a Warning (Yellow) Card:

1. A Yellow Card is a warning with possible attached penalty points given for any infraction that is a disqualifiable offense.
2. A Yellow Card may be, but is not required to be given before the disqualification of a competitor or team.
3. A Yellow Card that incurs penalty points that will be recorded in the "Other" column of the scoresheet.
4. There is no appeal against receiving a Yellow Card.
5. A copy of any Yellow Card issued must be sent to the Activities Department, events@ponyclub.org.

Issued to: (Name) _____ Competitor # _____

Region/Club/Center: _____

Address: _____

City/State/Zip: _____

At the following competition: _____

Date/Time of incident: _____

Description of incident: _____

(please use back of page if necessary)

Issuing Official: (print) _____ Position: _____

Signature: _____ Date: _____

Phone: _____ Email: _____

Please email to events@ponyclub.org or mail to
Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

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Appendix VIII: Competition Level Specifications

Level	Heights		Spreads			Efforts		
	Maximum 1st Round Height	Maximum Height Additional Rounds	Not Less Than	Not More Than	Minimum Number of spreads	Minimum Number of Jumping Efforts***	Minimum Number of Combinations ****	Maximum Length of Course*
.65m Jumper	0.65 m (2' 1")	0.70 m (2' 3")	0.70 m (2' 3")	0.75 m (2' 5")	3 spreads out of first 8 jumping efforts plus 1 spread for each 4 more	8-10	1 Double may be offered in last round	450 m (492 yds)
.75m Jumper	0.75 m (2'5")	0.8 m (2'7")	0.8 m (2'7")	0.9 m (2'11")	as above	8-11	1 Double in last 2 rounds at Championships and last round at regional rallies	450 m (492 yds)
.85m Jumper	0.85 m (2'9")	0.9 m (2' 11")	0.9 m (2' 11")	1.0 m (3' 3")	as above	10-12	1 Double	450 m (492 yds)
.95m Pony Jumper	0.95 m (3' 1")	1.0 m (3'3")	1.0 m (3'3")	1.1 m (3'7")	as above	10-14	1 Double	550 m (601 yds)
.95m Jumper	0.95 m (3' 1")	1.0 m (3'3")	1.0 m (3'3")	1.1 m (3'7")	as above	10-14	1 Double	550 m (601 yds)
1.05m Jumper	1.05 m (3'5")	1.1 m (3'7")	1.1 m (3'7")	1.2 m (3'11")	as above	10-14	1 Double	550 m (601 yds)
1.15m Jumper	1.15 m (3'9")	1.2 m (3'11")	1.2 m (3'11")	1.30 m (4'3")	as above	10-14	1 Double	550 m (601 yds)
Part 1b - Specifications for Small/Medium Ponies Divisions at Rallies (not offered at Championships)								
Small/Medium ponies	0.70 m (2' 3")	0.75 m (2' 5")	0.70 m (2' 3")	0.75 m (2' 5")	as above	10	1 Double**	450 m (492 yds)

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

**A two stride combination of two verticals will be used at a recommended measurement of 10.10 m (33'). Other measurements may be used as necessary when considering arena size, footing, weather conditions, etc.

***Exception—Jump Off Courses and Table II 2 (d).

****Reference Article 44 for additional details.