



# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK AMENDMENT SUMMARY EFFECTIVE JANUARY 1, 2026 – AMENDED APRIL 15, 2026

## NOTE:

The following rules have been added or revised in the 2026 edition of the Equestrian Canada rules. All editions of Section A have been updated to include all of the changes in this document.

### The following article numbers were amended April 15, 2026

- Article G103 Falls – Paragraph 3
- Article G114 Communication and Video Devices - Paragraphs 1 and 4
  - Article G201 General – Paragraph 6
  - Article G502 Jumper Tack and Equipment – Paragraph 2d
  - Article G1001 General Rules Pertaining to Hunter Equitation – Paragraph 6
  - Annex 1 – General- Schooling Rules for Hunter, Equitation and Jumpers – Paragraph 1.4
- Article G1102 Tack and Equipment
- Annex 1 – General- Schooling Rules for Hunter, Equitation and Jumpers – Paragraph 2.1 subparagraph e

### ARTICLE G103 FALLS

[...]

3. In the case of a fall of an Athlete anywhere within the grounds of the event during the hours of competition operation, the Athlete must be checked by the Competition's medical service; before ~~the Athlete they~~ may be permitted to mount a horse again or take part in the round in progress or in the next round or Competition at the Event. continue to compete in the next round or Competition.  
The competitor is solely responsible for ensuring the onsite medical assessment takes place.  
This rule is applicable to all competitors (including foreign) at EC sanctioned events and applies to falls/accidents that occur at the event location.

### ARTICLE G106 COMPETITIONS

[...]

6. EC officials may officiate at the above categories of competition only. EC Senior or Recorded officials may not officiate at non-sanctioned competitions. **Exception:** EC officials may officiate at competitions restricted to Pony Club members and at PTSO sanctioned competitions, provided they hold current PTSO officials' status.

[...]

### ARTICLE G107 ENTRIES

[...]

6. All ~~trainers/coaches~~ must hold a valid Sport Licence (SL) in good standing at a minimum of the Bronze Level. carry the memberships and Sports Licence equivalent to the level of competition where they are training/coaching. They are only required to hold a Sport Licence equivalent to the competition level if they are also competing or participating as horse owners.

### ARTICLE G108 AMATEUR STATUS

[...]

2. A person competing in EC amateur classes must hold a valid EC senior sport licence, have a current amateur card and adhere to the following guidelines:
  - [...]
  - d) An EC amateur may not accept remuneration for coaching any person to ride or drive a horse, including riding or driving clinics and seminars (see Article G108.2ab for exception).
  - e) An EC amateur may not train or show a horse, or instruct a rider or driver, when remuneration for this activity will be given to a corporation or farm which ~~he or she~~they, or ~~his or her~~their family, owns or controls.
  - f) An EC amateur may not act as an agent nor accept commissions for the sale, purchase and/or lease of a horse.
  - g) EC Amateurs may not use their name, photograph or any form of a personal association as a horse person in connection with any advertisement or article sold. This does not apply to remuneration earned as a Social Media Influencer or as a Social Media Brand Ambassador.

[...]

### ARTICLE G109 DRESS, TACK AND EQUIPMENT

[...]

8. Plastic shields that cover the horse's eyes (i.e. glasses or sunglasses for horses) are forbidden at any time when mounted or when exercising the horse, including when lunging. They may be used in the stable area and grazing areas. See FEI Vet Regs 1044.6, FEI JR 257.2.5.

[...]



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#### ARTICLE G113 EC AWARDS & NATIONAL RANKINGS

[...]

Multiplying Factor (IN EC-SANCTIONED NATIONAL JUMPER CLASSES)

#### ARTICLE G114 COMMUNICATION ~~AND VIDEO~~ DEVICES

1. Personal communication devices may not be used to assist someone in competition. The penalty for contravening this rule is elimination. See also the Rules of Equestrian Canada, Section A, General Regulations, Article ~~A904~~A907.
2. For safety reasons it is not recommended to wear these devices or cell phones whilst riding.
3. Safely mounted headgear cameras may be worn by an adult in the jumper ring with the permission of the steward. Footage from a headgear camera is not considered official video recording and is not to be used for determination of a rule protest.
- ~~4. 1. Mobile phone devices, other electronic communication devices, and earphones may never be used by an Athlete while mounted in the Warm-Up Arena during a Competition. Failure to comply with this Article will incur a warning in accordance with Art A516.~~  
~~2. Mobile phone devices, other electronic communication devices, and earphones may never be used by an Athlete in the Competition Arena during a Competition. Failure to comply with this Article will result in Elimination in accordance with Art 6236.4 and A907.~~  
~~3. Athletes, grooms, or any other person may wear one earphone at any other time while mounted.~~
- ~~4. EARPHONES/EARBUDS  
Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by elimination.  
The use of only one earphone/earbud is allowed while mounted everywhere within the grounds of the Event except the competition arena.~~

#### ARTICLE G201 GENERAL

[...]

- ~~2. This is a 1 year pilot program for 2026.~~
  - ~~a) Adults are permitted to show (be judged) on large-ponies in miscellaneous ~~non-point~~non-rated EC sanctioned classes not limited to juniors.~~
  - ~~b) Adult Amateurs may ride large ponies in Adult Amateur classes where fences do not exceed 3' (0.90m). See G309, G310~~
  - ~~c) A pony shown in any judged class(es), either hunter or jumper, by an adult may not be shown in judged classes by a junior at the same competition on the same day.~~
  - ~~d) An adult competing on a pony in miscellaneous non-rated EC sanctioned classes must not compete higher than the pony's appropriate obstacle height as per G302.~~
  - ~~e) Suitability of the pony to the rider and manners of the pony must be emphasized in all classes. Judges must penalize but not necessarily eliminate an entry not having such suitability and manners.~~
3. No horse or pony will be allowed to show "hors concours" in any hunter classes or divisions.
4. A horse/pony is limited to one round per class.
5. For Schooling Rules for Hunters, refer to Annex 1 NATIONAL SCHOOLING RULES FOR HUNTERS AND JUMPERS. It is strongly recommended that jump cup depth on the top and back rails of fences in the hunter and equitation rings should be at least 37 mm.

#### 6. COMMUNICATION DEVICES

See Article G114

#### ~~6. EARPHONES/EARBUDS~~

~~Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by elimination.  
The use of only one earphone/earbud is allowed while mounted everywhere within the grounds of the Event except the competition arena.~~

#### ARTICLE G202 HUNTER TACK AND EQUIPMENT

[...]

13. Stirrup Irons: The stirrup iron and stirrup leather must hang freely from the bar of the saddle and the outside flap; there must be no restrictions or attachments of any kind. Safety stirrups that have an upward metal protrusion are prohibited. Example: Peacock Quick Release Stirrup.

[...]

#### ARTICLE G306 PONY HUNTER

[...]

2. This is a 1 year pilot program for 2026.
  - a) Adults are permitted to show (be judged) on large-ponies in miscellaneous ~~non-point~~non-rated EC sanctioned classes not limited to juniors.
  - b) Adult Amateurs may ride large ponies in Adult Amateur classes where fences do not exceed 3' (0.90 m). See G309, G310.
  - c) A pony shown in any judged class(es), either hunter or jumper, by an adult may not be shown in judged classes by a junior at the same competition on the same day.
  - d) An adult competing on a pony in miscellaneous non-rated EC sanctioned classes must not compete higher than the pony's appropriate obstacle height as per G302.

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- e)e) Suitability of the pony to the rider and manners of the pony must be emphasized in all classes. Judges must penalize but not necessarily eliminate an entry not having such suitability and manners.

#### ARTICLE G309 ADULT AMATEUR HUNTER 3'

[...]

7. Large ponies may be ridden if eligible. Distances will not be changed or adjusted. A pony competing in Adult Amateur Hunter at 3' may not compete with a junior at the same competition~~A pony shown by an adult may not be shown by a junior at the same competition~~ (see article G201.1).

[...]

#### ARTICLE G310 AMATEUR OWNER HUNTER 3'

[...]

9. Large ponies may be ridden if eligible. Distances will not be changed or adjusted. A pony competing in Amateur Owner Hunter at 3' may not compete with a junior at the same competition~~A pony shown by an adult may not be shown by a junior at the same competition~~ (see article G201.1 and G306.2).

[...]

#### ARTICLE G401 GENERAL RULES PERTAINING TO THE CONDUCT OF HUNTER CLASSES

[...]

5. Horses are required to jog for soundness in all except miscellaneous hunter classes. Jog for soundness using either Option A or Option B below. Management must state in the competition prize list which method of jogging will be used. Horses/ponies that are unsound will be eliminated and ineligible for an award in that class. The judge's decision regarding soundness is final.
- Option A: Horses/ponies are required to trot a circle on a loose rein at the end of each over fences performance. Horses/ponies may be asked to return to the ring and trot another circle at the judge's discretion.
  - Option B: Horses/ponies will be jogged together with the rider unmounted in the judge's order of preference. Two additional entries in addition to the number of ribbons must jog if there are sufficient entries. Horses/ponies may be asked to re-jog at the judge's discretion. A horse/pony may not leave the ring until the jog has been declared official by the judge, or it will be eliminated. A horse that is unruly, one that breaks away from the handler or one whose actions threaten to endanger the rider, handler, other exhibitors or their entries will be eliminated.
  - In EC rated classes where competitors elect to halt after the final obstacle on course, they must then proceed to trot a circle on a loose rein to demonstrate soundness.
6. [...]
7. [...]
8. [...]
9. No hunter judge may act as course designer in the same competition at which he or she is they are the judge.
- 9-10. All competitors must wear a visible back number during their performance in the ring. Failure to do so will result in elimination. Bridle numbers may not be worn in competitions for hunters.

#### ARTICLE G502 JUMPER TACK AND EQUIPMENT

- Leather, sheepskin or similar material may be used on each cheek piece of the bridle providing it does not exceed three centimetres (3cm) in diameter measured from the horse's cheek.
- In the competition arena:
  - Blinkers and fly masks that cover the Horse's eyes are forbidden.
  - If running martingales are used, they must be unrestricted and each rein must have a single stop between the bit and the ring of the running martingale.
  - Reins must be attached to the bit(s) or directly to the bridle. Gags and hackamores are allowed.
  - COMMUNICATION DEVICES  
See Article G114
  - EARPHONES/Earbuds  
Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by elimination.  
The use of only one earphone/earbud is allowed while mounted everywhere within the grounds of the Event except the competition arena.
  - Standing martingales, German martingales and draw reins properly secured will be permitted in jumper classes where the height of the fences does not exceed 1.15m. Juniors and amateurs may not compete in German martingales or draw reins. See Section G, Annex I National Schooling Rules for Hunters and Jumpers, 4. Headgear, Tack and Equipment.
- Loop reins are permitted.



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## G607 EC YOUTH - JUNIORS

[...]

For FEI specific competitions, see FEI Jumping Rules.

~~ANNEX IX – RULES FOR UNDER 25 (U25), YOUNG RIDERS AND JUNIORS~~

~~FEI ARTICLE 255~~

~~PARTICIPATION OF MINOR ATHLETES IN SENIOR COMPETITIONS (REFER ALSO TO ANNEXES IX, XI AND XII)~~

## ARTICLE G608 CLASS SPECIFICATIONS

[...]

### 2. JUMP OFF

a) [...]

b) [...]

c) Immediate jump-offs are permitted for all Table A classes except grand prix and the class with the highest prize money in a competition.

~~(See FEI Article 245.3)~~

d) [...]

## ARTICLE G614 YOUNG HORSE COMPETITION CRITERIA AND SCORING INFORMATION

### A. GENERAL CRITERIA

1. Where possible the Young Horse class should be held in the main competition ring at each competition.
2. The series will be judged under current FEI scoring rules.
3. Boots – only protective boots as described in FEI Jumping Rules, ~~Article 257.2.4.3~~ may be worn.

### B. SCORING

1. 4 Year Old: Jumps to be 1.00 m to 1.10 m. Time allowed at 300 meters per minute.  
**Scoring:** Table A, no jump off. Faults will be converted to points for 50% of the score (performance), and 50% of the score will be based on style. Knockdown or first refusal: -5 points off performance score. Time Faults: 1 T.F. = -1 off performance score.
2. 5 Year old: Jumps to be 1.10 m to 1.20 m. Time allowed at 325 meters per minute.  
**Scoring:** ~~See FEI Rules Article 238.2.2.~~
3. 6 Year Old: Jumps to be 1.20 m to 1.30 m.  
**Scoring:** ~~See FEI Rules Article 238.2.2.~~
4. 7/8 Year Old: Jumps to be 1.30 m to 1.40 m. Class may be run combined with 1.35m Jumper class.  
**Scoring:** ~~See FEI Rules Article 238.2.2.~~

## ARTICLE G707 FINES

[...]

3. After elimination, jumping more than one courtesy fence (~~FEI Article 242~~) will incur a fine of \$100.
4. Fines are remitted to the Show Office for forwarding to Equestrian Canada.



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## CHAPTER 8 FEI RULES

### PREAMBLE

Although Equestrian Canada does its utmost to print the current FEI Rules each year, please be aware that the FEI Rules can change at any time and therefore may not be the same as the rules written below for the current year. Please avail yourself of the FEI Online version of rules for up-to-date and current interpretations of the rules.

**Note:** The FEI fall rules regarding the clearance of the horse do not apply to EC sanctioned competitions (~~See FEI Article 224 and FEI Article 235~~). For EC sanctioned competitions, see Article G103, Falls.

Every eventuality cannot be provided for in these JRs. In any unforeseen or exceptional circumstances, it is the duty of the appropriate person or body to make a decision in a sporting spirit, by approaching as near as possible the intention of the JRs and of the GRs. Should there remain any omissions in the JRs, such omission shall be interpreted in a manner compatible to the fullest extent with the other provisions of these JRs, other rules and regulations of the FEI, and sporting spirit.

For the sake of brevity these regulations use the masculine form; this is to be interpreted to include all genders. Terms with a capitalized first letter are defined in the Glossary of the JRs, in the GRs or in the Statutes.

### **Part IV** **THE JUMPING EVENTS**

#### **CHAPTER IV** **COMPETITION SCORING AND FORMATS**

#### **FEI ARTICLE 216 GENERAL**

216.1 Each Competition (regardless of format) must be subject to either Table A or Table C scoring. Athlete/Horse Combination scores in a Competition are determined by the number of Penalties incurred for Faults during their round, according to JRs Art 217.1 (Table A) or JRs Art 217.2 (Table C), as applicable.

216.2 There are a number of different Competition formats for individuals and teams. This Chapter covers the Competition formats that are most commonly used at Events. Any Competition format covered by this Chapter must be run strictly in accordance with these JRs. An OC may propose new Competition formats to encourage variety in the sport, but any new formats are subject to the FEI's prior written approval.

#### **FEI ARTICLE 217 COMPETITION SCORING**

##### **217.1 Table A**

217.1.1 Faults under Table A are penalised (i) with Penalties, or (ii) by Elimination, as set out in the table below:

<b>FAULT</b>	<b>PENALTY</b>
First Disobedience	Four Penalties
Obstacle knocked down	Four Penalties
Fault at the Water Jump (see JRs Art 236.1.3)	Four Penalties
Exceeding the time allowed	One Penalty for each second commenced
Fall of Horse and/or Athlete	Elimination
Second Disobedience or other infringement under JRs Art 263.4	Elimination
Exceeding the maximum time limit	Elimination
Uncorrected deviation from the course	Elimination
Unauthorised assistance	Elimination

217.1.2 Adding the Penalties for Faults gives the score obtained by the Athlete/Horse Combination for their round. The official results of a Competition must provide the total number of Penalties incurred by the Athlete/Horse Combination and also separately specify the time Penalties and any other Penalties incurred during the round.

217.1.3 Competitions judged under Table A may be designated as Against the Clock or Not Against the Clock.

217.1.4 If any Athlete/Horse Combinations are tied on Penalties, the tie may be resolved based on the time taken to complete the round (faster round wins), depending on the conditions set out in the Schedule.

217.1.5 For the avoidance of doubt, Penalties for Disobediences accumulate not just at the same obstacle, but throughout the entire round.

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## 217.2 Table C

217.2.1 Faults under Table C are penalised (i) in seconds that are added to the time taken by the Athlete to complete their round, or (ii) by Elimination, as set out in the table below:

<u>FAULT</u>	<u>PENALTY</u>
<u>Obstacle knocked down; or Fault at the Water Jump (see JRs Art 236.1.3)</u>	<u>Four seconds for outdoor Competitions (except for the second phase of two-phase Competitions and for any jump-off under table C where the Penalty is three seconds); Three seconds for indoor Competitions</u>
<u>First Disobedience</u>	<u>None</u>
<u>First Disobedience, with a knock down and/or displacing of an obstacle</u>	<u>Six seconds</u>
<u>Second Disobedience or other infringement under JRs Art 263.4</u>	<u>Elimination</u>
<u>Fall of Horse and/or Athlete</u>	<u>Elimination</u>
<u>Uncorrected deviation from the course</u>	<u>Elimination</u>
<u>Unauthorised assistance</u>	<u>Elimination</u>

217.2.2 Adding the Penalties for Faults gives the score obtained by the Athlete/Horse Combination for their round.

217.2.3 Competitions under Table C do not have a time allowed, but the maximum time limit for a round is:

217.2.3.1 three minutes, if the length of the course is 600 m or more; or

217.2.3.2 two minutes, if the length of the course is less than 600 m.

217.2.4 Exceeding the maximum time limit results in Elimination.

## FEI ARTICLE 218 JUMP-OFFS

### 218.1 General

218.1.1 No Competition may have more than one jump-off, unless specified otherwise in these JRs (see e.g. JRs Art 230 Power and Skill Competitions, Chapter XII Continental and World Championships for Seniors, and Chapter XIII Continental Championships for Youth and Veterans).

218.1.2 The Schedule must specify if a Competition will have a jump-off. If not specified, the Competition will be deemed not to have a jump-off.

218.1.3 Jump-offs may be held as specified in the Schedule where: 218.1.3.1 more than one Athlete/Horse Combination have not incurred any Penalties in the preliminary round(s) of the Competition;

218.1.3.2 there are Athlete/Horse Combinations tied in first place after one or more preliminary round(s) of the Competition; or

218.1.3.3 there are Athlete/Horse Combinations tied for podium places at a Championship or Games.

218.1.4 Subject to JRs Art 218.1.5, all jump-offs must be held immediately after completion of the preliminary round(s) of the Competition.

218.1.5 If specified in the Schedule, the OC may decide that Athletes who have completed their preliminary round without Penalties, must proceed to the jump-off immediately following their preliminary round (i.e. without exiting the Competition Arena between rounds). In this case, the bell must be rung again to signal the Athlete to start the jump-off course, during which the 45-second rule set out in JRs Art 241.6.1.2 applies. Athletes qualified for this jump-off are not allowed to leave the Competition Arena between their preliminary round and the jump-off. This type of jump-off is only allowed for Competitions under Table A and is not permitted for a Grand Prix Competition or for the Competition with the highest prize money, if not the Grand Prix. If there are no clear rounds in the preliminary round, the classification is established according to JRs Art 220.1.1 or 220.2.1.1, as applicable.

218.1.6 In principle, a jump-off must take place under the same rules and Table as the preliminary round(s) of the Competition and the rules for jump-offs in that type of Competition. However, the jump-off of a Table A Competition may be judged under Table C, provided that it is specified in the Schedule.

218.1.7 Athletes must start the same Horse in the jump-off as in the preliminary round(s).

218.1.8 Subject to JRs Art 218.1.9, the starting order in the jump-off must remain the same as the starting order for the round preceding the jump-off, except where specified otherwise in the Schedule or the JRs.

218.1.9 The starting order in the jump-off of an individual Competition counting for the Longines Rankings may be established in reverse order of the Athletes' times in the previous round as an alternative to the same starting

### 218.2 Obstacles in the jump-off

218.2.1 The obstacles in the jump-off may be altered in height and/or spread (partially or totally), subject to the limits set out in the JRs or the Schedule. However, the dimensions of the obstacles in the jump-off may only be increased if the Athlete/Horse Combinations taking part in the jump-off completed the previous round(s) without Penalties.

218.2.2 If the original course included Combination(s), the jump-off must also include at least one Combination.

218.2.3 The number of obstacles in a jump-off may be reduced to a minimum of six (Combinations count as one obstacle for these purposes).

218.2.4 The shape, type, and colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a Combination obstacle. If the Combination obstacle is a treble or a quadruple, the centre element(s) may not be

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omitted.

218.2.5 The order of the obstacles for a jump-off may be altered compared to the original course.

218.2.6 The distance between the elements of a Combination obstacle may never be altered during a jump-off.

218.2.7 A maximum of two additional obstacles may be added to the jump-off course.

218.2.7.1 Both obstacles must be on the course during the course inspection or must be built from obstacles of the previous round(s). If obstacles from the previous round(s) are built differently or with new obstacle material for the jump-off, they will not count as extra obstacles for the jump-off, provided that the change of material has been approved by the Ground Jury and notified to Athletes in the course plan. The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed. A vertical in the first or second round may be converted to a spread obstacle or vice-versa in the jump-off, in which case it will be considered one of the two additional obstacles.

218.2.7.2 Alternatively, a Combination consisting of two verticals in the previous round(s) may be jumped in the opposite direction in the jump-off, in which case the Combination constitutes the two additional obstacles allowed in the jump-off.

#### **218.3 Elimination, retirement, or withdrawal from a jump-off, second round, or winning round**

218.3.1 An Athlete who retires, is Eliminated, or withdraws with the permission of the Ground Jury from a jump-off, second round, or winning round will be placed equal last in the jump-off/second round/winning round after all Athletes who have completed the round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw from the second round are not entitled to any prize money (see JRs Art 226.8.4) and will be placed according to their score in the first round.

218.3.2 An Athlete who withdraws from a jump-off, second round, or winning round without the permission of the Ground Jury or without informing the Ground Jury will be placed after Athletes having withdrawn with the permission of the Ground Jury, retired, or been Eliminated in the jump-off/second round/winning round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw from the second round are not entitled to any prize money (see JRs Art 226.8.4) and will be placed according to their score in the first round.

218.3.3 If before a jump-off, all Athletes qualified for the jump-off decline to take part in the jump-off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the OC will award the trophy by lot and the prize money will be added together and shared equally between the Athletes. If the Ground Jury's instruction to continue is not followed by Athletes, no trophy will be awarded and the Athletes will be placed in (and each only receive the prize money for) the lowest placing for which they would have competed for in the jump-off.

#### **FEI ARTICLE 219 NORMAL COMPETITIONS AND GRAND PRIX COMPETITIONS**

219.1 Normal Competitions (i.e. any Competition that is not a Grand Prix or World Cup Competition) and Grand Prix Competitions are those in which performance over obstacles is the principal factor, although speed may be introduced in a jump-off. The course is built primarily to test the ability of the Horse over the obstacles. The number of obstacles and their type, height, and spread (subject to the limits specified in the JRs) are the responsibility of the OC. These Competitions are judged under Table A, either Against the Clock or Not Against the Clock, but always with a time allowed.

#### **219.2 Grand Prix formats**

219.2.1 The term "Grand Prix" may only be used once for each Category (e.g. CSIY, CSIJ, CSI3\*) during an Event. Grand Prix Competitions must be explicitly designated in the Schedule and must (subject to JRs Art 219.3) be conducted using one of the following formats:

219.2.1.1 over one round with a jump-off Against the Clock;

219.2.1.2 over two rounds (identical or different) with a jump-off Against the Clock; or

219.2.1.3 over two rounds, with the second round Against the Clock.

#### **FEI ARTICLE 220 COMPETITION OVER ONE ROUND**

##### **220.1 Competitions Not Against the Clock judged under Table A**

220.1.1 The following are different format options for Competitions Not Against the Clock, each judged under Table A (in each case, there is a time allowed):

220.1.1.1 Athletes with equality of Penalties for any place share the prizes and there is no jump-off; or

220.1.1.2 in the event of equality of Penalties for first place there may be a jump-off Not Against the Clock. Other Athletes are placed according to their Penalties in the first round and, in the event of equality of Penalties for any place other than first, Athletes will share the prizes; or

220.1.1.3 in the event of equality of Penalties for first place there may be a jump-off Against the Clock. Other Athletes are placed according to their Penalties in the first round and, in the event of equality of Penalties for any place other than first,



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Athletes will share the prizes.

220.1.2 A jump-off held in accordance with one of the formats under JRs Art 220.1.1 may take place over a shortened course of obstacles which may be altered in height and/or spread (subject to JRs Art 218.2.1).

#### 220.2 Competitions Against the Clock judged under Table A

220.2.1 The following are different format options for Competitions Against the Clock, each judged under Table A (in each case, there is a time allowed):

220.2.1.1 Athletes with equality of Penalties for any place are placed in accordance with the time taken to complete the round and there is no jump-off; or

220.2.1.2 in the event of equality of Penalties for first place, there may be a jump-off Against the Clock judged under Table A. Other Athletes are placed according to their Penalties and time in the first round; or

220.2.1.3 in the event of equality of Penalties for first place, there may be a jump-off Against the Clock judged under Table C. Other Athletes are placed according to their Penalties and time in the first round. This format is only permitted for Competitions without Longines Ranking points and must be specified in the Schedule; or

220.2.1.4 in the event of equality of Penalties and time for first place, there may be a jump-off Against the Clock. Other Athletes are placed according to their Penalties and time in the first round.

220.2.2 A jump-off held in accordance with one of the formats under JRs Art 220.2 may take place over a shortened course of obstacles which may be altered in height and/or spread (subject to JRs Art 218.2.1).

#### FEI ARTICLE 221 COMPETITION OVER TWO ROUNDS

221.1 This Competition comprises two courses with the same speed. The two courses may be identical or different, whether in track, number of obstacles, or in the dimensions of the obstacles. Each Athlete must participate with the same Horse in both rounds. Athletes who have been Eliminated or who have retired during the first round may not take part in the second round and may not be placed.

221.2 All Athletes must take part in the first round. The Schedule must specify which Athletes will continue to the second round, which may be either: 221.2.1 all Athletes; or

221.2.2 a limited number of Athletes (either a percentage or a set number of Athletes, in any case at least 25%, as specified in the Schedule) in accordance with their placing in the first round (based on Penalties only or Penalties and time, as specified in the Schedule). The Schedule must specify the exact percentage or number of Athletes to return for the second round, subject to the below: 221.2.2.1 If the first round is Not Against the Clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if the number of starters in the second round would then be more than specified in the Schedule.

221.2.2.2 If the first round is Against the Clock, the OC may select either of the following options (provided that such option is specified in the Schedule):

(a) at least 25% or a set number of Athletes, the exact percentage or number to be specified in the Schedule, return for the second round based on their Penalties and time in the first round; or

(b) at least 25% or a set number of Athletes, the exact percentage or number to be specified in the Schedule, return for the second round based on their Penalties and time in the first round and, in any event, all Athletes without Penalties in the first round return for the second round.

Notwithstanding the above, in all Grand Prix Competitions, all Athletes without Penalties will return to the second round even if this number is higher than the percentage established in the Schedule.

221.3 The manner of judging this Competition must be specified in the Schedule in accordance with one of the following formulas:

#	First Round		Second Round	Jump-Off
	Table A	Table A	Starting Order	Starting Order
3.1	Against the Clock	Not Against the Clock	Reverse order of Penalties and time in the 1st round; Athletes retain their drawn order in case of equality of Penalties and time	Same as 2 <sup>nd</sup> round
3.2	Not Against the Clock	Not Against the Clock	Reverse order of Penalties in the 1st round; Athletes retain their drawn order in case of equality of Penalties	Same as 2 <sup>nd</sup> round
3.3.1	Against the Clock	Against the Clock	Reverse order of Penalties and time in the 1st round; Athletes retain their drawn order in case of equality of Penalties and time	No jump-off
3.3.2	Not Against the Clock	Against the Clock	Reverse order of Penalties in the 1st round; Athletes retain their drawn order in case of equality of Penalties	No jump-off
3.4.1	Against the Clock	Against the Clock	Reverse order of Penalties and time in the 1st round; Athletes retain their drawn order in case of equality of Penalties and time	Same as 2 <sup>nd</sup> round
3.4.2	Not Against the Clock	Against the Clock	Reverse order of Penalties in the 1st round; Athletes retain their drawn order in case of equality of Penalties	Same as 2 <sup>nd</sup> round

221.4 Classification based on the above formulas is determined as follows:



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221.4.1 Formula at table row 3.1: The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to aggregate Penalties over both rounds and the time incurred in the first round.

221.4.2 Formula at table row 3.2: The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to aggregate Penalties over both rounds.

221.4.3 Formula at table rows 3.3.1 and 3.3.2: The classification will be established according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not qualified for the second round will be (i) according to Penalties and time in the first round (if the first round is Against the Clock), or (ii) according to the Penalties incurred in the first round (if the first round is Not Against the Clock)

221.4.4 Formula at table rows 3.4.1 and 3.4.2: The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jump-off will be according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not qualified for the second round will be (i) according to Penalties and time in the first round (if the first round is Against the Clock) or (ii) according to Penalties in the first round (if the first round is Not Against the Clock).

## **FEI ARTICLE 222 COMPETITION IN TWO PHASES**

### **222.1 Normal Competition in Two-Phases**

222.1.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase. Athletes with no Penalties in the first phase continue to the second phase of the course, which finishes after crossing the second finishing line.

222.1.2 The first phase is a course of seven to nine obstacles with or without Combinations. The second phase takes place over four to six obstacles, which may include no more than one Combination.

222.1.3 Athletes with Penalties in the first phase are halted by ringing the bell after they have jumped the last obstacle in the first phase or (if the time allowed for the first phase has been exceeded) after crossing the finishing line of the first phase. These Athletes must stop after crossing the first finishing line and may not continue to the second phase.

222.1.4 The manner of judging this Competition must be specified in the Schedule in accordance with one of the following formulas:

	<b><u>First Phase</u></b>	<b><u>Second Phase</u></b>	<b><u>Placing</u></b>
4.1	Table A Not Against the Clock	Table A Not Against the Clock	According to the Penalties in the 2nd Phase. Athletes who do not qualify for the 2nd Phase are placed according to the Penalties in the 1st Phase.
4.2	Table A Not Against the Clock	Table A Against the Clock	According to the Penalties and time in the 2nd Phase. Athletes who do not qualify for the 2nd Phase are placed according to the Penalties in the 1st Phase.
4.3	Table A Against the Clock	Table A Against the Clock	According to the Penalties and time in the 2nd Phase. Athletes who do not qualify for the 2nd Phase are placed according to the Penalties and time in the 1st Phase.
4.4	Table A Not Against the Clock	Table C	According to the total time (Table C) of the 2nd Phase. Athletes who do not qualify for the 2nd Phase are placed according to the Penalties in the 1st Phase.
4.5	Table A Against the Clock	Table C	According to the total time (Table C) of the 2nd Phase. Athletes who do not qualify for the 2nd Phase are placed according to the Penalties and time in the 1st Phase.

222.1.5 Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases. Athletes who are Eliminated or who retire in the second phase will be placed equal last after all Athletes who completed the second phase.

222.1.6 In the event of equality for first place, the tied Athletes will be placed equal first.

222.1.7 In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art 219.3.4), it is sufficient to complete the first phase of Competitions conducted according to any of the formulas listed in JRs Art 222.1.4.

### **222.2 Special Two-Phase Competition**

222.2.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase. Athletes completing the first phase may continue to the second phase of the course, which finishes after crossing the second finishing line.

222.2.2 The first phase is a course of five to seven obstacles with or without Combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include no more than one Combination.

222.2.3 This Competition must be judged in accordance with the following formula:

<b><u>First Phase</u></b>	<b><u>Second Phase</u></b>	<b><u>Placing</u></b>
Table A Not Against the Clock Minimum 5 - Maximum 7 obstacles	Table A Against the Clock Remaining obstacles (total of minimum 11 and maximum 13 obstacles in both phases)	According to the aggregate Penalties in both phases and, if necessary, according to the time of the 2 <sup>nd</sup> phase

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222.2.4 Athletes who are Eliminated or retire from either the first or second phase will not be placed.

222.2.5 In the event of equality for first place, the tied Athletes will be placed equal first.

222.2.6 In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art 219.3.4), both phases of Competitions conducted according to JRs Art 222.2.3 must be completed.

#### **FEI ARTICLE 223 COMPETITION WITH WINNING ROUND**

##### **223.1 Competition with two rounds and winning round**

223.1.1 In this Competition the best 16 Athletes of the first round qualify for the second round, in which they start in reverse order of the results (Penalties and time) of the first round. The best eight Athletes according to the total Penalties and time of both rounds, or of the second round only, participate in the winning round. The starting order in the winning round is in reverse order of total Penalties and time over both rounds, or of the second round only, according to the conditions of the Schedule. In the winning round, all Athletes start with zero Penalties. This Competition format may not be used for the Grand Prix or for the Competition with the highest prize money (if not the Grand Prix).

223.1.2 All three rounds are judged under Table A Against the Clock. If an Athlete/Horse Combination exceeds the time allowed in the winning round, they are penalised with one Penalty point for every second commenced.

223.1.3 The course of the second round may be different from that of the first round. The course of the winning round must be a shortened course over obstacles of the first and/or second round, and two new single obstacles may be added.

223.1.4 If an Athlete qualified for the winning round does not start in this round, they will not be replaced.

223.1.5 Refer to JRs Art 218.3 for details on the classification of Athletes who withdraw, retire, or are Eliminated from the winning round.

##### **223.2 Competition with one round and winning round**

223.2.1 In this Competition at least 25% and a minimum of ten Athletes of the first round qualify for the winning round, in which they start in reverse order of the results (Penalties and time) of the first round. In the winning round, all Athletes start with zero Penalties. This Competition format may not be used for the Grand Prix or for the Competition with the highest prize money (if not the Grand Prix).

#### **FEI ARTICLE 225 SPEED AND HANDINESS COMPETITION**

225.1 These Competitions are judged under Table C. In the event of equality for first place, the Athletes will be placed equal first, unless there is specific provision for a jump-off in the Schedule of the Event.

225.2 Courses must be twisting, with varied obstacles (alternative obstacles allowed, giving the Athlete the opportunity to shorten their track, but by taking a more difficult obstacle).

225.3 The course plan must not set out a fixed track to be followed. The course plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped. Compulsory turning points are included on the course plan only if absolutely necessary.

#### **FEI ARTICLE 228 DERBY**

228.1 A Derby Competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles. A Derby Competition must be run in one round only and may, if specified in the Schedule, be run with a jump-off.

228.2 A Derby Competition may be judged under Table A or Table C. If judged under Table C, there is no time allowed, just a maximum time limit. The maximum time limit may be increased at the discretion of the Ground Jury if the length of the course exceeds the requirements for establishing the time limit as set out in JRs Art 217.2.

228.3 Even if the Derby Competition has the highest prize money of the Event, each Athlete may ride a maximum of four Horses, subject to the conditions of the Schedule.

#### **FEI ARTICLE 229 ACCUMULATOR COMPETITION**

229.1 This Competition takes place over six, eight, or ten obstacles with an increasing difficulty. Combination obstacles are not permitted. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.

229.2 Bonus points are awarded as follows: one point for obstacle number one not knocked down, two points for number two not knocked down, three points for number three not knocked down, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock-downs are penalised as for Table A.

229.3 This Competition may take place with the following formats: (i) first round Against the Clock without a jump-off, (ii) first round Against the Clock with a jump-off in case of equality of points for first place following the initial round, or (iii) first round Not Against the Clock with a jump-off in case of equality of points for first place following the initial round. In case of a jump-off there must be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump-off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.

229.4 If the Competition takes place Not Against the Clock with a jump-off, Athletes not qualified for the jump-off are placed according to

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their points obtained in the first round, disregarding the time. If the Competition takes place with the first round Against the Clock and a jump-off, Athletes not qualified for the jump-off are placed according to Penalties and time obtained in the first round.

229.5 For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the Athlete. At the discretion of the Course Designer, two Jokers may be included instead of one as alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of the last obstacle on the course; the second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on the course. The Athlete may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the Athlete earns 150%, respectively 200%, of the points of the last obstacle on the course. If the Joker is knocked down, 150%, respectively 200%, of the points of the last obstacle of the course must be deducted from the total points obtained so far by the Athlete.

#### FEI ARTICLE 230 POWER AND SKILL COMPETITIONS

##### 230.1 General

230.1.1 The aim of these Competitions is to demonstrate the ability of the Horse to jump a limited number of large obstacles.

230.1.2 These Competitions are judged under Table A.

230.1.3 In the event of equality for first place, there must be successive jump-offs. The obstacles in the jump-offs must always be the same shape, the same type, and the same colour as in the initial round. If, at the end of the third jump-off, there is no single winner, the Ground Jury may stop the Competition. After the fourth jump-off, the Ground Jury must stop the Competition and the Athletes left in the Competition are placed equal. If, after the third jump-off, the Athletes do not wish to continue, the Ground Jury must stop the Competition. There cannot be a fourth jump-off if Athletes have not had a faultless round in the third jump-off.

230.1.4 Time is never a deciding factor in the event of equality of Penalties. There is no time allowed and no time limit.

##### 230.2 Puissance

230.2.1 The initial round must comprise four to six single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40 m in height, two obstacles from 1.60 m to 1.70 m, and one wall or vertical obstacle which may vary from 1.70 m to 1.80 m in height. Combination obstacles, Water Jumps, ditches, and natural obstacles are not permitted. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).

230.2.2 A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top or a Combination of planks and poles with a pole on top or all poles may be used as a substitute.

230.2.3 In the event of equality for first place, there must be successive jump-offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle (see JRs Art 218.2). In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if Athletes equal for first place have not been penalised in the preceding round (see JRs Art 218.2).

##### 230.3 Six Bar

230.3.1 In this Competition, six vertical obstacles are placed in a straight line with approximately 11 m between each obstacle. The number of obstacles may be reduced to a minimum of four if required due to the size of the Competition Arena.

230.3.2 The obstacles must be identically constructed and composed only of poles of the same type. The cups supporting the poles must have a maximum depth of 20 mm.

230.3.3 The height of the obstacles may be set as follows:

230.3.3.1 all obstacles set at the same height (for example 1.20 m); or

230.3.3.2 each obstacle set at progressively increasing heights (for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m); or

230.3.3.3 the first two obstacles set at 1.20 m, the next two at 1.30 m, and so on.

230.3.4 In the event of a Refusal or Run-out, the Athlete must restart the course at the obstacle where the Fault was made.

230.3.5 The first jump-off must take place over the six (or minimum four) obstacles (per JRs Art 230.3.1), which must be raised in height unless the Athletes who are equal for first place were penalised in the first round. After the first jump-off, the number of obstacles may be reduced to a minimum of four (the lower obstacles should be withdrawn) but the distance between them must be kept at about 11 metres as required initially.

## CHAPTER V

### OBSTACLES

#### FEI ARTICLE 232 OBSTACLES - GENERAL

232.1 An obstacle consists of the faultable part and may have supporting parts. In vertical and spread jumps, the faultable part corresponds to the flagged section of the obstacle. At least the upper quarter of the faultable part consists of knock-down top elements (poles/planks/wall boxes). The side parts that hold up the knock-down elements (standards) correspond to the supporting parts of the obstacle and do not form part of the faultable part of the obstacle.

232.2 The obstacles must be inviting in their overall shape and appearance, varied, match their surroundings, and be designed with

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horsemanship and fairness in mind. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause Horses to Fall or be injured.

232.3 Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; the support must have a depth of 18 mm minimum and a depth of 20 mm maximum. These requirements also apply to safety cups used for spread obstacles (see JRs Art 235 for details). For special obstacle material and planks, balustrades, barriers, gates, etc, the diameter of the supports must be more open or even flat.

#### **FEI ARTICLE 233 HEIGHT OF OBSTACLES**

233.1 Under no circumstances may any obstacle exceed 1.70 m in height, except in Six Bar and Puissance Competitions. Spread obstacles must not exceed 2.00 m in spread except for triple bars which may have a maximum spread of 2.20 m. The Water Jump may not exceed 4.00 m in spread including the take-off element. The height of obstacles at indoor Competitions must never exceed 1.65 m under any circumstances, except in Six Bar and Puissance Competitions.

233.2 Any minimum or maximum limits on the height and spread of obstacles specified in these JRs and in the Schedules applicable to specific Competitions and Championships must be strictly complied with. However:

233.2.1 If a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions set out will not be considered as having been exceeded, provided that every effort has been made to not exceed the maximum dimensions specified in the Schedule with the material available.

233.2.2 In Competitions for which the Schedule indicates a maximum height of 1.45 m or more, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm.

#### **FEI ARTICLE 234 VERTICAL OBSTACLE**

A vertical obstacle is an obstacle that requires an effort in height, where the poles or planks (or other construction) are placed vertically without any spread. An obstacle whatever its construction may only be called a vertical when Faults are judged on the same vertical plane.

#### **FEI ARTICLE 235 SPREAD OBSTACLE**

235.1 A spread obstacle is an obstacle that is built in such a manner that it requires an effort both in spread and in height. All spread obstacles may only have one pole at the back. Spread obstacles include oxers and triple bars.

235.2 FEI-approved safety cups must be used as support for the back pole of spread obstacles and in case of a triple bar to support the centre and back poles of the obstacle. The maximum depth of the safety cups for the top back pole of a spread obstacle is 18 mm; safety cups used for the centre poles of a triple bar or for lower poles of other obstacles may have a maximum depth of 20 mm. Approved safety cups must be used in the Competition Arena and Training Arena.

235.3 The President of the Ground Jury is responsible for enforcing the rules relating to safety cups. The Foreign Judge will report any non-compliance of the rules to the FEI. The name of the company that supplies the FEI approved safety cups to be used at the Event must be specified in the Schedule.

#### **FEI ARTICLE 236 WATER JUMP, WATER JUMP WITH VERTICAL, AND LIVERPOOL**

##### **236.1 Water Jump**

236.1.1 For an obstacle to be called a Water Jump, there must be no obstacle in front, in the middle, or behind the water. The water must have a minimum spread in excess of 2.00 m. The Water Jump must be dug into the ground. See Annex IV for details on how the Water Jump must be constructed. A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm, must be erected on the take-off side. The width of the front of the Water Jump must be at least 30% greater than the length. If the bottom of the Water Jump is made of concrete or hard material, it must be covered with a softer non-slip material such as a coconut or rubber mat.

236.1.2 At Olympic Games, Continental Games, Regional Games, Championships, CSIOs and CSIs, the landing side of the Water Jump must be defined by a lath, at least six centimetres in width and not exceeding eight centimetres, covered with a bed of contrasting coloured plasticine about one centimetre thick. This plasticine must be replaced each time a Horse touches it. Several spare laths must be provided together with extra plasticine so that a lath that has been marked by a Horse may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground; at the time of the inspection of the course by the Ground Jury, the entire length of the lath must touch the water.

236.1.3 A Fault at the Water Jump occurs when:

236.1.3.1 the foot or shoe of the Horse touches the lath and leaves an impression (impression of the fetlock joint or boot does not constitute a Fault); and/or

236.1.3.2 a Horse touches the water with one or several feet.

236.1.4 Striking, knocking down, or displacing the brush or take-off element of a Water Jump will not constitute a Fault.

236.1.5 If one of the four flags is knocked down or displaced, the Water Jump Judge will decide whether or not there has been a Run-out depending on which side of the flag the Horse has passed. If the Water Jump Judge considers that there has been a Run-out, the bell will be rung and the clock stopped while the flag that has been knocked down or displaced is put back and the Athlete/Horse

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Combination will receive a Penalty of six seconds in accordance with JRs Art 256 (regardless of whether the round is Table A or Table C). The decision of the Water Jump Judge is final. For this reason they must be a member of the Ground Jury.

236.1.6 The Water Jump Judge must register the identification number of Horses penalised at the Water Jump and the reason for the Penalties.

236.1.7 The Technical Delegate or (if there is no Technical Delegate) the Foreign Judge may, at their discretion, decide whether the Water Jump may be used in Competitions held under floodlight.

#### **236.2 Water Jump with vertical**

If the Water Jump does not meet the requirements of Annex IV, a vertical obstacle must be placed over the water. Only a vertical obstacle of not more than 1.50 m in height having any number of poles but all with the use of FEI-approved safety cups (see JRs Art 235) may be placed over open water. The depth of the safety cups for the top pole of the vertical is 18 mm; the safety cups for the lower poles may have a maximum depth of 20 mm. The vertical obstacle must not be placed further than two metres from the front of this obstacle. This obstacle is judged as a vertical obstacle and not as a Water Jump. For this reason it is not necessary to use a lath or other arrangement to define its limits. If a lath is used it is to be considered a visual aid only; Penalties will not be incurred for any imprints on the lath. The same applies if the take-off element is displaced. Only poles with a minimum length of 3.50 m may be used for a vertical placed over a Water Jump.

#### **236.3 Liverpool**

Subject to JRs Art 236.2, if water is used under, in front of, or behind an obstacle, the total spread of the obstacle (including the water) may not exceed two metres (this obstacle is called a "Liverpool"). Open water with a spread of more than two metres may not be used as a Liverpool. For all Liverpool obstacles, the front edge of the water tray must be placed either in alignment with the same vertical plane as the front poles or in front of the vertical plane of the front poles.

#### **FEI ARTICLE 237 COMBINATION OBSTACLES**

237.1 Combinations mean a group of two or more obstacles, with distances between the obstacles of a minimum of seven metres and a maximum of 12 metres (except for Speed and Handiness Competitions judged under Table C and for permanent fixed obstacles where the distance may be less than seven metres which require two or more successive efforts). The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

237.2 In Combinations, each element of the group must be jumped separately and consecutively, without circling around any element.

237.3 When there is a Refusal or Run-out, the Athlete/Horse Combination must re-jump all of the elements of the Combination unless it is a closed Combination or partially closed Combination (see JRs Art 238) or a Six Bar.

237.4 Penalties for Faults made at each element of a Combination and during different attempts are counted separately and added together.

237.5 In a Combination, a triple bar may only be used as the first element.

#### **FEI ARTICLE 239 BANKS, MOUNDS, AND RAMPS**

239.1 Subject to JRs Art 239.2, banks, mounds, ramps, and sunken roads constitute Combination obstacles, irrespective of whether they include any sort of obstacle and in whatever direction they should be taken.

239.2 A bank or mound without an obstacle or with only one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no Penalty.

239.3 No banks, mounds, sunken roads, talus, slopes, or ramps, except table banks not exceeding one metre in height, may be used at indoor Events.

#### **ARTICLE 240 ALTERNATIVE OBSTACLES AND JOKER**

240.1 When in a Competition two obstacles on the course have the same number, the Athlete has the choice of jumping either of those obstacles:

240.1.1 If there is a Refusal or Run-out without a knock-down or displacing of the obstacle, at their next attempt the Athlete is not obliged to jump the obstacle at which the Refusal or Run-out occurred. They may jump the obstacle of their choice.

240.1.2 If there is a Refusal or Run-out with a knock-down or displacing of the obstacle, they may only restart their round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives them the signal to start. They may then jump the obstacle of their choice.

240.2 Red and white flags must be placed at each of the elements of the alternative obstacle.

240.3 The Joker is a difficult optional obstacle that may only be used in an Accumulator Competition. The Athlete/Horse Combination will accumulate more points if they choose to jump the Joker rather than the alternative standard obstacle. Joker obstacles must be designed with horsemanship and fairness in mind.

#### **CHAPTER VI** **ARENAS**

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#### FEI ARTICLE 241 COMPETITION ARENA

##### 241.1 General

- 241.1.1 The Competition Arena must be enclosed. While a Horse is in the Competition Arena during a Competition, all entrances and exits must be physically closed.
- 241.1.2 An indoor Competition Arena must have minimum size of 1'200 m<sup>2</sup> with a minimum width on the short side of 25 m. An outdoor Competition Arena must have a minimum size of 4'000 m<sup>2</sup> with a minimum width on the short side of 50 m. An exception to this rule may be granted by the FEI Jumping Director in consultation with the Chair of the Jumping Committee where circumstances warrant.

##### 241.2 Course and measuring

- 241.2.1 The Ground Jury must walk the course to inspect it before the start of the Competition. The course is the track that the mounted Athlete must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account of the normal line to be followed by the Horse. This normal line must pass through the middle of the obstacle and take account of normal turns.
- 241.2.2 In Olympic Games, Youth Olympic Games, Regional Games, all Championships, FEI Jumping World Cup™, Nations Cup/Longines League of Nations™ and Grand Prix Competitions, the President of the Ground Jury or their designee must ensure that the Course Designer has properly measured the course using a wheel. In exceptional cases, the Ground Jury may alter the time, if the conditions set out in JRs Art 241.2.3 apply.
- 241.2.3 Once the Competition has started only the Ground Jury in consultation with the Course Designer, and the Technical Delegate if present, may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after three Athletes have completed the course without a Disobedience or any other interruption, having started their course prior to the 45-second countdown elapsing and before the next Athlete has started. In this case, the Ground Jury may alter the time allowed. If the time allowed is increased, the score of the Athletes who have jumped the course before the time was altered will be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Athlete having previously completed their round receives time Penalties due to the alteration of the time allowed.
- 241.2.4 The total length of the course in metres may never exceed the number of obstacles in the Competition multiplied by 60.
- 241.2.5 The starting and finishing lines may not be more than 15 metres or less than six metres from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).

##### 241.3 Course plan

- 241.3.1 The Course Designer must give the Ground Jury a copy of the course plan showing accurately all details of the course. An exact copy of the course plan given to the Ground Jury must be posted as close as possible to the entrance of the Competition Arena and should be posted at least 30 minutes before the beginning of each Competition. If applicable, the time allowed should be added to the course plan no later than 30 minutes before the start of the Competition as soon as the Course Designer has finished measuring the course. For all Competitions, the track as measured by the Course Designer must be indicated on the course plan that is posted prior to the Competition.
- 241.3.2 The obstacles are numbered consecutively in the order in which they must be jumped, except in certain Competition formats, as specified in the JRs.
- 241.3.3 Combination obstacles bear only a single number. This number may be repeated at each element for the benefit of the Ground Jury and Athletes. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C, etc.).
- 241.3.4 The course plan must indicate the following:
- 241.3.4.1 the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without Penalty;
  - 241.3.4.2 the relative position, type (e.g. vertical, oxer, triple bar), numbering, and lettering of obstacles;
  - 241.3.4.3 any compulsory turning points marked by a white flag on the left side and a red flag on the right;
  - 241.3.4.4 the track to be followed by Athletes marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the Athlete is free to choose their own track). If there is a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
  - 241.3.4.5 the table of Penalties to be used (Table A or Table C);
  - 241.3.4.6 the speed for the Competition if applicable;
  - 241.3.4.7 the length of the course;
  - 241.3.4.8 the time allowed and the maximum time limit for the round(s), if any, or any fixed time applicable to a training session;
  - 241.3.4.9 the obstacles, the length, the time allowed, and the maximum time limit for the jump-off;

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241.3.4.10 the Combinations considered as closed or partially closed; and

241.3.4.11 all decisions and/or modifications made by the Ground Jury in relation to the course.

#### **241.4 Alterations to the course**

241.4.1 If the circumstances make it necessary to alter the course plan after it has been posted, the change may only be made after agreement of the Ground Jury. In this case the Chefs d'Equipe and all individual Athletes must be advised of the alterations to the course plan.

241.4.2 Once the Competition has begun, the conditions under which it is run may not be altered and the course and its obstacles may not be changed unless specified otherwise in the JRs (including this JRs Art 241.4). If it becomes necessary to interrupt the Competition (e.g. because of a storm or bad lighting) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for Nations Cup/Longines League of Nations™ Competitions, JRs Art 226.3.7 applies.

241.4.3 An obstacle may be re-sited during a round or between rounds of a Competition, if in the opinion of the Ground Jury a deterioration in the state of the ground/footing or other special circumstances necessitates such action. Obstacles that cannot be re-sited, such as Water Jumps, ditches, or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous Athletes penalised during this round at that obstacle must be adjusted by cancelling jumping Penalties and time corrections incurred at that obstacle. All Eliminations and time Penalties already incurred will stand. If necessary, a new time allowed and maximum time limit will be fixed for the course as altered.

#### **241.5 Flags**

241.5.1 Solid-colour red flags and white flags must be used to mark the limits of the obstacles. One red flag and one white flag must be placed at vertical obstacles, and at least two red and two white flags must be placed to define the limits of spread obstacles. Flag poles defining the limits of the landing side of the Water Jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.

241.5.2 The flags may be attached to any part of the standards of the obstacles or stand independently. For walls or any other types of obstacles that do not have traditional standards, the installation of tall flags is mandatory. These flags must stand a minimum of 60 cm above the height of the obstacle and clearly define the boundaries of the obstacle to ensure proper visibility and correct negotiation by Athletes. Tall flags are also required to provide the Ground Jury with a clear reference for evaluating whether the obstacle has been approached and jumped in accordance with the rules.

241.5.3 At the obstacles, the starting and finishing lines, and the compulsory turning points, the Athlete must pass between the flags with the red flag on their right and the white flag on their left.

241.5.3.1 Flags on obstacles with standards: If an Athlete passes the flags on the wrong side, they must retrace their steps and pass them on the correct side before continuing their round. If the Athlete does not correct this mistake, they will be Eliminated.

241.5.3.2 Flags on obstacles without standards: If it is not clear to the Ground Jury whether the Athlete and Horse stayed within the tall flags, the Ground Jury shall allow the Athlete to continue the round and determine whether they should be Eliminated only once the round has been ended. If it is clear to the Ground Jury that the Athlete and Horse did not stay within the flags, they shall be Eliminated immediately.

241.5.4 Subject to JRs Art 241.5.5, knocking down a flag anywhere in the Competition Arena does not incur a Penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a Disobedience, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the Athlete must continue their round and the obstacle/compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next Athlete is given the signal to start.

241.5.5 If a flag defining the limits of the Water Jump or of a natural obstacle is knocked down following a Disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, the Ground Jury will interrupt the round of the Athlete. The clock must be stopped while the flag is replaced and six seconds will be added in accordance with the procedure provided for in JRs Art 256.

241.5.6 In certain Competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.

#### **241.6 Bell**

241.6.1 The bell is used to communicate with the Athletes. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:

241.6.1.1 to give permission to the Athletes to enter the Competition Arena when the course is ready for their inspection and to signal when the course inspection time is over;

241.6.1.2 to give the signal to start and to activate a 45-second countdown shown in the timing equipment on the scoreboard or on another display beside the Competition Arena.

The 45-second countdown sets the time that the Athlete is given before they must commence their round by crossing the starting line in the correct direction. The Ground Jury has the right to interrupt the 45-second countdown if

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unforeseen circumstances occur. Incidents such as Disobediences occurring between the signal to start and up until the moment the Athlete/Horse Combination crosses the starting line in the correct direction are not penalised (see JRs Art 246.6.2). However, in the event of a Fall of an Athlete and/or Horse at any time from the moment the Athlete/Horse Combination enters the Competition Arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been given, the Athlete/Horse Combination will not be permitted to start in the round or Competition in question and the bell must be rung accordingly.

After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a Disobedience.

However, if the situation so warrants, the Ground Jury may decide not to activate the start or to cancel the starting procedure, give a new signal to start, and restart the countdown;

241.6.1.3 to stop an Athlete for any reason or following an unforeseen incident and to signal to them to continue their round after an interruption (see JRs Art 245.3 and 257);

241.6.1.4 to indicate to the Athlete that an obstacle knocked down following a Disobedience has been rebuilt (see JRs Art 257); and

241.6.1.5 to indicate by prolonged and repeated ringing that the Athlete has been Eliminated.

241.6.2 If the Athlete does not comply with a signal to stop, they may be Eliminated by the Ground Jury (see JRs Arts 257.2 and 263.5).

241.6.3 If, after an interruption, the Athlete restarts and jumps or attempts to jump an obstacle without waiting for the bell to ring, they will be Eliminated (see JRs Art 263.4.15).

#### **ARTICLE 242 WARM-UP ARENA**

242.1 The OC must provide a Warm-Up Arena with practice obstacles where Athlete/Horse Combinations can warm-up prior to a Competition. The Warm-Up Arena must be close to the Competition Arena.

#### **242.2 Number of Horses permitted**

The number of Horses allowed inside the Warm-Up Arena must be directly related to the size of the arena. The Chief Steward has the authority to limit the number of Horses based on the size of the arena and safety considerations.

#### **242.3 Steward supervision**

The Warm-Up Arena(s) must always be supervised when in use by at least one Steward.

#### **242.4 Requirements for practice obstacles in the Warm-Up Arena**

242.4.1 The use of obstacle material not provided by the OC is prohibited (failure to comply may result in Disqualification and/or a fine, see JRs Art 264.3.5 and 262.1.5). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacles may be physically held by any person.

242.4.2 There must be a minimum of one vertical and one spread obstacle in the Warm-Up Arena. The ground has to be in proper condition for the training of Horses. When there are many Athletes and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags may be replaced by tape or paint in order to provide a white and a red top to the standards or uprights.

242.4.3 For all Competitions (except Pony Events, see JRs Art 305.5.2) where the maximum obstacle height is 1.40 m or less, the obstacles in the Warm-Up Arena may not exceed in height and width 10 cm more than the actual maximum height and width of the obstacles of the Competition in progress. If the obstacle height of the Competition in progress is greater than 1.40 m, the obstacles in the Warm-Up Arena may not exceed 1.65 m in height and 1.80 m in width.

242.4.4 Ground poles may be placed directly underneath the first part of an obstacle or up to 1.00 m away on the take-off side. If there is a ground pole on the take-off side of a vertical obstacle, a ground pole may be placed on the landing side of the vertical obstacle at an equal distance up to a maximum of 1.00 m. A ground pole may never be used on the landing side of a spread obstacle.

242.4.5 Any obstacles 1.30 m or higher must have a minimum of two poles on the take-off side of the obstacle, regardless of whether or not a ground pole is used. The lower pole must always be below 1.30 m. One end of the lower pole of a practice obstacle must be in a cup. The other end may rest on the ground.

242.4.6 Guide poles (i.e. parallel pole(s) perpendicular to the obstacle standards on the take-off or landing side) may be used during the warm-up for a Competition to guide a Horse in a straight line to and from the obstacle.

242.4.7 Placing Poles, V poles, and any other poles placed approximately 6.0 metres or more from an obstacle on either side or on both sides are not permitted in the Warm-Up Arena.

242.4.8 If crossed poles are used as the top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However, there can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the centre of the crossed poles.

242.4.9 The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.

242.4.10 It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.

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242.4.11 The OC may provide material to simulate a water ditch in the Warm-Up Arena.

242.4.12 Gymnastic/training exercises are not permitted during the warm-up for a Competition.

242.4.13 Combinations are not permitted during the warm-up for any Competitions, except for Six Bar Competitions.

#### **FEI ARTICLE 243 TRAINING ARENA**

243.1 The OC must provide at least one Training Arena with practice obstacles that is sufficiently large for optimal training conditions. The terms "Training Arena" or "training" may also be referred to as the "Schooling Area" or "schooling" in certain regions of the world. The Training Arena may be part of a large arena that is divided into a Warm-Up Arena and Training Arena or an entirely separate arena. Whenever possible, the Training Arena should be made available for several hours in the morning. If the Training Arena is situated in an area accessible to the public, for safety reasons a buffer zone of approximately one meter must be created around its perimeter to keep the public from direct contact with the Horses.

#### **243.2 Steward supervision**

The Training Arena(s) must always be supervised when in use by at least one Steward.

#### **243.3 Requirements for practice obstacles in the Training Arena**

243.3.1 There must be a minimum of one vertical and one spread obstacle in the Training Arena. The ground has to be in proper condition for the training of Horses. When there are many Athletes and sufficient space, additional obstacles should be provided. All obstacles must be constructed in the usual manner and provided with red and white flags. However, the flags may be replaced by tape or paint in order to provide a white and a red top to the standards or uprights.

243.3.2 If there is sufficient space, Placing Poles may be used and placed on the ground not closer than 2.50 metres on the take-off side of a vertical obstacle not exceeding 1.30 m in height. A Placing Pole may be used on the landing side not closer than 2.50 metres when the vertical obstacle is jumped at the trot or 3.0 metres if at the canter. Any pole placed approximately 6.0 metres or more from an obstacle on either side or on both sides is not considered a Placing Pole and may be used with both vertical and spread obstacles.

243.3.3 Athletes may train their Horses over gymnastic exercises using Placing Poles on the ground, but obstacles used for this purpose may not exceed 1.30 m in height. Training exercises consisting of a line of vertical obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. A maximum of three verticals with a height not exceeding 1.00 m may be used for in-out/bounce exercises, with a minimum distance between verticals of 2.50 metres and a maximum distance of 3.00 metres. Spread obstacles may not be used for in-out/bounce exercises.

243.3.4 Combinations are permitted in the Training Arena if there is sufficient space and they are built with correct distances. When Training Arenas are crowded Athletes may only use single obstacles.

243.3.5 Athletes may make minor changes to obstacles provided that they comply with this JRs Art 243.3, but any significant changes require the permission of the Steward supervising the Training Arena.

## **CHAPTER VII**

### **PENALTIES DURING A ROUND**

#### **FEI ARTICLE 244 PENALTIES - GENERAL**

244.1 Unless specified otherwise in the JRs, Penalties are incurred for the following Faults during a round, each as explained in more detail in subsequent Articles:

244.1.1 knocking down an obstacle;

244.1.2 a Fault at the Water Jump (see JRs Art 236.1.3);

244.1.3 a Disobedience;

244.1.4 a deviation from the course;

244.1.5 a Fall of a Horse and/or Athlete;

244.1.6 unauthorised assistance; and

244.1.7 exceeding the time allowed or the time limit.

244.2 The number of Penalties incurred for each Fault depend on whether the Competition is judged according to Table A (JRs Art 217.1) or Table C (JRs Art 217.2).

#### **FEI ARTICLE 245 KNOCK DOWN**

245.1 A knock-down of an obstacle occurs (and is penalised) when, through a mistake of the Athlete/Horse Combination:

245.1.1 the whole or any upper part of the same vertical plane of it falls, even if the part that falls is stopped in its fall by any other part of the obstacle; or

245.1.2 at least one of its ends no longer rests on any part of its support.

When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalised.

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When a spread obstacle that requires only one effort comprises parts that are not positioned in the same vertical plane, the fall of one or several top parts only counts as one Fault whatever the number and position of the parts that have fallen.

245.2 Knock-downs occur between the time the Athlete/Horse Combination crosses the starting line and finishing line, except that a knock down of the last obstacle will be penalised if the upper element falls from one or both of its supports after the Athlete/Horse Combination crosses the finishing line, but prior to the Athlete leaving the Competition Arena or the ringing of the bell for the next Athlete to start their round, whichever occurs first.

245.3 If any part of an obstacle that has been knocked down is likely to impede an Athlete/Horse Combination in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.

245.4 The knock down or displacement of an obstacle and/or a flag as a result of a Disobedience is penalised as a Refusal only. In the event of the displacement of any part of an obstacle (except the flags) as a result of a Disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalised as a Disobedience and corrected by time in accordance with JRs Art 256.

245.5 The following will not incur knock-down Penalties:

245.5.1 touches and displacements of any part of an obstacle not covered by JRs Art 245.1, in whatever direction, while in the act of jumping (however, note that displacing a closed Combination will result in Elimination in accordance with JRs Art 263.4.24). If in doubt the Ground Jury should decide in favour of the Athlete;

245.5.2 knocking down, touching, or displacing the flags on an obstacle, in whatever direction, while in the act of jumping (note that a six second Penalty may be imposed under JRs Art 241.5.5 for the Water Jump);

245.5.3 an Athlete/Horse Combination jumps an obstacle correctly but the obstacle has been improperly built; and

245.5.4 knocking over the filling of an obstacle (e.g. trees, hedges, etc.).

#### **FEI ARTICLE 246 DISOBEDIENCES (REFUSAL, RUN-OUT, RESISTANCE, CIRCLING)**

246.1 The following are considered Disobediences: 246.1.1 a Refusal;

246.1.2 a Run-out;

246.1.3 a Resistance; and

246.1.4 a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a Disobedience to circle around the last obstacle jumped unless the track of the course so requires. However, circling for up to 45 seconds after a Run-out or a Refusal (no matter if the obstacle needs to be rebuilt or not) to get into position to jump an obstacle is not a Disobedience.

#### **246.2 Refusal**

246.2.1 Subject to JRs Art 246.2.2, it is a Refusal when a Horse stops in front of an obstacle that it must jump, whether or not the Horse knocks it down or displaces it.

246.2.2 It is not a Refusal if a Horse stops in front of an obstacle without moving backwards and without knocking it down, and then immediately jumps the obstacle from a standstill. If the stop is prolonged, if the Horse steps back, either voluntarily or not, even a single pace, it counts as a Refusal.

246.2.3 If a Horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a Refusal or as an obstacle knocked down.

246.2.3.1 If the Judge decides that it is a Refusal, the bell is rung at once and the Athlete must be ready to attempt the obstacle again as soon as it has been rebuilt. If the bell has been rung and the Athlete jumps other elements of a Combination in their stride, they will not be Eliminated or incur further Penalties even if they knock down this element of the Combination (however, once the obstacle is rebuilt they must attempt the entire Combination again at which point any Penalties incurred then will count).

246.2.3.2 If the Judge decides that it is not a Refusal, the bell is not rung and the Athlete must continue their round. The Athlete is then penalised as for an obstacle knocked down.

#### **246.3 Run-out**

246.3.1 It is a Run-out when the Horse escapes the control of its Athlete and avoids an obstacle that it must jump or a compulsory turning point that it must pass.

246.3.2 It is also a Run-out if a Horse or any part of a Horse goes past the extended line of an obstacle to be jumped, or of an element of a Combination, or of the finishing line or of a compulsory turning point.

246.3.3 When a Horse jumps an obstacle between two red flags or between two white flags, the obstacle has not been jumped correctly. In such circumstances, the Athlete/Horse Combination will be penalised as for a Run-out and must jump the obstacle again correctly.

#### **246.4 Resistance**

246.4.1 It is a Resistance when the Horse refuses to go forward, stops for any reason, makes one or several relatively regular or complete half turns, or rears or steps backwards for whatever reason.

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246.4.2 It is also a Resistance when the Athlete stops their Horse at any moment and for any reason, except in the event of an incorrectly built obstacle or to indicate unforeseen circumstances to the Ground Jury (see JRs Art 257.3.2).

246.4.3 If there is Resistance from the Horse for 45 consecutive seconds, the Athlete/Horse Combination will be Eliminated. Otherwise, a Resistance of shorter duration is penalised as a Refusal.

246.5 The clock is not stopped in the event of a Refusal, Run-out, or Resistance, unless the bell is rung because an obstacle needs to be rebuilt.

#### **246.6 Disobediences during interrupted time**

246.6.1 The time of a round is interrupted only in accordance with JRs Art 256 and 257.

246.6.2 Disobediences are not penalised during interrupted time, except for the second Refusal following a Refusal with a knock-down.

246.6.3 The provisions concerning Elimination remain in force during interrupted time.

#### **FEI ARTICLE 247 DEVIATION FROM THE COURSE**

247.1 It is a deviation from the course when the Athlete: 247.1.1 does not follow the course as set out on the published course plan;

247.1.2 does not cross the starting line or the finishing line between the flags in the correct direction;

247.1.3 omits a compulsory turning point;

247.1.4 does not jump the obstacles in the order or in the direction indicated, except in certain special Competitions;

247.1.5 jumps or attempts to jump an obstacle that does not form part of the course; or

247.1.6 omits an obstacle.

247.2 The clock is not stopped in the event of a deviation from the course.

247.3 An uncorrected deviation from the course will result in Elimination of the Athlete/Horse Combination (see JRs Art 263.4). While obstacles not included in the course should be crossed in the course plan (so that it is clear they are not part of the course), failure to do so by the OC/ground crew will not preclude the Elimination of an Athlete for jumping an obstacle that does not form part of the course.

#### **ARTICLE 248 FALLS**

##### **248.1 Definition of a 'Fall'**

248.1.1 Fall of an Athlete in the Competition Arena: An Athlete is considered to have fallen when the Athlete is separated from their Horse, either voluntarily or involuntarily, in such a way that they touch the ground or need to use some form of support or outside assistance to get back in the saddle. If it is not clear that the Athlete has used some form of support or outside assistance to prevent their Fall, the benefit of doubt must be given to the Athlete.

248.1.2 Fall of an Athlete anywhere outside of the Competition Arena: An Athlete is considered to have fallen when the Athlete is separated from their Horse involuntarily. If an Athlete has dismounted voluntarily, it is not considered a Fall.

248.1.3 Horse: A Horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

##### **248.2 Protocol in case of a Fall**

248.2.1 In case of a Fall of an Athlete and/or a Horse at any time in the Competition Arena, in the Warm-Up Arena, or elsewhere within the grounds of the Event:

248.2.1.1 the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before they may be permitted to mount a Horse again or take part in the round in progress or in the next round or Competition at the Event; and

248.2.1.2 the Horse must be cleared by the Veterinary Delegate before it may be permitted to take part in the next round or Competition at the Event.

##### **248.2.2 Consequences of a Fall**

248.2.2.1 Fall in the Competition Arena prior to starting the round: The Athlete/Horse Combination is not Eliminated but will not be permitted to start in the round in question. The Athlete/Horse Combination must be listed in the results as "did not start" in that round.

248.2.2.2 Fall in the Competition Arena during the round: The Athlete/Horse Combination is Eliminated (see JRs Art 263.4.26).

248.2.2.3 Fall in the Competition Arena after crossing the finish line: A Fall of the Athlete and/or Horse after crossing the finish line does not incur Elimination. However, the following applies:

(a) If there is an immediate jump-off, the Athlete/Horse Combination is Eliminated from the jump-off and will be placed equal last in the jump-off with Athletes who have withdrawn, retired, or been Eliminated from the jump-off.

(b) If the jump-off is not immediate or there is a second round of Competition to follow, the Athlete/Horse Combination may participate in such jump-off/second round only if cleared after the checks under JRs Art 248.2.1.

248.2.2.4 Fall in the Warm-Up Arena: The Athlete/Horse Combination may participate in the Competition only if cleared after the checks under JRs Art 248.2.1.

248.2.3 In case of a Fall of an Athlete and/or a Horse during the Event, the Ground Jury may:

248.2.3.1 give the Athlete a later starting position if considered necessary;

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248.2.3.2 delay a jump-off (if applicable) for a reasonable amount of time to allow for the checks under JRs Art 248.2.1; or  
248.2.3.3 exclude the Athlete and/or Horse from participating further in a Competition and/or Event.

**Note: The FEI falls rule regarding the clearance of the horse do not apply to EC sanctioned competitions. For EC sanctioned competitions see Article G103 Falls.**

#### **FEI ARTICLE 249 UNAUTHORISED ASSISTANCE**

249.1 Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the Athlete or their Horse is considered to be unauthorised assistance. This includes (for example) any help given to a mounted Athlete to adjust their tack or equipment or to hand them a whip while mounted during the round. Unauthorised assistance during a round will result in Elimination.

249.2 The following does not constitute unauthorised assistance:

249.2.1 Handing a mounted Athlete their Protective Headgear and/or glasses during their round.

249.2.2 In certain exceptional cases, the Ground Jury may authorise the Athlete to enter the Competition Arena on foot or with the help of another person, without this being considered as unauthorised assistance.

249.2.3 If the airbag in an Athlete's safety vest deploys as a result of a Disobedience that disrupts an obstacle (resulting in the Judge ringing the bell and stopping the clock), the Athlete may remove the vest, assisted by a person on the ground if necessary. The Judge will not ring the bell to resume the round until the vest is removed.

249.2.4 If the airbag in an Athlete's safety vest deploys at any other time while on the course, the Athlete may stop and remove the vest, assisted by a person on the ground if necessary. The Athlete will not be penalised for stopping the Horse, but the Judge will not stop the clock.

#### **FEI ARTICLE 250 TIME PENALTIES**

250.1 The Athlete/Horse Combination will incur time Penalties if they exceed the time allowed for a round.

### **CHAPTER VIII** **TIME AND SPEED**

#### **FEI ARTICLE 251 TIME OF THE ROUND**

251.1 The time of a round, recorded in seconds and in hundredths of a second, is the time taken by an Athlete/Horse Combination to complete the round, plus any time corrections (see JRs Art 256), calculated as follows:

251.1.1 The time starts running either (i) when the Athlete/Horse Combination crosses the starting line in the correct direction for the first time after the bell has been rung, or (ii) when the 45-second countdown to start the round expires (see JRs Art 241.6.1.2), whichever occurs first. A display board showing the 45-second countdown must be clearly visible for the Athlete.

251.1.2 The time stops running when the Athlete/Horse Combination crosses the finishing line in the correct direction, after having jumped the last obstacle.

251.2 Further provisions relating to timing at Jumping Events are set out under Annex VI.

#### **FEI ARTICLE 252 TIME ALLOWED**

The time allowed for a round in a Competition is determined in relation to the length of the course and the speeds set out under JRs Art 258 and Annex V.

#### **FEI ARTICLE 253 TIME LIMIT**

The (maximum) time limit is equal to twice the time allowed for a Competition in which a time allowed has been specified.

#### **FEI ARTICLE 254 RECORDING THE TIME**

254.1 Each Competition at an Event must be timed by the same system or by means of the same type of timing equipment.

254.2 FEI-homologated timing equipment is mandatory for all Olympic, Continental and Regional Games, Championships, FEI Jumping World Cup™ Finals, CSIOs, and CSIs, unless the FEI Jumping Director authorises otherwise. In addition, the use of certified service providers may be required in accordance with GRs Art 109.12.

254.3 The timekeeper must record the number of the Horse and the time taken to complete the round by means of an electronic timing system. The time must be recorded to the one-hundredth of a second.

254.4 The President and a member of the Ground Jury must have a digital stopwatch while officiating in case the electronic timing system breaks down. The Ground Jury must also have an additional (third) watch to measure (i) the time taken to resume the round after the bell has been rung for Disobediences or other interruptions, (ii) the time taken between two consecutive obstacles, and (iii) the duration of a



# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK

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Resistance.

254.5 In any Competition where the time is recorded by stopwatches (including because of a breakdown of the electronic timing equipment), the time must be registered in seconds and in hundredths of a second (for details see Annex VI). If two timekeepers are used, only the time of one will be used for the official timing (the time of the second timekeeper will be used as a back-up).

254.6 A video recording may never be used to establish the time of an Athlete's round.

254.7 If the crossing of the starting and/or finishing line by the Athlete cannot be judged clearly from the Ground Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be positioned at both lines to signal the crossing of the Athlete.

#### **FEI ARTICLE 255 INTERRUPTED TIME**

255.1 While the clock is stopped, the Athlete/Horse Combination remains free to move around until the bell rings, giving them permission to resume the round.

255.2 The clock is restarted when the Athlete reaches the place on the course where the clock was stopped, except in case of a Disobedience with a knock-down to which JRs Art 256 applies.

255.3 Only the Judge in charge of the bell may start and stop the clock. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.

255.4 The electronic timing system must register the time of the Athlete's round and any time corrections.

#### **ARTICLE 256 TIME CORRECTIONS**

If, as the result of a Disobedience, an Athlete displaces or knocks down any obstacle or a flag defining the limits of the Water Jump or natural obstacle, or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the Athlete may continue the round. The Athlete is penalised for a Refusal and a time correction of six seconds is added to the time taken by the Athlete to complete their round. The clock is restarted when the Horse leaves the ground at the obstacle where the Refusal occurred. If a Disobedience with the knock-down occurs at the second or subsequent part of a Combination the clock is restarted when the Horse leaves the ground at the first element of the Combination.

#### **FEI ARTICLE 257 STOPPING THE ROUND**

257.1 If the Ground Jury considers it necessary to stop an Athlete/Horse Combination in their round for any reason or due to unforeseen circumstances, the bell should be rung to stop them. As soon as it is evident that the Athlete is stopping, the clock will be stopped. As soon as the Ground Jury consider that the course is ready again, the bell will be rung, and the clock will be restarted when the Athlete reaches the precise place on the course where the clock was stopped. In such circumstances, no Penalty is incurred and six seconds are not added to the Athlete's time.

257.2 If the Athlete does not stop when the bell is rung, the Athlete continues at their own risk, and the clock should not be stopped. The Ground Jury must decide whether the Athlete is to be Eliminated for ignoring the order to stop, or whether, under the circumstances, they should be allowed to continue. If the Athlete is not Eliminated, and is allowed to continue their round, the scores obtained at the obstacles preceding and following the order to stop will count.

257.3 If the Athlete stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the Athlete they are prevented from continuing their round under normal circumstances, the clock must be stopped immediately.

257.3.1 If the dimensions are correct and the obstacle in question has been properly built or if the alleged unforeseen circumstances are not accepted as such by the Ground Jury, the Athlete will be penalised as for stopping during the round (see JRs Art 246.4) and the time of their round will be increased by six seconds.

257.3.2 If the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the Athlete is not penalised. The time of the interruption must be deducted and the clock stopped until the moment when the Athlete takes up their track at the point where they stopped. Any delay incurred by the Athlete must be taken into consideration and an appropriate number of seconds deducted from their recorded time.

#### **FEI ARTICLE 258 SPEED**

258.1 The speeds for Competitions are as follows:

258.1.1 General (unless specified otherwise below): 325 m per minute minimum and 400 m per minute maximum.

258.1.6 Power and Skill Competitions: no minimum speed required.

258.2 If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the Schedule before the start of the first Athlete of the Competition.

# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK AMENDMENT SUMMARY EFFECTIVE JANUARY 1, 2026 – AMENDED APRIL 15, 2026

## CHAPTER IX

### FINES, WARNINGS, ELIMINATIONS, DISQUALIFICATIONS, AND ABUSE OF HORSE

For EC National competitions see Section A, Article A516 EC Warning Card

The consequences set out in this Chapter apply cumulatively and in addition to any other consequences(s) that may be imposed in accordance with the FEI Rules and Regulations.

#### FEI ARTICLE 259 JUMPING RECORDED WARNINGS

259.1 Any blood on the Horse caused by tack or equipment or any Athlete induced blood detected during a Competition (from warm-up until completion of any post-Competition controls/testing) will result in the following consequences for the Person Responsible, issued by the President of the Ground Jury:

First Offence – Jumping Recorded Warning

Second Offence – Jumping Recorded Warning

Should the same Person Responsible receive two or more Jumping Recorded Warnings at the same or any other Event within 12 months of the delivery of the first Jumping Recorded Warning, the Person Responsible shall be issued with a fine of CHF 1'000 and be automatically suspended for a period of one month, such suspension to commence on the day after the last day of the Event where the Second Jumping Recorded Warning was issued. The FEI shall notify the Person Responsible and confirm the date of suspension. For the avoidance of doubt, the delivery of the notification from the FEI after the start date of the suspension shall in no way invalidate or postpone the commencement of the suspension.

See also JRs Art 264.2.1 (Mandatory disqualification for excessive use of spurs or whip), JRs Art 265 (Abuse of Horse), and GRs Art 142 (Abuse of Horse).

259.2 In other cases of blood on the Horse detected during a Competition (for example where a Horse appears to have bitten its tongue or lip or in cases where a Horse is bleeding from the nose), the Officials may authorise the rinsing or wiping of the blood and allow the Athlete/Horse Combination to continue the Competition, provided that the horse is deemed fit to compete in accordance with JRs Art 259.3. The Athlete will not receive a Jumping Recorded Warning if this Article applies.

259.3 In all cases of blood on the Horse under this JRs Art 259, the Horse may only be permitted to continue in a Competition or participate in any subsequent Competition(s) at the Event if the Ground Jury, in consultation with the Veterinary Delegate, has deemed the Horse to be fit to compete.

#### FEI ARTICLE 260 YELLOW WARNING CARDS

The President of the Ground Jury, the Chief Steward, and the Technical Delegate are each authorised to issue a Yellow Warning Card in accordance with GRs Art 164.3.

#### FEI ARTICLE 261 WARNINGS

The President of the Ground Jury, the Chief Steward, and the Technical Delegate are each authorised to issue a Warning in accordance with GRs Art 164.2.

#### FEI ARTICLE 262 FINES

262.1 The President of the Ground Jury may impose fines in accordance with the GRs in circumstances where the Athlete:

262.1.1 has been Eliminated and does not promptly leave the Competition Arena;

262.1.2 does not promptly leave the Competition Arena after their round;

262.1.3 has been Eliminated or has retired, but makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the Competition Arena;

262.1.4 has been Eliminated for jumping one or several obstacles after passing the finishing line;

262.1.5 uses obstacles that are different from those provided by the OC in the Training Arenas (see JRs Art 264.3.5 and 243.3);

262.1.6 fails to display the identification number of the Horse in case of repeated offence (see JRs Art 275.3.2);

262.1.7 violates the rules on advertising, dress, tack/equipment, or artificial aids (see JRs Art 206, 207 and Annex VIII);

262.1.8 does not comply with the directives of the OC;

262.1.9 touches an obstacle to the effect of changing it;

262.1.10 does not follow orders or shows incorrect behaviour towards Event Officials or any other party connected with the Event (other Athlete, FEI employee or representative, journalist, public, etc.);

# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK

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262.1.11 repeats offences after a warning; and/or

262.1.12 any other circumstances where the JRs provide for a fine to be imposed during an Event.

262.2 All fines imposed by the President of the Ground Jury must be paid by the NF of the Athlete concerned to the FEI.

#### **FEI ARTICLE 263 ELIMINATION**

263.1 Unless specified otherwise in the JRs, Elimination means that the Athlete with the Horse in question may not continue in the Competition at issue. Elimination may also be retroactive.

263.2 The President of the Ground Jury (or, in their absence, their designee Ground Jury member) may ring the bell (or instruct another Ground Jury member to ring the bell) to Eliminate an Athlete/Horse Combination while a round is ongoing if the President of the Ground Jury (or their designee) decides that this would be in the best interest of the wellbeing and/or safety of the Horse and/or Athlete. The decision to Eliminate is final and not subject to appeal or protest.

263.3 The Athlete may jump one single obstacle after being Eliminated, provided that the obstacle is part of the course of the current Competition. However, this does not apply to Elimination arising from a Fall.

263.4 The Ground Jury must Eliminate an Athlete/Horse Combination in the following circumstances:

263.4.1 jumping or attempting to jump an obstacle in the Competition Arena before the start of the round;

263.4.2 starting before the signal is given and jumping the first obstacle of the course (see JRs Art 241.6.1.2);

263.4.3 taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the Athlete (see JRs Art 241.6.1.2);

263.4.4 a Horse resisting for 45 consecutive seconds during the round (see JRs Art 246.4.3);

263.4.5 taking more than 45 seconds to jump the next obstacle;

263.4.6 taking more than 45 seconds to jump the last obstacle and cross the finishing line;

263.4.7 jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (see JRs Art 247.1.2);

263.4.8 omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan;

263.4.9 jumping or attempting to jump an obstacle that does not form part of the course during the round (see JRs Art 247.1.5);

263.4.10 omitting to jump an obstacle of the course (see JRs Art 247.1.6) or, after a Run-out or a Refusal, failing to attempt to jump again the obstacle where the Run-out or Refusal was committed;

263.4.11 jumping an obstacle out of order (see JRs Art 247.1.4);

263.4.12 jumping an obstacle in the wrong direction (see JRs Art 247.1.4);

263.4.13 exceeding the maximum time limit (see JRs Art 253);

263.4.14 following a Refusal, jumping or attempting to jump an obstacle that has been knocked down before it has been rebuilt;

263.4.15 jumping or attempting to jump an obstacle after an interruption without waiting for the bell (see JRs Art 241.6.3);

263.4.16 not jumping all the elements of a Combination again after a Refusal or Run-out (see JRs Art 237.3), except in the case of the closed part of a Combination (see JRs Art 238);

263.4.17 not jumping each element of a Combination separately and consecutively (see JRs Art 237.2);

263.4.18 not crossing the finishing line between the flags mounted in the correct direction after having jumped the last obstacle (except in certain special Competitions) before leaving the Competition Arena (see JRs Art 251);

263.4.19 the Athlete and/or Horse leaving the Competition Arena without permission of the Ground Jury, including prior to starting;

263.4.20 a loose Horse leaving the Competition Arena before the end of the round, including prior to starting;

263.4.21 accepting while mounted any object whatsoever during a round other than Protective Headgear and/or glasses;

263.4.22 non-compliance with the rules relating to tack and equipment (see JRs Art 206 and Annex VIII);

263.4.23 an accident that prevents the Athlete and/or Horse from completing the Competition (if, despite an accident, the Athlete completes the round but does not leave the Competition Arena mounted, the Athlete does not incur Elimination);

263.4.24 not leaving a closed Combination in the right direction or displacing a closed Combination;

263.4.25 second Disobedience during the course of a round (see JRs Art 217.1 and 217.2);

263.4.26 Fall of Athlete or Horse during the round (see JRs Art 248) (a Fall after crossing the finish line does not incur Elimination, see JRs Art 248.2.2.3);

263.4.27 if the Ground Jury feels that for any reason Horse or Athlete is unfit to continue in the Competition;

263.4.28 jumping or attempting to jump an obstacle in the Competition Arena after the completion of a round unless circumstances rendered it impossible for the Athlete/Horse Combination to avoid jumping the obstacle, e.g. in a Competition with an immediate jump-off or in a two-phase Competition if the bell is rung too late for the Athlete to safely pull up before the obstacle;

263.4.29 jumping or attempting to jump an obstacle with the chin strap of Protective Headgear incorrectly fastened or not fastened unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the strap (see JRs Art 207.1);

263.4.30 an Athlete is using a mobile phone device, other electronic communication device, or earphone(s) in the Competition Arena during a Competition (see JRs Art 207.3.2); and/or

263.4.31 any other circumstances where the JRs require Elimination during an Event.

263.5 The Ground Jury may Eliminate an Athlete/Horse Combination in the following circumstances:

263.5.1 not entering the Competition Arena promptly when the Athlete's name and/or number is called;

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### EFFECTIVE JANUARY 1, 2026 – AMENDED APRIL 15, 2026

263.5.2 not entering the Competition Arena mounted or not leaving the Competition Arena mounted (except in case of a Fall after crossing the finish line, in which case the Athlete is not required to remount prior to leaving the Competition Arena);

263.5.3 all unauthorised assistance;

263.5.4 training a Horse in speed Competitions under Table A or C, without informing the OC in advance; and/or

263.5.5 not stopping when the bell is rung during the round; and/or

263.5.6 any other circumstances where the JRs provide for Elimination during an Event.

#### **FEI ARTICLE 264 DISQUALIFICATION**

264.1 Disqualification means that the Athlete and/or Horse is/are disqualified from the Competition at issue or from the entire Event.

Disqualification may also be retroactive.

264.2 The Ground Jury must impose Disqualification in the following cases:

264.2.1 marks indicating excessive use of spurs or of the whip anywhere on the Horse (additional consequences may also apply, see JRs Arts 259.1 and 265.2);

264.2.2 jumping unauthorised obstacles in any place on the Event venue;

264.2.3 moving a Horse to a stable other than the official stables provided by the OC without the authorisation of the Ground Jury;

264.2.4 leaving the Event venue with the Horse for any purpose during the period of the Event; and or

264.2.5 any other circumstances where the JRs require Disqualification during an Event.

264.3 The Ground Jury may impose Disqualification in the following cases:

264.3.1 entering the Competition Arena on foot once the Competition has started;

264.3.2 exercising Horses in the Competition Arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury;

264.3.3 jumping or attempting to jump any obstacle in the Competition Arena forming part of a subsequent Competition;

264.3.4 retiring, before a jump-off, without permission of the Ground Jury or without valid reason;

264.3.5 exercising Horses during the course of an Event over obstacles different from those provided by the OC;

264.3.6 jumping the obstacles in the Training Arenas or Warm-Up Arena in the wrong direction;

264.3.7 all cases of abuse and/or ill treatment of Horses reported by a member of the Ground Jury or by a Steward, or by any other person to an Official including cases arising under VRs Art 1048 (Final Examination for Limb Sensitivity); and/or

264.3.8 any other circumstances where the JRs provide for Disqualification during an Event.

#### **FEI ARTICLE 265 ABUSE OF HORSES**

265.1 All forms of cruel, inhumane, or abusive treatment of Horses are strictly prohibited (see also GRs Art 142 and the FEI Code of Conduct for the Welfare of the Horse). Without limiting the generality of the foregoing, the following constitute abuse of a Horse:

##### **265.1.1 Rapping**

265.1.1.1 The term "rapping" includes all of the artificial techniques intended to induce the Horse to jump higher or more carefully over obstacles. It is not practical to list every possible means of rapping, but in general it consists of the Athlete and/or dismounted assistants, for whose behaviour the Athlete is responsible, either hitting the Horse's legs manually with something (no matter with what or by whom) or deliberately causing the Horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground poles, placing trotting poles or the elements of a Combination at a false distance, intentionally pulling or pushing the Horse into an obstacle or otherwise making it difficult or impossible for the Horse to negotiate the practice obstacle without hitting it.

265.1.1.2 In the case of rapping or any other abusive training practice within the period of jurisdiction of the Ground Jury, the Athlete and the Horse concerned will be Disqualified from all Competitions for at least 24 hours. In addition, the Ground Jury may take any further action it deems appropriate under the circumstances, including Disqualifying the Athlete and/or Horse from the entire Event.

##### **265.1.2 Excessive use of the whip**

Any excessive use of the whip is strictly prohibited. Without limiting the generality of the foregoing, the following constitute excessive use of the whip:

265.1.2.1 use of a whip to vent an Athlete's temper;

265.1.2.2 use of a whip on a Horse's head;

265.1.2.3 use of a whip more than three times in a row;

265.1.2.4 use of a whip resulting in a Horse's skin being broken; and

265.1.2.5 use of a whip after Elimination.

An Athlete identified as misusing or excessively using the whip will be Disqualified and may be fined at the discretion of the Ground Jury.



# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK AMENDMENT SUMMARY EFFECTIVE JANUARY 1, 2026 – AMENDED APRIL 15, 2026

## 265.1.3 Other forms of abuse

Abuse of a Horse in any other form (such as hypersensitising or desensitising the limbs, the use of banned training methods, excessive use of spurs, and other cases as specified in the GRs, VRs or any other FEI Rules and Regulations) is also prohibited and must be penalised appropriately under these rules.

265.2 Any act or series of actions that in the opinion of the Ground Jury constitute abuse of a Horse shall be penalised according to the GRs with one or more of the following Penalties, in addition to any other consequences specified in the FEI Rules and Regulations:

265.2.1 Yellow Warning Card (see GRs Art 164.3);

265.2.2 Fine;

265.2.3 Elimination; and/or

265.2.4 Disqualification.

## FEI ARTICLE 266 BOOT AND BANDAGE CONTROL

This article applies to FEI competitions only; for EC sanctioned competitions please see Annex 1.

It is mandatory to carry out boot and bandage control on all Horses taking part in the Grand Prix, the Competition with the highest prize money at each Event (if not the Grand Prix), Nations Cup/Longines League of Nations™, and Puissance and Six Bar Competitions. It is also recommended that boot and bandage control be carried out during other Competitions. For further detail on the boot and bandage control, see the VRs and also the Boot and Bandage Control Protocol available on the Stewards Hub on the FEI website.

## CHAPTER X PLACING AND HONOURS

### FEI ARTICLE 267 INDIVIDUAL PLACING AND PRIZE GIVING

267.1 The placing of an individual Athlete is determined based on the scoring for the Competition (Table A or Table C), the instructions included in the Schedule and any amendments specified on the course plan.

267.2 Prize winners must take part in the prize giving ceremony and should do so with the placed Horses. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse to take part in the prize giving ceremony, the Ground Jury may allow the OC to withhold the Athlete's prize(s).

267.3 The OC must publish in the Schedule and programme the number of prize winners required to take part in the ceremony. If the Schedule or programme does not indicate the number that must be present, all Athletes and Horses placed must attend the prize-giving ceremony.

267.4 Unless agreed otherwise by the Ground Jury in special circumstances, rugs may not be worn by Horses during the prize-giving ceremony, with the exception of rugs presented by sponsors of Competitions.

267.5 Any Athlete who has no chance of winning a prize may, at the discretion of the Ground Jury, be stopped at any time during their round.

267.6 Athletes who are unable to complete the first round of a Competition will not receive any prize, except in certain special Competitions.

267.7 Prize winners of qualifying Competitions retain the prizes they have won even if they decline to take part in the final Competition for which they have qualified.

267.8 At CSIO5\* and CSI5\* Events, the OC must invite the owner of the Horse that wins the Grand Prix to take part in the prize giving ceremony, if present at the Event.

### FEI ANNEX VIII TACK, EQUIPMENT, AND ARTIFICIAL AIDS

Link to FEI Jumping Rules – Please See Annex VIII

<https://inside.fei.org/sites/default/files/FEI%20Jumping%20Rules%202026.pdf>

### EC ANNEX 1 NATIONAL SCHOOLING RULES FOR HUNTERS AND JUMPERS

Please see EC Annex 1 page 147

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## ~~Chapter IV ARENAS AND SCHOOLING AREAS~~

### ~~FEI ARTICLE 201 ARENA, SCHOOLING AREAS AND PRACTICE OBSTACLES~~

~~1. The arena must be enclosed. While a horse is in the arena during a competition, all entrances and exits must be physically closed.~~

#### ~~4. Practice Obstacles~~

~~The use of obstacle material not provided by the Organizing Committee is forbidden under penalty of disqualification and/or fine (see JRs Art. 242.2.6 and 240.2.5). Practice obstacles may only be jumped in the direction for which they are flagged. No part of the practice obstacle may be physically held by any person.~~

~~4.1. Ground lines may be placed directly underneath the first part of an obstacle or up to 1 m away on the take-off side. If there is a ground line on the take-off side of a vertical obstacle, a ground line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1.00 m. A ground line may never be used on the landing side of a spread obstacle.~~

~~4.2. Any obstacles 1.30 m or higher must have a minimum of two poles, , on the take-off side of the obstacle, regardless of whether or not a ground line is used. The lower pole must always be below 1.30 m.~~

~~4.3 If crossed poles are used as a top part of an obstacle, they must be able to fall individually. The top end of the poles must be in a cup. However there can be a horizontal top pole behind the crossed poles, which must be at least 20 cm higher than the centre of the crossed poles.~~

~~4.4. The top poles of an obstacle must always be in cups at both ends. If the pole is resting on the edge of a cup it must be on the far edge and never on the near edge.~~

~~4.5 For Competitions where the maximum obstacle height is 1.40m or less, the obstacles in the practice arena may not exceed in height and width ten centimetres more than the actual maximum height and width of the obstacles of the Competition in progress. If the obstacle height of the Competition in progress is greater than 1.40 m, the obstacles in the practice arena may not exceed 1.65 m in height and 1.80 m in width. This paragraph is applicable to all Categories except for Pony Riders; refer to Annex XI, Art. 17 for the maximum height and width of obstacles in the practice arena at Pony Jumping Events.~~

~~4.6. It is not permitted to walk Horses over poles when these are elevated or placed in cups at one or both ends.~~

~~4.7. The Organizing Committee may provide material to simulate a water ditch.~~

#### ~~5. Schooling, Exercising, Gymnastics and Training~~

~~5.1. Athletes may train their Horses in gymnastic exercises using placing poles on the ground, but obstacles used for this purpose may not exceed 1.30 m in height. Athletes using such obstacles must not violate the rules against rapping (see JRs Art. 243.2.1). Training exercises consisting of a line of obstacles in succession without a stride in between (in-out/bounce exercises) are permitted if there is sufficient space. For these exercises a maximum of three obstacles with a height not exceeding 1.00 m may be used; minimum distance between obstacles is 2.50 m, maximum distance is 3.00 m. Gymnastic/training exercises as described above are not permitted during the warm-up for a Competition.~~

~~5.2. Placing Poles: if there is enough space placing poles may be used and placed on the ground not closer than 2.50 m on the take-off side of a vertical obstacle not exceeding 1.30 m in height. A placing pole may be used on the landing side not closer than 2.50 m when the obstacle is jumped at the trot or three metres if at the canter. Any pole placed approximately six metres or more from an obstacle on either side or on both sides is not considered a placing pole and is therefore allowed to be used with both verticals and oxers. Poles on the ground as described above may not be used during the warm-up for a Competition.~~

~~5.3. Exercising and Training: whenever possible provision should be made for Athletes to exercise and train in the presence of a steward for several hours in the morning. Athletes may make minor changes to obstacles providing JRs Art. 201.4, 201.5 and 201.6 are not contravened but should significant changes be made, it should be done with the permission of the Steward.~~

~~6. Combinations are permitted as long as there is enough space and if they are built with correct distances. The OC must provide the material.~~

# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK

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- ~~—When training areas are crowded Athletes may only use single obstacles.~~
- ~~7. The schooling area(s) must always be supervised by a steward when in use. (Moved from previous 244.5)~~

#### ~~FEI ARTICLE 202 ACCESS TO THE ARENA AND PRACTICE OBSTACLE~~

- ~~1. Athletes may only be admitted once to the arena before each competition and this includes competitions with jump off(s). Entry into the arena will be prohibited by means of a notice "Arena Closed" placed at the entrance or conspicuously in the middle of the arena. Permission to enter the arena will be given by the Ground Jury ringing the bell and by displaying a notice "Arena Open". An announcement must also be made over the public address system. However, in competitions over two rounds with different courses, competitors may inspect the course before the second round.~~
- ~~2. The Organizing Committee of an event where facilities for exercising are severely limited, may, with the agreement of the Ground Jury, give special permission for the arena to be used for exercising at specified times.~~
- ~~3. If the schooling (exercise) area(s) are inadequate or cannot be used, a practice obstacle which is not part of the course must be placed in the arena. In all other circumstances facultative or practice obstacles are not allowed in any competition. In certain special competitions (including but not limited to the Six Bar or Puissance Competition) the Ground Jury may decide that the Athletes remaining in the Competition must stay in the arena after the first or second jump off. In this case, the Ground Jury must allow a practice obstacle in the arena.~~
- ~~4. The practice obstacle must be a spread obstacle not exceeding 1.40 m in height and 1.60 m in spread or a vertical obstacle not exceeding 1.40 m in height, provided with red and white flags and should not be numbered. These dimensions may not be altered during the course of the competition. Only two attempts at this obstacle are allowed. Jumping or attempting to jump this practice obstacle more than twice entails a fine in addition to the possible Disqualification (see JRs Art. 242.2.3 and 240.2.6). Jumping the practice obstacle in the wrong direction may incur disqualification (JRs Art. 242.2.7). The competitor is allowed 90 seconds maximum to make these attempts, counted from the time the Ground Jury rings the bell.~~

~~A knock down, refusal or run out count as an attempt. If there is a refusal at the first attempt with a knock down or displacing of the obstacle, this obstacle is to be reset and the athlete is allowed to make a second and final attempt. The time taken to reset the obstacle is neutralized. The Ground Jury must give the signal to start the round after the Athlete has made his attempt(s) or after 90 seconds. After the sound of the bell, the competitor who has attempted only once, is allowed the second attempt but he must cross the starting line in the correct direction within the 45 seconds; failure to do so will start the time of the round (see JRs Art. 203.1.2).~~
- ~~5. Athletes may not jump or attempt to jump any obstacle in the arena during a parade before the competition. Failure to comply with this paragraph may incur Disqualification (see JRs Art. 242.2.4).~~
- ~~6. A prize winner may only jump an obstacle for the benefit of the press with the permission of the Ground Jury, provided it does not form part of a subsequent round. This practice should not be encouraged.~~

#### ~~FEI ARTICLE 203 BELL~~

- ~~3. The bell is used to communicate with the Athletes. One of the members of the Ground Jury is in charge of the bell and responsible for its use. The bell is used:
 
  - ~~1.1. to give permission to the Athletes to enter the arena when the course is ready for their inspection (see JRs Art. 202.1) and to signal that the inspection time is over;~~
  - ~~1.2. to give the signal to start and to activate a forty five (45) seconds countdown shown in the timing equipment in the scoreboard or in another display beside the arena.~~

~~—The 45 seconds countdown sets the time that the Athlete can spare before commencing his round. The Ground Jury has the right to interrupt the 45 seconds countdown if unforeseen circumstances occur. Incidents such as, but not limited to, disobedience, occurring between the signal to start and up until the moment the Athlete/Horse combination crosses the starting line in the correct direction, are not penalized (see JRs Art/ 235.3). However, in the event of a fall of an Athlete and/or Horse at any time from the moment the Athlete/Horse combination enters the Competition arena up until the moment they cross the starting line in the correct direction, whether or not the signal to start has been given, the combination will not be permitted to start in the round or Competition in question and the bell must be rung accordingly.~~

~~—After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a disobedience.~~

~~—However, the Ground Jury, in its discretion if the situation so warrants has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown~~
  - ~~1.3. to stop an Athlete for any reason or following an unforeseen incident and to signal to him to continue his round after an interruption (see JRs Art. 217.4 and 233);~~
  - ~~1.4. to indicate to the Athlete that an obstacle knocked down following a disobedience has been replaced (see JRs Art. 233);~~
  - ~~1.5. to indicate by prolonged and repeated ringing that the Athlete has been eliminated.~~~~
- ~~4. If the Athlete does not obey the signal to stop, he may be eliminated at the discretion of the Ground Jury (see JRs Art. 241.4.5) except where specifically provided for under JRs Art. 233.2).~~
- ~~5. If, after an interruption, the Athlete restarts and jumps or attempts to jump without waiting for the bell to ring, he will be eliminated (see JRs Art. 241.3.14).~~

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#### **FEI ARTICLE 204 COURSE AND MEASURING**

- ~~1. The Ground Jury must walk the course to inspect it before the start of the competition. The course is the track, which the mounted Athlete must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the horse. This normal line must pass through the middle of the obstacle.~~
- ~~2. In Championship Competitions, Olympic Games, Nations Cups and Grand Prix Competitions, the President of the Ground Jury or his designee must ensure that the Course Designer has properly measured the course. At Championships, Finals, Games and all 5\* Events, the President of the Ground Jury or his designee must walk the course with the Course Designer to ensure that the course is properly measured with a wheel. In exceptional cases, the Ground Jury may alter the time, if the conditions as mentioned in JRs Art. 204.3 apply.~~
- ~~3. Once the competition has started only the Ground Jury in consultation with the Course Designer, and the Technical Delegate if present, may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after the third Athlete, who has completed the course without a disobedience or any other interruption, assuming that the three Athletes in question have started their course prior to the 45 second countdown elapsing, and before the next Athlete has started. In this case, the Ground Jury has the option to alter the time allowed. If the time allowed is increased, the score of the Athlete who have jumped the course before the time was altered will then be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Athlete having previously completed his round receives time penalties due to the alteration of the time allowed.~~
- ~~4. If the condition of the footing becomes bad, the Ground Jury may alter the speed provided for in the schedule, before the start of the first Athlete of the competition.~~
- ~~5. The total length of the course in metres may never exceed the number of obstacles in the competition multiplied by 60.~~
- ~~6. The starting and finishing lines may not be more than 15 m or less than 6 m from the first and last obstacle. These two lines must each be marked with an entirely red flag on the right and an entirely white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish).~~

#### **FEI ARTICLE 205 COURSE PLAN**

- ~~1. The Course Designer must give the Ground Jury a copy of the course plan showing accurately all the details of the course. An exact copy of the course plan given to the Ground Jury must be posted as close as possible to the entrance of the arena, and should be posted at least 30 minutes before the beginning of each competition; if applicable the time allowed may be added to the course plan later than 30 minutes before the start of the Competition as soon as the Course Designer has finished measuring the course. For all Competitions the track as measured by the Course Designer must be indicated on the course plan that is posted prior to the Competition.~~
- ~~2. The obstacles are numbered consecutively in the order in which they must be jumped, except in certain Competitions, as specified in the JRs.~~
- ~~3. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Ground Jury and Athletes. In this case, distinguishing letters will be added (for example: 8A, 8B, 8C etc.).~~
- ~~4. The plan must indicate the following:
 
  - ~~4.1. the position of the starting and finishing lines. During a round, unless otherwise indicated, these may be re-crossed without penalty;~~
  - ~~4.2. the relative position, type (spread or vertical obstacle, triple bar) numbering and lettering of obstacles;~~
  - ~~4.3. any compulsory turning points marked by a white flag on the left side and a red flag on the right;~~
  - ~~4.4. the track to be followed by Athletes marked either by a continuous line (in which case it must be followed precisely) or by a series of arrows showing the direction in which each obstacle must be jumped (in which case the Athlete is free to choose his own track). Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;~~
  - ~~4.5. the table of penalties to be used;~~
  - ~~4.6. the speed for the Competition if applicable;~~
  - ~~4.7. the length of the course;~~
  - ~~4.8. the time allowed and the time limit, if any; or the fixed time in certain Competitions, as specified in the JRs;~~
  - ~~4.9. the obstacles, the length, the time allowed and the time limit for the jump offs;~~
  - ~~4.10. the combinations considered as completely closed or as partially closed (see JRs Art. 214);~~
  - ~~4.11. all decisions and/or modifications made by the Ground Jury in regard to the course.~~~~

#### **FEI ARTICLE 206 ALTERATIONS TO THE COURSE**

- ~~1. Should force of circumstances make it necessary to alter the plan of the course after it has been posted up, the change may only be made after agreement of the Ground Jury. In this case the Chefs d'Equipe and all individual Athletes must be advised of the alterations.~~
- ~~2. Once the competition has begun, the conditions under which it is run may not be altered and the course or its obstacles may not be changed unless otherwise stipulated in the JRs (see Art. 204.3). If it becomes necessary to interrupt the competition (because of a storm or bad light etc.) it must subsequently be continued using the same obstacles and course and as far as possible under the same conditions and at the exact point where it was interrupted. However, for the Nations Cup, JRs Art. 264.3.6 applies.~~
- ~~3. Notwithstanding paragraph 2 above, an obstacle may be re-sited during a round, or between rounds of a competition, if in the opinion of the Ground Jury a deterioration in the state of the going or other special circumstances necessitates such action. Obstacles, which cannot be re-sited, such as water jumps, ditches or permanent obstacles, must be taken out of the course. If an obstacle has been taken out of the course during a round, the scores of all previous Athletes penalized during this round at that obstacle must be adjusted by canceling jumping~~

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penalties and time corrections incurred thereat. All eliminations and time penalties already incurred will stand.

- ~~4. If necessary, a new time allowed and time limit shall be fixed for the course as altered under paragraph 3 above.~~

#### **FEI ARTICLE 207 FLAGS**

- ~~1. Completely red flags and completely white flags must be used to mark the following details of the course.
 
  - ~~1.1. the starting line; it is obligatory to place also a marker S (see JRs Art. 204.6);~~
  - ~~1.2. the limits of the obstacles; the flags may be attached to any part of the wings of the obstacles. They may also stand independently. One red flag and one white flag must be placed at vertical obstacles and at least two red and two white flags to define the limits of spread obstacles. They must also be used to mark the limits of the obstacles provided in the schooling areas (JRs Art. 201.3) or of the practice obstacle in the arena (JRs Art. 202.3); in the schooling area it is also allowed to use wings/uprights with a red or white top, instead of flags;~~
  - ~~1.3. compulsory turning points;~~
  - ~~1.4. the finishing line; it is obligatory to place also a marker F (JRs Art. 204.6).~~~~
- ~~2. At the obstacles, the starting and finishing lines and at the compulsory turning points, the Athlete must pass between the flags (red on his right and white on his left). Flag poles defining the limits of the landing side of the water jump must be made of material that cannot shatter or splinter and must bend when hit; flags must have no sharp points or corners.~~
- ~~3. If an Athlete passes the flags on the wrong side, he must retrace his steps and pass them on the correct side before continuing his round. If he does not correct this mistake, he will be eliminated (see JRs Art. 220.1.2).~~
- ~~4. Knocking down a flag anywhere in the arena does not incur a penalty. If a flag marking the limits of an obstacle or compulsory turning point or the finishing line has been knocked down following a disobedience / resistance, (without passing these lines) or as a result of unforeseen circumstances, the flag will not be replaced immediately; the Athlete must continue his round and the obstacle /compulsory turning point will be judged as if the flag was in its original place. The flag must be replaced before the next Athlete will be given the signal to start. However, if a flag defining the limits of the water jump or of a natural obstacle has been knocked down following a disobedience or as a result of unforeseen circumstances and in all cases where the nature of the obstacle is changed by knocking down the flag, (211.8) the Ground Jury will interrupt the round of the Athlete. The clock must be stopped while the flag is replaced and a time correction of 6 (six) seconds will be applied in accordance with the procedure provided for in JRs Art. 232.~~
- ~~5. In certain special competitions, the starting and finishing lines may be crossed in both directions. In this case the lines must be provided with four flags; a red and a white flag at each end of these lines.~~

### **Chapter V**

### **OBSTACLES**

#### **FEI ARTICLE 208 OBSTACLES GENERAL**

- ~~1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.~~
- ~~6. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support; the support must have a depth of 18 mm minimum and a depth of 20 mm maximum. This also applies for safety cups (refer to Art. 210.1 for details). For special obstacle material and planks, balustrades, barriers, gates, etc. the diameter of the supports must be more open or even flat.~~
- ~~7. The limits on the height and spread of obstacles set forth by these JRs and in the definite schedules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, providing every effort has been made to not exceed the maximum dimensions specified in the Schedule with the material available. In Competitions for which the Schedule indicates a maximum height of 1.45 m or more, the height of obstacles in the Competition may, at the discretion of the Course Designer, exceed the height indicated in the Schedule by maximum 3 cm. However, the height of obstacles at indoor Competitions (with the exception of Power and Skill Competitions) must never exceed 1.65 m under any circumstances.~~
- ~~8. The approximate dimensions of obstacles in competitions other than those, which are specially set forth in the JRs, must be stipulated in the schedule.~~

#### **FEI ARTICLE 209 VERTICAL OBSTACLE**

An obstacle whatever its construction may only be called a vertical when faults are judged on the same vertical plane.

#### **FEI ARTICLE 210 SPREAD OBSTACLE**

A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. FEI approved safety cups must be used as support for the back pole of spread obstacles and in case of a triple bar to support the centre and back poles of the obstacle. The maximum depth of the safety cups for the top back pole of a spread obstacle is 18 mm; safety cups used for the centre poles of a triple bar or for lower poles of other obstacles may have a maximum depth of 20 mm. Approved safety cups must be used in the Competition arena and schooling areas.

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#### **FEI ARTICLE 211 WATER JUMP, WATER JUMP WITH VERTICAL AND LIVERPOOL**

- ~~1. For an obstacle to be called a water jump, there must be no obstacle in front, in the middle nor behind the water. The water must have a minimum spread in excess of 2.00 m and must be dug into the ground. For details of how the water jump should be constructed refer Annex VII.  
If the water jump does not meet the specifications as described in Annex VII, a vertical obstacle must be placed over the water as described in JRs Art. 211.10.~~
- ~~2. A take-off element (brush, small wall), with a minimum height of 40 cm and a maximum height of 50 cm, must be erected on the take-off side. The width of the front of the water jump must be at least 30% greater than the length.~~
- ~~3. At Olympic and Regional Games, Championships, CSIOs and CSIs, the landing side of the water jump must be defined by a lath, at least 6 cm in width and not exceeding 8 cm, covered with a bed of contrasting coloured plasticine about 1 cm thick. This plasticine must be replaced each time a horse touches it. Several spare laths must be provided together with extra plasticine so that a lath, which has been marked by a horse may be replaced at any time. The lath must be placed at the edge of the water, properly fixed to the ground; at the time of the inspection of the course by the Ground Jury, the entire length of the lath must touch the water.~~
- ~~4. If the bottom of the water jump is made of concrete or hard material, it must be covered with a softer material such as a coconut or rubber mat.~~
- ~~5. It is a fault at the water jump:
 
  - ~~5.1. when a horse puts one or several feet on the lath defining the limit of the water jump. It is a fault when the foot or the shoe touches the lath and leaves an impression; impression of the fetlock joint or boot does not constitute a fault;~~
  - ~~5.2. when a horse touches the water with one or several feet;~~~~
- ~~6. Striking, knocking down, or displacing the brush or take-off element is not a fault.~~
- ~~7. If one of the four flags is knocked down or displaced it is for the water jump Judge to decide whether or not there has been a run-out depending on which side of the flag the horse has passed. If the decision is a run-out the bell will be rung and the clock stopped while the flag, which has been knocked down or displaced is put back and 6 seconds will be added in accordance with JRs Art. 232.~~
- ~~8. The decision of the water jump Judge is final. For this reason he must be a member of the Ground Jury.~~
- ~~9. The water jump Judge must register the identification number of horses penalized at the water jump and the reason for the penalties.~~
- ~~10. Only a vertical obstacle of not more than 1.50 m in height having any number of poles but all with the use of FEI approved safety cups (see JRs Art. 210.1) may be placed over open water. The depth of the safety cups for the top pole of the vertical is 18 mm; the safety cups for the lower poles may have a maximum depth of 20 mm. The vertical obstacle must not be placed further than 2m from the front of this obstacle. This obstacle is judged as a vertical obstacle and not as a water jump. For this reason it is not necessary to use a lath or other arrangement may not be used to define its limits. If a lath is used it is to be considered a visual aid only; Penalties will not be incurred for any imprints on the lath. The same applies if the take-off element is displaced. Only poles with a minimum length of 3.50 m may be used for a vertical placed over a water jump.~~
- ~~11. With the exception of the case set forth in Art. 211.10, if water is used under, in front of or behind an obstacle (a so-called "Liverpool") the total width of the obstacle (incl. the water) may not exceed 2.00 metres. Open water with a spread of more than two metres may not be used as a Liverpool. For all Liverpool obstacles, the front edge of the water tray must be placed either in alignment with the same vertical plane as the front poles, or in front of the vertical plane of the front poles.~~

#### **FEI ARTICLE 212 COMBINATION OBSTACLES**

- ~~1. Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7 m minimum and 12 m maximum (except for Hunting or Speed and Handiness competitions judged under Table C and for permanent fixed obstacles where the distance may be less than 7 m) which require two or more successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.~~
- ~~2. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalized separately.~~
- ~~3. When there is a refusal, run-out the Athlete must retake all the elements unless it is a closed combination or partially closed combination (see JRs Art. 214) or a six bar or obstacles in-line competition.~~
- ~~4. Penalties for faults made at each element and during different attempts, are counted separately and added together.~~
- ~~5. In a combination obstacle a triple bar may only be used as the first element.~~

#### **FEI ARTICLE 213 BANKS, MOUNDS, AND RAMPS**

- ~~1. With exception of JRs Art. 213.2, banks, mounds, ramps and sunken roads irrespective of whether they include any sort of obstacle and in whatever direction they should be taken, are to be regarded as combination obstacles (see JRs Art. 212).~~
- ~~2. A bank or mound without an obstacle or with only one or several poles over it may be jumped in one effort. This method of jumping the obstacle incurs no penalty.~~
- ~~3. No banks, mounds, sunken roads, talus, slopes or ramps, except table banks not exceeding one metre in height, may be used at indoor events.~~

#### **FEI ARTICLE 214 CLOSED COMBINATIONS, PARTIALLY CLOSED AND PARTIALLY OPEN COMBINATIONS**

- ~~1. A combination is considered to be completely closed, if the sides, which surround it can only be surmounted by jumping.~~
- ~~2. A closed combination may be in the form of an in-and-out, sheep pen, (square or hexagonal) or any similar obstacle considered as a closed~~

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combination by decision of the Ground Jury. A combination is considered as partially open and partially closed if one part of this combination is open and the other closed. In the event of a refusal, run-out, the following procedure applies (see JRs Art. 219):

- 2.1. if the disobedience occurred in the closed part, the Athlete must jump out in the direction of the course;
- 2.2. if the disobedience occurred in the open part, the Athlete must take the whole obstacle again. Failure to do so incurs elimination (see JRs Art. 241.3.15).

— In the event of a disobedience with a knock down and/or displacing of the obstacle at any part, a time correction of 6 seconds must apply. If, once inside the enclosure, he refuses the Athlete must jump out in the direction of the course. The 6-second penalty is added to the time when the clock is restarted and the Athlete resumes his round.

- 3. The Ground Jury must decide before the competition whether the combination is to be considered as closed or partially closed. This decision must be shown on the plan of the course.
- 4. If a combination is not mentioned on the plan of the course as closed or partially closed, it must be considered as an open combination and judged as such.

#### ~~FEL ARTICLE 215 ALTERNATIVE OBSTACLES AND JOKER~~

- 1. When in a competition two obstacles of the course carry the same number, the Athlete has the choice of jumping either one of the obstacles:
  - 1.1. if there is a refusal or run-out without a knock down or displacing of the obstacle, at his next attempt the Athlete is not obliged to jump the obstacle at which the refusal or run-out occurred. He may jump the obstacle of his choice;
  - 1.2. if there is a refusal or run-out with a knock down or displacing of the obstacle, he may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice;
- 2. Red and white flags must be placed at each of the elements of this alternative obstacle.
- 3. The Joker is a difficult obstacle and must be designed with horsemanship and fairness in mind. It may only be used in an Accumulator competition or in a Top Score competition.

#### ~~Chapter VI~~

### ~~PENALTIES DURING A ROUND~~

#### ~~FEL ARTICLE 216 PENALTIES GENERAL~~

~~During a round, penalties are incurred for:~~

- 1. Knocking down an obstacle (see JRs Art. 217) and a foot in the water or any imprint of the foot or the shoe on the lath defining the limits of the water jump on the landing side;
- 2. A disobedience (i.e. Refusal, Run-out or Resistance) (see JRs Art. 219);
- 3. A deviation from the course (see JRs Art. 220);
- 4. A fall of a horse and/or Athlete (see JRs Art. 224);
- 5. Unauthorized assistance (see JRs Art. 225);
- 6. Exceeding the time allowed or the time limit (see JRs Art. 227 and 228).

#### ~~FEL ARTICLE 217 KNOCK DOWN~~

- 1. An obstacle is considered to have been knocked down when, through a mistake of the horse or Athlete:
  - 1.1. the whole or any upper part of the same vertical plane of it falls, even if the part which falls is arrested in its fall by any other part of the obstacle (see JRs Art. 218.1);
  - 1.2. at least one of its ends no longer rests on any part of its support.
- 2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, do not count as a knock down. If in doubt the Ground Jury should decide in favour of the Athlete. The knock down or displacement of an obstacle and/or a flag as a result of a Disobedience is penalized as a refusal only. In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung and the clock stopped while the displacement is re-adjusted. This does not count as a knock down and is only penalized as a Disobedience and corrected by time in accordance with JRs Art. 232.
- 3. Penalties for knocking down an obstacle are those provided for under Tables A and C (see JRs Art. 236 and 239).
- 4. If any part of an obstacle, which has been knocked down is likely to impede an Athlete in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
- 5. If an Athlete jumps an obstacle correctly which has been improperly rebuilt, he incurs no penalty; but if he knocks down this obstacle he will be penalized in accordance with the table in use for the competition.

#### ~~FEL ARTICLE 218 VERTICAL AND SPREAD OBSTACLES~~

- 1. When a vertical obstacle or part of an obstacle comprises two or several parts placed one above the other and positioned in the same vertical plane, only the fall of the top part is penalized.
- 2. When a spread obstacle which requires only one effort comprises parts which are not positioned in the same vertical plane, the fall of one or several top parts only counts as one fault whatever the number and position of the parts which have fallen. Trees, hedges etc. used as filling are not liable for penalties.

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### ~~FEI ARTICLE 219 DISOBEDIENCES~~

- ~~1. The following are considered as disobediences and are penalized as such (see JRs Art. 236 and 239):~~
  - ~~1.1. a refusal;~~
  - ~~1.2. a run-out;~~
  - ~~1.3. a resistance;~~
  - ~~1.4. a more or less regular circle or group of circles no matter where they occur on the course or for whatever reason. It is also a disobedience to circle around the last obstacle jumped unless the track of the course so requires.~~
- ~~2. Notwithstanding the above, the following is not considered to be a Disobedience:~~
  - ~~2.1. circling for up to 45 seconds after a Run-out or a Refusal (no matter if the obstacle has to be rebuilt or not) to get into position to jump an obstacle~~

### ~~FEI ARTICLE 220 DEVIATION FROM THE COURSE~~

- ~~1. It is a deviation from the course when the Athlete:~~
  - ~~1.1. does not follow the course as set out on the published plan;~~
  - ~~1.2. does not cross the starting line or the finishing line between the flags in the correct direction (see JRs Art. 241.3.6 and 241.3.17);~~
  - ~~1.3. omits a compulsory turning point (see JRs Art. 241.3.7);~~
  - ~~1.4. does not jump the obstacles in the order or in the direction indicated, except in certain special competitions (see JRs Art. 241.3.10 and 241.3.11);~~
  - ~~1.5. jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle. Obstacles not included in the course should be crossed but failure to do so by the arena party will not preclude the elimination of an Athlete for jumping an obstacle not forming part of the course.~~
- ~~2. An uncorrected deviation from the course will result in Elimination of the Horse and Athlete combination (see JRs Art. 241.3.6, 241.3.7 and 241.3.17).~~

### ~~FEI ARTICLE 221 REFUSAL~~

- ~~1. It is a refusal when a horse halts in front of an obstacle, which it must jump whether or not the horse knocks it down or displaces it.~~
- ~~2. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalized.~~
- ~~3. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.~~
- ~~4. If a horse slides through an obstacle, the Judge in charge of the bell must decide immediately if it is to count as a refusal or as an obstacle knocked down. If he decides that it is a refusal the bell is rung at once and the Athlete must be ready to attempt the obstacle again as soon as it has been rebuilt (see JRs Art. 232 and 233).~~
  - ~~4.1. If the Judge decides that it is not a refusal, the bell is not rung and the Athlete must continue his round. He is then penalized as for an obstacle knocked down.~~
  - ~~4.2. If the bell has been rung and the Athlete jumps other elements of the combination in his stride, he will not be eliminated or incur further penalties even if he knocks down this element of the combination.~~

### ~~FEI ARTICLE 222 RUN-OUT~~

- ~~1. It is a run-out when the horse escapes the control of its Athlete and avoids an obstacle, which it has to jump or a compulsory turning point, which it has to pass~~
- ~~2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly, the Athlete is penalized as for a run-out and he must jump the obstacle again correctly.~~
- ~~3. It is considered to be a run-out and is penalised as such for a horse or any part of a horse to go past the extended line of an obstacle to be jumped, or of an element of a combination, or of the finishing line or of a compulsory turning point.~~

### ~~FEI ARTICLE 223 RESISTANCE~~

- ~~1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.~~
- ~~2. It is equally a resistance when the Athlete stops his horse at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances to the Ground Jury (see JRs Art. 233.3.2). A resistance is penalized as for a refusal except in the circumstances set out in JRs Art. 241.3.4.~~

### ~~FEI ARTICLE 224 FALLS~~

- ~~1. Fall of an Athlete~~
  - ~~1.1. Fall of an Athlete in the Competition arena~~  
An Athlete is considered to have fallen when, either voluntarily or involuntarily, he is separated from his horse in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance.
  - ~~1.2. If it is not clear that the Athlete has used some form of support or outside assistance to prevent his fall, the benefit of doubt must be given to the Athlete.~~

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- ~~2. Fall of an Athlete anywhere outside of the Competition arena  
An Athlete is considered to have fallen when, involuntarily, he/she isthey are separated from his/her their Horse. If an Athlete has voluntarily dismounted, it is not considered a Fall.~~
- ~~3. Fall of a Horse  
A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.~~
- ~~4. Protocol to be followed in case of a fall of an Athlete and/or a Horse  
In case of a fall of an Athlete and/or a Horse at any time in the Competition arena, in the practice arena or elsewhere within the grounds of the Event, the Athlete must be checked by the Event's medical service, (or by a medical doctor if the medical service is not available) before he/shethey may be permitted to take part in the round in progress or in the next round or Competition at the Event, respectively the Horse must be cleared by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event, according to the provisions outlined in paragraphs 4.1—4.3 below.~~
  - ~~4.1. Fall in the Competition Arena
 
    - ~~4.1.1. Fall prior to starting the round  
In the event of a fall of an Athlete and/or Horse at any time prior to starting the round (see JRs Art. 226.2), the combination is not eliminated but will not be permitted to start in the round in question; in this case the combination shall be listed in the results as "did not start" in that round. If the Athlete has entered more than one Horse in the Competition concerned, he/shethey must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before he/shethey can be permitted to take part in the round in progress with his/her other Horse(s). In this case the Ground Jury may give the Athlete a later starting position if considered necessary. The Horse must be cleared by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event.~~
    - ~~4.1.2. Fall during the round  
In the event of a fall of an Athlete and/or Horse during the round (see JRs Art. 226.2), the combination is eliminated (see JRs Art. 241.25). If the Athlete has entered more than one Horse in the Competition concerned, he/shethey must be checked by the Event's medical service (or by a medical doctor if the medical service is not available) before he/shethey can be permitted to take part in the round in progress with his/her other Horse(s). In this case the Ground Jury may give the Athlete a later starting position if considered necessary. The Horse must be cleared by the Veterinary Delegate, before it may be permitted to take part in the next round or Competition at the Event.~~
    - ~~4.1.3. Fall after crossing the finish line  
In the event of a fall of an Athlete and/or Horse after crossing the finish line (see JRs Art. 226.2), the combination is not eliminated from the round in question. The Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse may be permitted to take part in the jump-off or second round if applicable, or in any further Competition at the Event. Refer to JRs Art. 235.4 for details relating to a fall of an Athlete and/or a Horse after crossing the finish line.~~~~
  - ~~4.2. Fall in the practice arena  
In case of a fall of an Athlete and/or a Horse in the practice arena prior to entering the Competition arena for the first or second round of a Competition, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or the Horse may be permitted to take part in the round in progress. In this case the Ground Jury may give the Athlete a later starting position in that round if considered necessary. In case of a fall of an Athlete and/or a Horse in the practice arena prior to entering the Competition arena for a jump-off, the Ground Jury may, at its discretion, decide to delay the jump-off for a reasonable amount of time for the Athlete to be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse to be cleared by the Veterinary Delegate, or to eliminate the combination from the jump-off.~~
  - ~~4.3. In all cases of a fall of an Athlete and/or a Horse anywhere within the grounds of the Event, the Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or Event in accordance with Article 140.2 of the FEI General Regulations.~~

Note: The FEI fall rules regarding the clearance of the horse do not apply to EC sanctioned competitions. For EC sanctioned competitions, see Article G103, Falls.

#### **FEI ARTICLE 225 UNAUTHORIZED ASSISTANCE**

- ~~1. Any physical intervention by a third party between the crossing of the starting line in the correct direction and the crossing of the finishing line after jumping the last obstacle, whether solicited or not, with the object of helping the Athlete or his horse is considered to be unauthorized assistance.~~
- ~~2. In certain exceptional cases, the Ground Jury may authorize the Athlete to enter the arena on foot or with the help of another person, without this being considered as unauthorized assistance.~~
- ~~3. Any help given to a mounted Athlete to adjust his saddlery or bridle or to hand him a whip while mounted during the round will incur elimination. To hand a mounted Athlete his headgear and/or spectacles during his round is not considered to be unauthorized assistance (see JRs Art. 241.3.20).~~
- ~~4. Earphones and/or other electronic communication devices are strictly prohibited in FEI Jumping Competitions, and such usage is penalized by elimination. For the avoidance of any doubt, Athletes, grooms or any other person may wear one earphone at any other time while~~

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mounted (see JRs Art. 256.1.10).

#### **Chapter VII**

#### **TIME AND SPEED**

##### **FEI ARTICLE 226 TIME OF THE ROUND**

- ~~1. The time of a round, recorded in seconds and in hundredths of a second, is the time taken by an Athlete to complete the round, plus the time correction (see JRs Art. 232) if any. The time awarded to the Athlete starts running either upon crossing the starting line as per Art. 226.2 or upon expiration of the 45-second countdown (see JRs Art. 203.1.2), whichever occurs first. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.~~
- ~~2. The round starts when the mounted Athlete passes the starting line in the correct direction for the first time after the bell has been rung. It extends to the moment when the mounted Athlete crosses the finishing line in the correct direction, after having jumped the last obstacle.~~
- ~~3. A display board, clearly visible for the Athlete, must show the 45-seconds countdown.~~

##### **FEI ARTICLE 227 TIME ALLOWED**

The time allowed for a round in each competition is determined in relation to the length of the course and the speeds set forth under JRs Art. 234 and Annex II.

##### **FEI ARTICLE 228 TIME LIMIT**

The time limit is equal to twice the time allowed for all competitions in which a time allowed has been set forth.

##### **FEI ARTICLE 229 RECORDING THE TIME**

- ~~1. Each Competition at an Event must be timed by the same system or by means of the same type of timing equipment. FEI homologated timing equipment is compulsory for all Olympic and Regional Games, FEI Championships, FEI World Cup™ Finals, CSIOs and CSIs unless circumstances warrant an exception to be authorized by the FEI Jumping Director. In all instances, the timekeeper is required to record the number of the Horse and the time taken to complete the round by the means of an electronic timing system. The time must be recorded to the one-hundredth of a second.~~
- ~~2. Two digital stopwatches are required in the Ground Jury box in case the electronic timing system breaks down and a third watch to measure the time taken to resume the round after the bell has been rung for disobediences, interruptions, the time taken between two consecutive obstacles and the time limit for a resistance. The President or a member of the Ground Jury must have a digital stopwatch.~~
- ~~3. In any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account for the official timing, the time of the second timekeeper will be used as a back up.~~
- ~~4. In case of a breakdown of the electronic timing equipment, the time of any Athlete affected by the breakdown shall be determined by a stopwatch in hundredths of a second (for details see Annex IV).~~
- ~~5. A video recording may never be used to establish the time of an Athlete's round.~~
- ~~6. If the crossing of the starting and/or finishing line by the Athlete cannot be clearly judged from the Ground Jury box, one or two persons, one at the starting line and one at the finishing line, with a flag, must be placed at both of these lines to signal the crossing of the Athlete. The time taken by the Athlete to complete the round is to be registered at the Ground Jury box.~~

**NOTE:** For Equestrian Canada Gold classes only, time may be recorded in thousandths of a second if automatic equipment is available.

##### **FEI ARTICLE 230 INTERRUPTED TIME**

- ~~1. While the clock is stopped, the Athlete remains free to move around until the ringing of the bell gives him permission to start again. The clock is restarted when the Athlete reaches the place where the clock was stopped. Exception, in the case of a Disobedience with a knock-down, in which case JRs Art. 232 applies.~~
- ~~2. The responsibility for starting and stopping the clock rests solely with the judge in charge of the bell. The timing equipment must be such that this procedure can be followed. The timekeeper may not be made responsible for this function.~~
- ~~3. The electronic timing system must not only register the time of the Athlete's round, but must also include time corrections, if any.~~

##### **FEI ARTICLE 231 DISOBEDIENCES DURING INTERRUPTED TIME**

- ~~1. The time of a round is interrupted only under the provisions of JRs Art. 232 and 233. The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.~~
- ~~2. Disobediences are not penalised during interrupted time, except for the 2nd refusal following a refusal with a knockdown.~~
- ~~3. The provisions concerning elimination remain in force during interrupted time.~~

##### **FEI ARTICLE 232 TIME CORRECTIONS**

- ~~1. If, as the result of a disobedience, an Athlete displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a~~

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natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the Athlete can continue the round. The Athlete is penalized for a refusal and a time correction of 6 seconds is added to the time taken by the Athlete to complete his round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If a disobedience with the knock down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination.

#### FEI ARTICLE 233 STOPPING DURING THE ROUND

1. In the event of an Athlete not being able to continue his round for any reason or unforeseen circumstance, the bell should be rung to stop the Athlete. As soon as it is evident that the Athlete is stopping, the clock will be stopped. As soon as the course is ready again, the bell will be rung, and the clock will be restarted when the Athlete reaches the precise place where the clock was stopped; no penalty is incurred and six seconds are not added to the Athlete's time.
2. If the Athlete does not stop when the bell is rung, he continues at his own risk, and the clock should not be stopped. The Ground Jury must decide whether the Athlete is to be eliminated for ignoring the order to stop, or whether, under the circumstances, he should be allowed to continue. If the Athlete is not eliminated, and is allowed to continue his round, the scores obtained at the obstacles preceding and following the order to stop will count.
3. If the Athlete stops voluntarily to signal to the Ground Jury that the obstacle to be jumped is wrongly built or if due to unforeseen circumstances beyond the control of the Athlete, he is prevented from continuing his round under normal circumstances, the clock must be stopped immediately.
  - 3.1. If the dimensions are correct and the obstacle in question has been properly built or if the alleged unforeseen circumstances are not accepted as such by the Ground Jury, the Athlete will be penalized as for stopping during the round (see JRs Art. 223.1) and the time of his round will be increased by 6 seconds;
  - 3.2.3.1. \_\_\_\_\_ if the obstacle or part of the obstacle needs to be rebuilt or if the unforeseen circumstances are accepted as such by the Ground Jury, the Athlete is not penalized. The time of the interruption must be deducted and the clock stopped until the moment when the Athlete takes up his track at the point where he stopped. Any delay incurred by the Athlete must be taken into consideration and an appropriate number of seconds deducted from his recorded time.
  - 3.3. \_\_\_\_\_

#### ~~Chapter VIII~~ Tables of Penalties

#### FEI ARTICLE 235 FAULTS

Note: The FEI fall rules regarding the clearance of the horse do not apply to EC sanctioned competitions. For EC sanctioned competitions, see Article G103, Falls.

1. Faults made between the starting line and the finishing line must be taken into consideration. Exception: A knock down of the last obstacle will be considered a fault if the upper element falls from one or both of its supports prior to the time the Athlete leaves the arena or until the bell is rung for the next Athlete to commence his round, whichever occurs first. Definition of Faults according to JRs Art. 217 and 218.
2. Disobediences committed during the time when the round is interrupted (see JRs Art. 231.3) are not penalized.
3. Disobediences and falls occurring between the moment the Athlete/Horse combination enters the Competition Arena and the moment the combination crosses the starting line in the correct direction, are not penalized. However, in the event of a fall of an Athlete and/or Horse from the moment the combination enters the arena up until the moment they cross the starting line in the correct direction once the signal to start has been given, the combination will not be permitted to take part in the round or Competition in question. (Refer also to JRs Art. 224.4.1.1.). The Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or the Event in accordance with Article 140.2 of the FEI General Regulations.
4. A fall of the Athlete and/or Horse after crossing the finish line does not incur Elimination. However, in the event of a fall after the finish line, the following applies:
  - 4.1. In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with an immediate jump off, the Athlete/Horse combination is eliminated from the jump off, and will be placed equal last in the jump off with Athletes who have withdrawn, retired or been eliminated from the jump off. The Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.
  - 4.2. In case of a fall of an Athlete and/or Horse after crossing the finish line in a Competition with a jump off (but not an immediate jump off) or after crossing the finish line of the first round of a two round Competition, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in the jump off, respectively in the second round. In the case of a Competition with a jump off the Ground Jury may, at its discretion, decide to delay the jump off for a reasonable amount of time for the Athlete to be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively for the Horse to be cleared by the Veterinary Delegate, or to eliminate the combination from the jump off. In the case of a two round Competition, the Ground Jury may give the Athlete a later starting order in the second round if considered necessary.
  - 4.3. In case of a fall of the Athlete after crossing the finish line of a jump off, or after crossing the finish line of the initial round if the

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combination did not qualify for the jump off, or after crossing the finish line in a Competition with no jump off, the Athlete must be checked by the Event's medical service (or by a medical doctor if the medical service is not available), respectively the Horse must be cleared by the Veterinary Delegate, before the Athlete and/or Horse can be permitted to take part in any further Competition at the Event.

- 4.4.** In all cases outlined in paragraphs 4.1–4.3 above, the Ground Jury reserves the right to exclude the Athlete from participating further in the Competition and/or Event in accordance with Article 140.2 of the FEI General Regulations.

## **FEI ARTICLE 236 TABLE A**

- 1.** Faults are penalized in penalty points or by elimination according to the tables set out in this Chapter.

FAULT	PENALTY
(i) First Disobedience	Four Penalties
(ii) Obstacle knocked down while jumping	Four Penalties
(iii) One or more feet in the water jump or an imprint made by the foot or shoe on the lath defining its limits on the landing side	Four Penalties
(iv) Fall of Horse or Athlete or both in all Competitions	Elimination
(v) Second Disobedience or other infringement set forth under JRs Art. 241	Elimination
(vi) Exceeding the time limit	Elimination
(vii) Exceeding the time allowed in all Competitions run under Table A	<b>One</b> Penalty for each second commenced

- 2.** Penalties for the disobediences accumulate not just at the same obstacle but throughout the entire round.

## **FEI ARTICLE 237 SCORES UNDER TABLE A**

Adding the penalties for faults at the obstacles and the time penalties, gives the score obtained by the Athlete for his round. Time may be taken into consideration to separate equality for first place and/or following places according to the conditions laid down for the competition.

## **FEI ARTICLE 238 METHODS OF DETERMINING THE SCORES UNDER TABLE A**

- 1.** Competitions not against the clock

**1.1.** The Athletes with equality of penalties share the prizes. Depending on the conditions of the schedule, there may be one or two jump-offs not against the clock for those with equality of penalties for first place.

**1.2.** This is a competition not against the clock with a time allowed but in the event of equality of penalties for first place there will be one jump-off against the clock. Other Athletes are placed according to their penalties in the first round.

**1.3.** This is a competition not against the clock with a time allowed but in the event of equality of penalties for first place, there will be a first jump-off not against the clock and, in the event of further equality of penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their penalties in the first jump-off and if necessary in the first round.

- 2.** Competitions against the clock

**2.1.** Athletes with equality of penalties for any place are placed in accordance with the time taken to complete the round. In the event of equality of penalties and time for first place, there may be a jump-off over a shortened course over obstacles, which may be increased in height and/or spread in accordance with the provisions of the schedule.

**2.2.** This is a competition against the clock, but in the event of equality of penalties for first place, there will be one jump-off against the clock. Other Athletes are placed according to their penalties and time in the first round. For minor competitions the jump-off may be run according to table C, if thus provided in the schedule.

**2.3.** This is a competition against the clock as for 238.2.2, but if, in the first jump-off against the clock there are Athletes with equal penalties for first place, there will be a second jump-off against the clock. Other Athletes are placed according to their penalties and time in the first jump-off and if necessary according to their penalties and time in the first round.

- 3.** In all competitions when the placing are determined against the clock, in the event of equality of penalties and time for first place, a jump-off may take place, over a shortened course over obstacles which may be increased in height and/or in spread, depending on the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it is considered that the competition will be run with no jump-off (see JRs Art. 245.6).

- 4.** In no circumstances may the number of jump-offs in the same competition under JRs Art. 238.1.1 and 238.2.1 exceed two (see JRs Art. 245.4).

## **FEI ARTICLE 239 TABLE C**

- 1.** Faults under Table C are penalized in seconds which are added to the time taken by the Athlete to complete his round or by elimination.

- 2.** Penalties under Table C

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FAULT	PENALTY
(i) Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side;	Four seconds (three seconds for the second phase of two-phase Competitions, for knock-out Competitions and for any jump-off under table C) for outdoor Competitions; Three seconds for indoor Competitions
(ii) First Disobedience	None
(iii) First Disobedience, with a knock down and/or displacing of an obstacle	Time correction of six seconds
(iv) Second Disobedience or other infringement set forth under JRs Art. 241	Elimination
(v) Fall of Horse or Athlete or both in all Competitions	Elimination

~~1. There is no time allowed under Table C. The following time limits are applicable:~~

- ~~(i) Three minutes, if the length of the course is more than 600 m or more, OR~~
- ~~(ii) Two minutes, if the length of the course is less than 600 m.~~

~~Exceeding the time limit Elimination~~

~~2. Scores under Table C~~

~~Adding, the time of the round (including the seconds for time correction if any), plus four seconds for each obstacle knocked down (three seconds during a jump off or the second phase of a two phase competition), gives the score obtained, in seconds, by the Athlete for his round.~~

## Chapter IX –

### FINES, YELLOW WARNING CARDS, ELIMINATIONS AND DISQUALIFICATIONS

#### ~~FEI ARTICLE 240 FINES, WARNINGS AND YELLOW WARNING CARDS~~

#### ~~For EC National competitions see Section A, Article A516 EC WARNING CARD~~

- ~~1. In addition to any other sanction(s) that may be issued in accordance with these JRs and/or the GRs, the President of the Ground Jury, the Chief Steward and the Technical Delegate are each authorised to issue a Warning or a Yellow Warning Card in accordance with GRs Art. 164.2 and GRs Art. 164.3.~~
- ~~2. In the following cases fines may be imposed by the President of the Ground Jury in accordance with the GRs, where appropriate):~~
  - ~~2.1. to an Athlete who has been eliminated and does not promptly leave the arena;~~
  - ~~2.2. to an Athlete who does not promptly leave the arena after his round;~~
  - ~~2.3. to an Athlete who has been eliminated or has retired and who makes more than one attempt to jump a single obstacle or jumps it in the wrong direction before leaving the arena;~~
  - ~~2.4. an Athlete who has been eliminated for jumping one or several obstacles after passing the finishing line or jumps an obstacle without the permission of the Ground Jury for the press (see JRs Art. 202.6);~~
  - ~~2.5. an Athlete who uses obstacles that are different from those provided by the OC in the schooling areas (see JRs Art. 242.2.6 and 201.4);~~
  - ~~2.6. an Athlete who jumps or attempts to jump the practice obstacle placed in the arena more times than allowed (see JRs Art. 202.4, 242.2.3 and 262.1.9);~~
  - ~~2.7. an Athlete who does not salute the Ground Jury or the official personalities on entering the arena (see JRs Art. 256.2.1);~~
  - ~~2.8. failure to display the identification number in case of repeated offence (see JRs Art. 282.2);~~
  - ~~2.9. an Athlete who violates the advertising rules (see also GRs Art. 135) or does not comply with the rules regarding dress and saddlery (see JRs Art. 256.1 and 257);~~
  - ~~2.10. an Athlete who does not comply with the directives of the OC;~~
  - ~~2.11. an Athlete who touches an obstacle to the effect of changing it;~~
  - ~~2.12. an Athlete who does not follow orders or shows incorrect behaviour towards Event Officials or any other party connected with the Event (other Athlete, FEI employee or representative, journalist, public, etc.);~~
  - ~~2.13. an Athlete who repeats offences after a warning;~~
- ~~3. All fines imposed by the President of the Ground Jury are invoiced to the NF concerned by the FEI and are paid to the FEI.~~

#### ~~FEI ARTICLE 241 ELIMINATIONS~~

- ~~1. Unless otherwise specified in the Rules or in the conditions for the Competitions, Elimination means that the Athlete with the Horse in question may not continue in the Competition at issue. Elimination may also be retroactive.~~
- ~~2. The Athlete has the right to jump one single obstacle, after retiring or after being eliminated, providing that obstacle is part of the course of the current competition. This however does not apply to elimination resulting from a fall.~~
- ~~3. The following paragraphs lay down the reasons for which Athletes are eliminated in Jumping Competitions. The Ground Jury must enforce elimination under the following circumstances:~~
  - ~~3.1. jumping or attempting to jump an obstacle in the arena before the start of the round except for the practice obstacle(s) authorized by the Ground Jury (see JRs Art. 202.3);~~
  - ~~3.2. starting before the signal is given and jumping the first obstacle of the course (see JRs Art. 202.5 and 203.1.2);~~
  - ~~3.3. taking more than 45 seconds to jump the first obstacle after the time of the round has started, except all cases relating to circumstances beyond the influence of the Athlete (see Article JRs Art. 203.1.2);~~

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- ~~3.4. a horse resisting for 45 consecutive seconds during the round (see JRs Art. 223.2);~~
- ~~3.5. taking more than 45 seconds to jump the next obstacle, or jump the last obstacle and cross the finish line;~~
- ~~3.6. jumping the first obstacle while omitting to cross the starting line between the flags in the correct direction (see JRs Art. 220.1.2);~~
- ~~3.7. omitting a compulsory turning point or not following the track indicated by a continuous line on the course plan, precisely;~~
- ~~3.8. attempting to or jumping an obstacle which does not form part of the course during the round (see JRs Art. 220.1.5);~~
- ~~3.9. omitting to jump an obstacle of the course (see JRs Art. 220.1.5) or after a run-out or a refusal, failing to attempt to jump again the obstacle where the fault was committed.~~
- ~~3.10. jumping an obstacle out of order (see JRs Art. 220.1.4);~~
- ~~3.11. jumping an obstacle in the wrong direction (see JRs Art. 220.1.4);~~
- ~~3.12. exceeding the time limit (see JRs Art. 236 and 239);~~
- ~~3.13. following a refusal jumping or attempting to jump an obstacle which has been knocked down, before it has been rebuilt;~~
- ~~3.14. jumping or attempting to jump an obstacle after an interruption without waiting for the bell (see JRs Art. 203.3);~~
- ~~3.15. not jumping all the elements of a combination again after a refusal or run-out (see JRs Art. 212.3) except in the case of the closed part of a combination (see JRs Art. 214);~~
- ~~3.16. not taking each element of a combination separately and consecutively (see JRs Art. 212.2);~~
- ~~3.17. not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (except in certain special competitions) before leaving the arena (see JRs Art. 226.2);~~
- ~~3.18. Athlete and/or horse leaving the arena without permission of the Ground Jury, including prior to starting;~~
- ~~3.19. a loose horse leaving the arena before the end of the round, including prior to starting;~~
- ~~3.20. accepting while mounted any object whatsoever during a round other than headgear and/or spectacles;~~
- ~~3.21. using a whip of more than 75 centimetres in length, or weighted at the end, on the showground or in its immediate proximity. No substitute for a whip may be carried. (For exception to this article refer to JRs Art. 257.2.2) non-compliance with the rules relating to saddlery and equipment (see JRs Art. 257.1 and 257.2);~~
- ~~3.22. an accident to an Athlete or to a horse which prevents him from completing the competition (see JRs Art. 258);~~
- ~~3.23. not leaving a closed combination in the right direction or displacing a closed combination;~~
- ~~3.24. Second disobedience during the course of a round (see JRs Art. 236 and 239);~~
- ~~3.25. fall of Athlete or Horse during the round (see JRs Art. 224, 236 and 239) NB: fall after crossing the finish line does not incur Elimination (see JRs Art. 235.4);~~
- ~~3.26. if the Ground Jury feels that for any reason horse or Athlete is unfit to continue in competition.~~
- ~~3.27. jumping or attempting to jump an obstacle in the arena after the completion of a round except in cases where circumstances rendered it impossible for the Athlete/Horse combination to avoid jumping the obstacle, e.g. in a competition with an immediate jump-off or in a two-phase competition if the bell is rung too late for the Athlete to safely pull up before the obstacle. (Refer to JRs Art. 202.6 regarding authorisation to jump an obstacle for the press.)~~
- ~~3.28. jumping or attempting to jump an obstacle with a retention harness incorrectly fastened or not fastened unless the circumstances rendered it unsafe for the Athlete to stop immediately in order to refasten the harness (see JRs 256.1.4);~~
- ~~3.29. Athlete wearing earphones and/or other electronic communication devices during a Competition (see JRs Art. 225.4).~~
- ~~3.30. blood on the Horse's flank(s);~~
- ~~3.31. Horses bleeding in the mouth (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, Officials may authorize the rinsing or wiping of the mouth and allow the Athlete to continue; any further evidence of blood in the mouth will result in Elimination);~~
- ~~4. The President of the Ground Jury (or in the absence of the President of the Ground Jury from the Ground Jury box, the Ground Jury Member designated by the President of the Ground Jury to take over the running of the Competition in their absence) may, in their sole discretion, ring the bell (or instruct another Ground Jury member to ring the bell) to eliminate an Athlete/Horse combination while a round is ongoing if the President of the Ground Jury (or their designee) decides that it would be contrary to the principles of horse welfare to allow the combination to continue the round. The decision to eliminate is final and not subject to appeal or protest.~~
- ~~5. Elimination is left to the discretion of the Ground Jury in the following cases:~~
  - ~~5.1. not entering the arena when the Athlete's name and/or number is called;~~
  - ~~5.2. not entering the arena mounted or not leaving the arena mounted;~~
  - ~~5.3. all physical unauthorized assistance, except for paragraph 3.20 above;~~
  - ~~5.4. schooling a horse in speed competitions under table A or C, without informing the OC in advance;~~
  - ~~5.5. not stopping when the bell is rung during the round (see JRs Art. 203.2 and 233.2).~~

## **FEI ARTICLE 242 DISQUALIFICATIONS**

- ~~1. Disqualification means that the Athlete, the horse(s) and/or any combination of both is/are disqualified from the Competition at issue or from the entire Event. Disqualification may also be retroactive.~~
- ~~2. The Ground Jury may impose Disqualification in the following cases:~~
  - ~~2.1. entering the arena on foot once the competition has started;~~
  - ~~2.2. exercising horses in the arena or jumping or attempting to jump an obstacle without the permission of the Ground Jury (see JRs Art. 202.2, 202.5 and 202.6);~~

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- ~~2.3.~~ jumping or attempting to jump the practice obstacle in the arena more times than authorized (see JRs Art. 202.4, 240.2.6 and 262.1.9);
  - ~~2.4.~~ jumping or attempting to jump any obstacle in the arena or an obstacle forming part of a subsequent competition (see JRs Art. 202.5);
  - ~~2.5.~~ retiring, before a jump off, without permission of the Ground Jury or without valid reason;
  - ~~2.6.~~ exercising horses during the course of an event over obstacles different from those provided by the Organizing Committee (see JRs Art. 240.2.5 and 201.4);
  - ~~2.7.~~ jumping the obstacles in the schooling areas in the wrong direction or jumping the practice obstacle, if any, in the arena in the wrong direction (see JRs Art. 201.4 and 202.4);
  - ~~2.8.~~ all cases of abuse and/or ill treatment of Horses reported by a member of the Ground Jury or by a Steward, or by any other person to an Official (see GRs Art. 142.2) including, but not limited to, cases arising VRs Art. 1034 (Standard Method of Examination for Limb Sensitivity);
- 3.— Disqualification is mandatory in the following cases:
- 3.1 marks indicating excessive use of spurs or of the whip anywhere on the Horse; additional sanctions may also apply (see JRs Art. 243);
  - 3.2 jumping unauthorised obstacles in any place on the showground
  - 3.3 leaving the showground with the horse for any purpose during the period of the Event.

#### **FEL ARTICLE 243 ABUSE OF HORSES (SEE ALSO GRs ART. 142)**

- ~~1.~~ All forms of cruel, inhumane or abusive treatment of Horses, which include, but are not limited to various forms of rapping, are strictly forbidden (see JRs Art. 243.2).  
Any act or series of actions that in the opinion of the Ground Jury can be deemed abuse of a Horse shall be penalized according to the General Regulations with one or more of the following penalties:
  - (i) Yellow warning card (see GRs Art. 164.3);
  - (ii) Fine;
  - (iii) Elimination;
  - (iv) Disqualification.
- ~~2.~~ The following are considered to be abuse of a Horse (see also GRs Art. 142):
  - ~~2.1~~ Rapping Horses  
The term "rapping" is construed to include all of the artificial techniques intended to induce the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping, but in general it consists of the Athlete—and/or dismounted assistants, for whose behaviour the Athlete is responsible—either hitting the horse's legs manually with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it.  
In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Ground Jury, the Athlete and the horse concerned will be disqualified from all competitions for at least twenty four hours. In addition, the Ground Jury may take any further action it deems appropriate under the circumstances, including, but not limited to, disqualifying the Athlete and/or Horse from the entire Event.
  - ~~2.2~~ Excessive use of the whip
    - ~~•~~ The whip may not be used to vent an Athlete's temper. Such use is always excessive;
    - ~~•~~ The use of a whip on a Horse's head is always excessive use;
    - ~~•~~ A Horse should never be hit more than three times in a row. If a Horse's skin is broken, it is always considered excessive use of the whip;
    - ~~•~~ The whip is not to be used after Elimination; An Athlete identified as misusing or excessively using the whip will be disqualified and may be fined at the discretion of the Ground Jury.
  - ~~2.3~~ Abuse of a Horse in any other form (such as, but not limited to, hypersensitising or desensitising the limbs, the use of banned schooling methods, excessive use of spurs and other cases as specified in the VRs or any other FEL rules and regulations) is also prohibited and must be penalised appropriately under these rules.

#### **FEL ARTICLE 244 BOOT AND BANDAGE CONTROL**

This article applies to FEL competitions only; for EC sanctioned competitions please see Annex 1.

Boot and Bandage Control (see also JRs Art. 257.2.3 and VRs Art. 1022, 1044, 1045).

It is obligatory to carry out boot and bandage control on all Horses taking part in the Grand Prix, Nations Cup, Puissance and Six Bar Competitions, and during the Competition with the highest prize money at each Event. It is also recommended that boot and bandage control be carried out during other Competitions. Refer to the VRs and to the Boot and Bandage Control Protocol for the procedure for boot and bandage control.

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## ~~Chapter X~~ ~~Jump Offs~~

### ~~FEI ARTICLE 245 JUMP-OFFS-GENERAL~~

- ~~1. Only Athletes who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump-off. Athletes must start the same horse in the jump-off as in the initial round.~~
- ~~2. In principle a jump-off must take place under the same rules and table as the preliminary round(s) of the competition and the rules for jump-offs in that type of competition. However the jump-off from a minor table A competition may be judged under table C, providing it is specified in the schedule. In any case all jump-offs must be held immediately after the original round(s) of the competition.~~
- ~~3. If specified in the schedule the Organizing Committee may decide that Athletes, who have completed their preliminary round without penalties, must proceed to the jump-off immediately following their preliminary round. In this case, the bell must be rung again to signal the Athlete to start the jump-off course, during which 45 second rule set forth in JRs 203.1.2 applies. Athletes, qualified for the jump-off, are not allowed to leave the arena, between their preliminary round and the jump-off. This type of jump-off is only allowed for competitions under table A, according to JRs Art. 238.1.2 and 238.2.2 and is not authorized for a Grand Prix competition or for the competition with the highest prize money. If there are no clear rounds in the preliminary round, the classification is established according to JRs Art. 238.1.1, or 238.2.1 as applicable.~~
- ~~4. Unless otherwise laid down in these JRs (Power and Skill competitions) no competition may involve more than two jump-offs.~~
- ~~5. The order of starting in the jump-off(s) must remain the same as the order of starting fixed for the round preceding the jump-off, except where otherwise specified in the schedule or the JRs.  
5.1 The order of starting in the jump-off of an individual Competition counting for the Longines Rankings may be established in reverse order of the Athletes' times in the previous round as an alternative to the same starting order used in the previous round. The method of establishing the starting order in the jump-off must be stated in the Event Schedule; if not specified, the starting order will be the same as in the previous round.~~
- ~~6. In the event of equality of score for the first place, a jump-off may take place according to the provisions of the schedule. If no provision for a jump-off is laid down in the schedule, it will be considered that the competition is run with no jump-off.~~

### ~~FEI ARTICLE 246 OBSTACLES IN THE JUMP-OFF~~

- ~~1. The obstacles in the jump-off(s) may be altered in height and/or spread (partially or totally), without exceeding the limits set forth in JRs Art. 208.5. However, the dimensions of the obstacles in the jump-off may only be increased if the Athletes sharing first place have completed the previous round without jumping penalties.~~
- ~~2. If the original course includes combination(s), the jump-off(s) must also include at least one combination.~~
- ~~3. The number of obstacles in a jump-off may be reduced to a minimum of six (combinations count as one obstacle).~~
- ~~4. The shape, the type and the colour of the obstacles for a jump-off may not be altered, but it is permitted to leave out one or more of the elements of a combination obstacle. If the combination obstacle is a treble or a quadruple, the centre element(s) only may not be omitted.~~
- ~~5. The order of the obstacles for a jump-off may be altered, compared to the original course.~~
- ~~6. In a jump-off, the distance between the elements of a combination obstacle may never be altered.~~
- ~~7. A maximum of two additional single obstacles may be added to the course of a jump-off. Both obstacles must be on the course during the course inspection or will be built from obstacles of the previous round or rounds; if obstacles from the previous round(s) are built differently or with new obstacle material for the jump-off, they will not count as extra obstacles for the jump-off, providing the change of material has been approved by the Ground Jury and notified to Athletes in the course plan. The two additional obstacles may consist of two spread or two vertical obstacles or one spread and one vertical. It must be clearly indicated both on the course plan and at the obstacle(s) in question, whether the obstacle(s) may be jumped from either side or just from one side. If an obstacle included in the initial previous round(s) is jumped from the opposite direction in the jump-off, the obstacle is considered as one of the two additional obstacles allowed. A vertical in the first or second round may be converted to a spread obstacle or vice-versa in the jump-off, in which case it will be considered one of the two additional obstacles.~~

### ~~FEI ARTICLE 247 ELIMINATION, RETIREMENT OR WITHDRAWAL FROM A JUMP-OFF, SECOND ROUND OR WINNING ROUND~~

- ~~1. An Athlete who retires, is eliminated or withdraws with the permission of the Ground Jury from a jump-off or second round will be placed equal last in the jump-off/second round/winning round after all Athletes who have completed the round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw from the second round are not entitled to any prize money (see JRs Art. 264.8.4) and will be placed according to their result in the first round.~~
- ~~2. An Athlete who withdraws from a jump-off, second round or winning round without the permission of the Ground Jury or without informing the Ground Jury will be placed after Athletes having withdrawn with the permission of the Ground Jury, retired or been eliminated in the jump-off/second round/winning round. The same applies to teams taking part in team Competitions except in the case of teams withdrawing from the second round of a Nations Cup Competition, as teams that withdraw from the second round are not entitled to any prize money~~

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(see JRs Art. 264.8.4) and will be placed according to their result in the first round.

3. If before a deciding jump off, all Athletes qualified for the jump off decline to take part in the jump off, the Ground Jury will decide whether this refusal can be accepted or must be rejected. If the Ground Jury accepts the refusal, the Organizing Committee will award the trophy by lot and the prize money will be added together and shared equally between the Athletes. If the Ground Jury's instruction to continue is not followed by Athletes, no trophy will be awarded and the Athletes will each only receive the prize money and the lowest placing for which they would have jumped off.

#### Chapter XI PLACING

##### FEI ARTICLE 248 INDIVIDUAL PLACING AND PRIZE GIVING

1. The placing (classification) of an individual Athlete is decided according to the table in use and the instructions of the general programme for the competition or amendments noted on the course plan.
2. Any Athlete who has no chance of winning a prize may, at the discretion of the Ground Jury, be stopped at any time during his round.
3. Athletes who are unable to complete the first round of a competition have no right to any prize, except in certain special competitions.
4. Prize winners of qualifying competitions retain the prizes they have won even if they decline to take part in the final competition for which they have qualified.
5. Prize winners must take part in the prize giving ceremony and should do so with the placed horses. The Ground Jury, however, for safety reasons, may make exceptions. If a prize winner fails, without plausible excuse, to take part at the prize giving ceremony, the Ground Jury, at its discretion, may decide to allow the OC to withhold the Athlete's prize. Therefore, the Organizing Committee must publish in the schedule and programme the number of prize winners required to take part in the ceremony. If the schedule or programme does not indicate the number that must be present, then all Athletes and horses placed must attend the prize giving ceremony.
6. At CSIO5\* and CSI5\* Events, the Organizing Committee must invite the owner of the Horse that wins the Grand Prix to take part in the prize giving ceremony, if present at the Event.

#### Chapter XII ATHLETES AND HORSES

##### FEI ARTICLE 258 ACCIDENTS

1. In the event of an accident preventing either the Athlete or a horse from finishing, both incur Elimination. If, despite the accident, the Athlete completes the round but does not leave the arena mounted, he does not incur elimination.
2. If the Ground Jury finds that either Athlete or Horse, after an accident, is not fit to compete they must impose Elimination.

#### Chapter XIII COMPETITIONS

##### FEI ARTICLE 261 NORMAL COMPETITIONS AND GRAND PRIX COMPETITIONS

1. Normal and Grand Prix competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate equality for first place by a first jump off or by a maximum of two jump offs.
2. These competitions are judged under Table A against or not against the clock, but always with a time allowed.
3. The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of Organizing Committees.
5. Grand Prix competitions must be conducted in accordance with one of the following formulae:
  - 5.1. over one round with one or two jump offs, the first or the second jump off against the clock, or both against the clock;
  - 5.2. over two rounds (identical or different) with one eventual jump off against the clock;
  - 5.3. over two rounds, with the second round against the clock.

##### FEI ARTICLE 262 POWER AND SKILL COMPETITIONS

1. General
  - 1.1. The aim of these competitions is to demonstrate the ability of the horse to jump a limited number of large obstacles.
  - 1.2. In the event of equality for first place, there must be successive jump offs.
  - 1.3. The obstacles of the jump offs must always be the same shape, the same type and the same colour as in the initial round.
  - 1.4. If, at the end of the third jump off, there is no single winner, the Ground Jury may stop the competition. After the fourth jump off, the Ground Jury must stop the competition. The Athletes left in the competition are placed equal.
  - 1.5. If, after the third jump off, the Athletes do not wish to continue, the Jury must stop the competition.
  - 1.6. There cannot be a fourth jump off if Athletes have not had a faultless round in the third jump off.
  - 1.7. Time is never a deciding factor in the event of equality of penalties. There is no time allowed and no time limit.
  - 1.8. These competitions are judged under Table A not against the clock.

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~~1.9. If it is not possible for Athletes to school in the practice arena, a practice obstacle must be placed in the arena. An optional obstacle is not allowed.~~

~~1.10. If the dimensions of the arena and the number of Athletes permit it, the Ground Jury may decide that the Athletes still in the competition may remain in the arena after the first or second jump-off. In this case, the Ground Jury may decide to allow a practice obstacle.~~

## ~~2. Puissance~~

~~2.1. The initial round will comprise from 4 to 6 single obstacles of which at least one must be a vertical obstacle. The first obstacle must be at least 1.40 m in height, two obstacles from 1.60 m to 1.70 m and one wall or vertical obstacle, which may vary from 1.70 m to 1.80 m in height. All combination obstacles, water jumps, ditches and natural obstacles are forbidden. It is permissible to use a wall with a sloping face on the take-off side (maximum slope of 30 cm offset at the base).~~

~~2.2. A vertical obstacle instead of a wall may be used, in which case, planks with a pole on top or a combination of planks and poles with a pole on top or all poles may be used as a substitute.~~

~~2.3. In the event of equality for first place, there must be successive jump-offs over two obstacles, which must be a wall or a vertical obstacle and a spread obstacle (see JRs Art. 246.1).~~

~~2.4. In the jump-offs, both obstacles must be increased regularly in height and the spread obstacle also in spread. The vertical obstacle or wall may be increased in height only if Athletes equal for first place have not been penalized in the preceding round (see JRs Art. 246.1).~~

## ~~3. Six Bar Competition~~

~~3.1. In this competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of poles of the same type. The cups supporting the poles must have a maximum depth of 20 mm. The number of obstacles may be reduced depending on the size of arena.~~

~~3.2. All the obstacles may be kept at the same height, for example 1.20 m, or at progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or the first two at 1.20 m, the next two at 1.30 m and so on.~~

~~3.3. In the event of a refusal or a run-out, the Athlete must restart the course at the obstacle where the fault was made.~~

~~3.4. The first jump-off must take place over the six obstacles which must be raised unless the Athletes who are equal for first place have been penalized in the first round. After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11 m as required initially (the lower obstacles should be withdrawn).~~

## ~~4. Masters~~

~~4.1. This is a Competition with an initial round and a maximum of four jump-offs. In the initial round, a course of six obstacles (including one double) is built at a maximum height of 1.50 m, maximum spread 1.40—1.70 m. In each jump-off, when the Athlete enters the arena, he selects one obstacle respectively one element if part of the combination, to be raised. The first fault eliminates the Athlete. In this case, the obstacle that has been raised, respectively the element of the combination, is lowered to its height prior to being raised by the Athlete. The obstacles may only be raised a second time in the same jump-off providing all of the obstacles, including both elements of the combination, have already been raised and have not been lowered to their initial height for that jump-off.~~

~~4.2. In case of all Athletes being eliminated in any one of the first three jump-offs, the Athletes eliminated in the last jump-off held will take part in another jump-off against the clock, without altering the height of the obstacles, to decide the classification. Athletes eliminated in any given jump-off are placed equal in that jump-off, and are considered to be placed ahead of Athletes eliminated in the previous jump-off and/or the initial round. The maximum height and spread in the 4th and final jump-off are: Height: 1.70m maximum—Spread: 2m maximum—Triple bar: 2.20m maximum.~~

## ~~FEI ARTICLE 263 HUNTING COMPETITION OR SPEED AND HANDINESS COMPETITION~~

~~1. The aim of these competitions is to demonstrate the horse's obedience, handiness and speed.~~

~~2. These competitions are judged under Table C (see JRs Art. 239).~~

~~3. Courses must be twisting, with obstacles very varied (alternative obstacles allowed, giving the Athlete the opportunity to shorten his track, but by taking a more difficult obstacle). Competitions over certain natural obstacles such as banks, slopes, ditches, etc. are called Hunting competitions and must be so named in the schedule. All other competitions (of this type) are called Speed and Handiness competitions.~~

~~4. No fixed track to be followed is laid down on the plan. The plan must only be marked with a series of arrows showing the direction in which each obstacle must be jumped.~~

~~5. Compulsory turning points are included only if absolutely necessary.~~

## ~~FEI ARTICLE 266 FAULT AND OUT COMPETITION~~

~~1. This competition takes place against the clock over medium sized obstacles each with its own number. Combination obstacles are not allowed. The round finishes at the first fault committed of whatever nature (obstacle knocked down, any disobedience, fall etc). When an obstacle is knocked down or when the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet touch the ground, but no points are given for the obstacle jumped after the bell has rung.~~

~~2. In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down.~~

~~3. When the fault, which ends the round, is other than a knock down, such as disobedience, a fall or when the Athlete does not jump the obstacle over which the clock must be stopped, the bell is rung. The Athlete is then placed last of those who have obtained the same number of points.~~

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4. The winner of the competition is the Athlete who obtains the greatest number of points. In the event of equality, the Athletes' times are taken into consideration and the Athlete with the fastest time will be declared the winner.
5. A Fault and Out competition may be organized in two ways:
  - 5.1. Over a set number of obstacles:
    - When the competition takes place over a maximum number of obstacles and the Athlete has jumped the last obstacle, the clock is stopped at the moment when the Athlete crosses the finishing line. In the event of equality of points and time for first place only, there must be a Fault and Out jump-off over a limited number of obstacles.
  - 5.2. With a fixed time of 60 to 90 seconds (45 in indoor arenas):
    - The Athlete takes the greatest number of obstacles in the fixed time and restarts the course if the fixed time has not yet been reached.
    - If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. Time is taken at the following obstacle, at the moment when the horse's forefeet touch the ground on landing. If there is an equality of penalties and time, Athletes are placed equal.

#### FEI ARTICLE 267 HIT-AND-HURRY COMPETITION

1. In this competition, instead of being eliminated at the first fault, the Athlete gets two points for an obstacle correctly jumped and one point for an obstacle knocked down. Combination obstacles are not allowed.
2. This competition takes place with a fixed time of 60 to 90 seconds (45 seconds indoors). Disobediences are penalized by the time lost by the Athlete, but two disobediences and the first fall stop the Athlete. In this case, the Athlete will be placed last of the Athletes who have obtained the same number of points.
3. The winner of the competition will be the Athlete who at the end of the fixed time has acquired the greatest number of points in the fastest time.
4. When the fixed time is reached, the bell is rung. The Athlete must then jump the next obstacle and the clock is stopped at the moment when the horse's forefeet reach the ground, but he is given no points for the obstacle jumped after the bell has rung.
5. If the fixed time is reached at the moment when the horse is already taking off, this obstacle, whether it is knocked down or not, counts. The Athlete's time is taken at the next obstacle as in paragraph 4.  
If an Athlete has a disobedience and displaces or knocks down an obstacle, the fixed time must be decreased by six seconds and the bell must be rung accordingly.
6. When the Athlete does not jump at the first attempt the obstacle at which the clock should be stopped, the round is ended. The Athlete is then placed last of those who have obtained the same number of points.

#### FEI ARTICLE 268 RELAY COMPETITIONS

1. General
  - 1.1. These competitions are for teams of two or three Athletes. The team members enter the arena together.
  - 1.2. The course shown on the plan must be completed consecutively according to the number of team members.
  - 1.3. The Athlete going through the starting line must jump the first obstacle and the Athlete jumping the last obstacle must also cross the finishing line in order to stop the clock. If an Athlete crosses the finishing line after another Athlete has jumped the penultimate obstacle, the team is eliminated.
  - 1.4. The time of the round is taken from the moment when the first Athlete crosses the starting line until the last member of the team passes the finishing line.
  - 1.5. The time allowed is based on the speed for the competition and the length of the course multiplied by the number of team members.
  - 1.6. If, during the round, disobediences with knock down are committed, the time corrections must be added to the time taken to complete the round (see JRs Art. 232).
  - 1.7. The elimination of a team member incurs the elimination of the whole team.
  - 1.8. The second disobedience by any team member or the first fall by an Athlete/horse eliminates the whole team.
  - 1.9. The team is eliminated if, in changing over, the Athlete takes off to jump an obstacle before the forefeet of the horse of his team member have reached the ground.
1. Relay competitions are run as follows:
  - 2.1. Normal Relays
    - 2.1.1. In these competitions the first Athlete jumps his round and having taken the last obstacle the next Athlete starts his round and so on.
    - 2.1.2. As soon as the horses' forefeet of his team member jumping the last obstacle have reached the ground, the next Athlete may jump his first obstacle.
    - 2.1.3. These competitions are run under Table C.
  - 2.2. Fault and Out Relays
    - Fault and Out Relays take place according to the provisions laid down for the Fault and Out Competition under JRs Art. 266 either over a maximum number of obstacles to be jumped by the whole team or with a fixed total time during which the whole team must jump the greatest number of obstacles.
    - 2.2.1. Over a maximum number of obstacles
      - 2.2.1.1. The change over, indicated by a sound of the bell, is compulsory when each Athlete has completed his round or when

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an Athlete commits a fault, except at the last obstacle. His team member must then take over respectively at the first obstacle or at the next obstacle where a knockdown has occurred or at the obstacle where disobedience has been committed.

- 2.2.1.2.** If the last team member has completed his round with no penalty or if he knocks down the last obstacle of the course, his round ends at the finishing line and the clock must be stopped at this moment.
- 2.2.1.3.** When the last competitor knocks down an obstacle of the course, other than the last one, the bell is rung and the competitor must then jump the next obstacle to allow his time to be recorded. When this competitor, for any other reason, does not jump the obstacle at which the clock must be stopped, the whole team is placed last of those who have obtained the same number of points and have their time recorded.
- 2.2.1.4.** In this competition bonus points are awarded: 2 points for an obstacle jumped correctly and 1 point for an obstacle knocked down. One point is deducted for the first disobedience, two points for the following disobedience committed by each of the second or the third team member depending on the number of Athletes in the team. One point is deducted for each commenced second exceeding the time allowed.
- 2.2.1.5.** The classification is reached according to the highest number of points obtained by the team and the fastest time.
- 2.2.2.** With a fixed total time
  - 2.2.2.1.** In this case, the above provisions under paragraphs 2.2.1.1, 2.2.1.3, 2.2.1.4, and 2.2.1.5, must be applied.
  - 2.2.2.2.** Each team has 45 (minimum) to 90 (maximum) seconds multiplied by the number of team members.
  - 2.2.2.3.** The team takes the greatest number of obstacles in the fixed time and the first team member restarts the course if the fixed time has not yet been reached.
  - 2.2.2.4.** If the last Athlete knocks down the last obstacle of his round, he must jump the first obstacle of the course to allow the time to be recorded.
  - 2.2.2.5.** If, during the round a Disobedience with a knock down is committed, the 6 seconds time correction is deducted from the fixed time.
- 2.3.** Fault and Out Successive Relays: These competitions take place according to the same rules as for the Fault and Out Relays over a maximum number of obstacles. However, the Athletes take over from each other after each fault until the course has been completed by as many times as the number of members in each team.
- 2.4.** Fault and Out Optional Relays
  - 2.4.1.** In these competitions the Athletes may take over as they like in the competition but a change over is compulsory, indicated by a sound of the bell, when each Athlete has completed his course or at the point where a fault is committed.
  - 2.4.2.** Optional relays are run under Table C.

## **FEI ARTICLE 269 ACCUMULATOR COMPETITION**

- 1.** This competition takes place over 6, 8 or 10 obstacles with an increasing difficulty. Combination obstacles are not allowed. The increasing difficulty is not solely due to the height and spread of the obstacles, but also to the difficulty of the track.
- 2.** Bonus points are awarded as follows: 1 point for obstacle No 1 not knocked down, 2 points for No 2, 3 points for No 3, etc. with a total of 21, 36 or 55 points. No point is awarded for an obstacle knocked down. Faults other than knock downs are penalized as for Table A.
- 3.** This competition may take place either with the first round against the clock without a jump off, or against the clock or not against the clock with a jump off in case of equality of points for first place following the initial round. In case of a jump off there will be a minimum of six obstacles, which may be increased in height and/or spread. The obstacles in the jump off must be jumped in the same order as in the first round and retain their respective points allotted in the first round.
- 4.** If the competition takes place not against the clock with a jump off, Athletes not qualified for the jump off are placed according to their points obtained in the first round, disregarding the time. If the competition takes place with the first round against the clock and a jump off, Athletes not qualified for the jump off are placed according to penalties and time obtained in the first round.
- 5.** For the last obstacle of the course, an alternative obstacle may be provided, of which one element may be designated the Joker. The Joker must be more difficult than the alternative obstacle and carry double points. If the Joker is knocked down, these points must be deducted from the total points obtained so far by the Athlete. At the discretion of the Course Designer, two Jokers may be included instead of one as alternatives to the last obstacle jumped. In this case, the first Joker will carry 150% of the points of the last obstacle on the course; the second Joker must be more difficult than the first Joker and will carry 200% of the points of the last obstacle on the course. The Athlete may jump one of the two Jokers as an alternative to the last obstacle. If the Joker is correctly jumped, the Athlete earns 150%, respectively 200%, of the points of the last obstacle on the course. If the Joker is knocked down (JRs Art. 217.1), 150%, respectively 200%, of the points of the last obstacle of the course must be deducted from the total points obtained so far by the Athlete.

## **FEI ARTICLE 270 TOP SCORE COMPETITION (GAMBLER'S CHOICE)**

- 1.** In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.
- 2.** The obstacles must be built so that they can be jumped in both directions.
- 3.** The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
- 4.** The Athlete is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an

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obstacle knocked down.

5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the Athlete may jump any of the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. (The starting line must be provided with four flags—there must be a red and a white flag at each end of the line.) During his round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he wishes.
6. The bell is rung to declare the end of the fixed time during which points may be obtained. The Athlete must then cross the finishing line in one direction or the other in order for his time to be recorded; if he does not cross the finish line he is eliminated. The finishing line must be provided with four flags—there must be a red and a white flag at each end of the line.
7. If the fixed time is reached at the moment when the horse is already taking off at an obstacle, this obstacle is included in the Athlete's Score if it is jumped correctly.
8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the Athlete. The same applies for knocking down an obstacle as a result of a Disobedience or for displacing a lower part of an obstacle, which is positioned in the same vertical plane as the highest part. In the case of a Disobedience without a knock-down, the Athlete may jump that obstacle or continue to another obstacle.
9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the Athlete does not score the points allotted to this obstacle.
10. All disobediences are penalized by the time lost by the Athlete. A fall of Horse or Athlete is penalised by Elimination (see JRs Art. 241.3.25).
11. The Athlete who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has been rung will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds, provided that this is mentioned in the Schedule (see JRs Art. 245.6). If not mentioned, the Athletes with equal points and time will share the prize.
12. **Joker:**  
An obstacle may be provided in the course duly marked by flags and called "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the Athlete.

#### **FEL ARTICLE 271 TAKE YOUR OWN LINE COMPETITION**

1. In this competition the obstacles may be jumped only once in the order chosen by the Athlete. Any Athlete who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
2. Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags; a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
3. This competition takes place without a laid down speed, under Table C.
4. If the Athlete has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.
5. All disobediences are penalized by the time lost by the Athlete. For the penalty relating to falls, see Art. 241.3.25.
6. If there is a refusal or run-out with a knock-down or displacement of the obstacle, the Athlete may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice. In this case 6 seconds for time correction (see JRs Art. 232) will be added to the time of the round.

#### **FEL ARTICLE 272 KNOCK-OUT COMPETITION**

1. This competition takes place by pairs of Athletes against each other. The Athletes must have qualified as a result of a separate competition in the programme or of a preliminary qualifying round, either judged under Table A against the clock, or under Table C.
2. The two Athletes will compete against each other simultaneously over two identical courses. Combination obstacles are not allowed. If one Athlete enters the other Athlete's course and as a result interferes with that Athlete, the Athlete responsible for the interference will be eliminated.
3. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.
4. In this competition, each Athlete may only ride one horse in the eliminating rounds, chosen from his horses, which have qualified in the preliminary qualifying round or the qualifying competition. If an Athlete finds that his opponent has withdrawn from any round, the Athlete remaining in the competition gets the benefit of a walkover and will start in the next round.
5. If there are Athletes placed equal for the last place in the qualifying competition or in the preliminary qualifying round, there must be a jump-off against the clock.
6. The eliminating rounds, in which two Athletes take part, are run without time if run under Table A. Each fault made of whatever nature (knock-down, refusal, run-out) is penalized by one point. Notwithstanding the above, in the case of a refusal with a knock-down the Athlete will continue his round without jumping that obstacle or waiting until it has been rebuilt. If the round is judged under Table A, the Athlete is penalized by one point. If the competition is run under table C, 3 seconds will be added to his time in this case. Any infringement of the provisions of JRs Art. 241 incurs elimination from the competition.
7. If the competition is run under table C, each fault is penalized by three seconds.
8. The Athlete who gets the least number of points and who in the event of equality of points has passed the finishing line first will be qualified

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- ~~9.~~ for the next round and so on until the two finalists meet to decide the winner. Athletes defeated in the corresponding rounds are placed equal.
- ~~9.~~ A member of the Ground Jury must be stationed at the starting line to give the starting signal and another at the finishing line to decide which Athlete crosses this line first.
- ~~10.~~ If, at the end of the eliminating round, there is a dead heat between two Athletes, the round must be started again.
- ~~11.~~ If the competition is run under table C, there must be an independent timekeeping installation for each Athlete.
- ~~12.~~ The starting order in the eliminating rounds will be decided according to the table printed in JRs Annex III (16 or 8 according to the conditions of the schedule).

#### **FEI ARTICLE 273 COMPETITION OVER TWO ROUNDS**

- ~~1.~~ This competition comprises, with the same speed, two courses, identical or different, either in track or in number of obstacles or in the dimensions of the obstacles. Each Athlete must participate with the same horse. Athletes who have been eliminated or who have retired during the first round may not take part in the second round and may not be placed.
- ~~2.~~ All the Athletes have to take part in the first round. The following go forward to the second round according to the conditions of the schedule:
  - ~~2.1.~~ either all Athletes; or
  - ~~2.2.~~ a limited number of Athletes (either a percentage or a set number of Athletes, in any case at least 25%) in accordance with their placing in the first round (penalties and time or penalties only, according to the conditions of the schedule); the exact percentage or number of Athletes to return for the second round is to be mentioned in the Schedule.
    - ~~2.2.1~~ If the first round is not against the clock, all Athletes tied on Penalties for first place, plus any Athletes tied on Penalties for the last qualification place, return for the second round even if this is not mentioned in the Schedule.
    - ~~2.2.2~~ If the first round is against the clock, the OC may select either of the following options (the OC must indicate in the Schedule which option will be used):
      - ~~(i)~~ at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round, based on their Penalties and time in the first round; or,
      - ~~(ii)~~ at least 25% or a set number of Athletes, the exact percentage or number to be mentioned in the Schedule, return for the second round, based on their penalties and time in the first round; in any case all Athletes without penalties in the first round, return for the second round.
- ~~3.~~ The manner of judging this competition must be specified in the schedule in accordance with one of the following formulae:

First Round		Second Round	Jump-Off
Table A	Table A	Starting order	Starting order
3.1. Against the clock	Not against the clock	Reverse order of penalties and time in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties and time	Same as 2 <sup>nd</sup> round
3.2. Not against the clock	Not against the clock	Reverse order of penalties in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties	Same as 2 <sup>nd</sup> round
3.3.1. Against the clock	Against the clock	Reverse order of penalties and time in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties and time	No jump-off
3.3.2. Not against the clock	Against the clock	Reverse order of penalties in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties	No jump-off
3.4.1. Against the clock	Against the clock	Reverse order of penalties and time in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties and time	Same as 2 <sup>nd</sup> round
3.4.2. Not against the clock	Against the clock	Reverse order of penalties in the 1 <sup>st</sup> round; Athletes retain their drawn order in case of equality of penalties	Same as 2 <sup>nd</sup> round

- ~~4.~~ Classification
  - ~~4.1.~~ The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jumpoff will be according to aggregate Penalties over both rounds and the time incurred in the first round.
  - ~~4.2.~~ The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jumpoff will be according to aggregate Penalties over both rounds.
  - ~~4.3.~~ The classification will be established according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not qualified for the second round will be according to the Penalties incurred in the first round (if the first round is not against the clock) or according to their Penalties and time in the first round (if the first round is against the clock).
  - ~~4.4.~~ The classification will be established according to the Penalties and time in the jump-off. Classification of Athletes not qualified for the jumpoff will be placed according to aggregate Penalties over both rounds and the time incurred in the second round. Classification of Athletes not taking part in the second round are placed will be according to Penalties and time in the first round (if the first round is against the clock) or according to Penalties in the first round (if the first round is not against the clock).

#### **FEI ARTICLE 274 COMPETITION IN TWO PHASES (POWER & SPEED)**

- ~~1.~~ Normal Competition in Two Phases
  - ~~1.1.~~ This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
  - ~~1.2.~~ The first phase is a course of 7 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include one combination.
  - ~~1.3.~~ Athletes penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for

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the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.

~~1.4. Athletes not penalized in the first phase continue the course, which finishes, after crossing the second finishing line.~~

~~1.5. The manner of judging this competition must be specified in the schedule in accordance with one of the following formulae:~~

First phase	Second phase	Placing
1.5.1. Table A Not against the clock	Table A Not against the clock	According to the penalties in the 2 <sup>nd</sup> Phase. Athletes who do not qualify for the 2 <sup>nd</sup> Phase are placed according to the penalties in the 1 <sup>st</sup> Phase.
1.5.2. Table A Not against the clock	Table A Against the clock	According to the penalties and time in the 2 <sup>nd</sup> Phase. Athletes who do not qualify for the 2 <sup>nd</sup> Phase are placed according to the penalties in the 1 <sup>st</sup> Phase.
1.5.3. Table A Against the clock	Table A Against the clock	According to the penalties and time in the 2 <sup>nd</sup> Phase. Athletes who do not qualify for the 2 <sup>nd</sup> Phase are placed according to the penalties and time in the 1 <sup>st</sup> Phase.
1.5.4. Table A Not against the clock	Table C	According to the total time (Table C) of the 2 <sup>nd</sup> Phase. Athletes who do not qualify for the 2 <sup>nd</sup> Phase are placed according to the penalties in the 1 <sup>st</sup> Phase.
1.5.5. Table A Against the clock	Table C	According to the total time (Table C) of the 2 <sup>nd</sup> Phase. Athletes who do not qualify for the 2 <sup>nd</sup> Phase are placed according to the penalties and time in the 1 <sup>st</sup> Phase.

~~1.6. Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases. Athletes who are eliminated or who retire in the second phase will be placed equal last after all Athletes who completed the second phase.~~

~~1.7. In the event of equality for first place, the tied Athletes will be placed equal first.~~

~~1.8. In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art. 261.4.4), it is sufficient to complete the first phase of Competitions conducted according to any of the formulas listed in Art. 274.1.5.1 – 274.1.5.5.~~

#### ~~2. Special Two-Phase Competition~~

~~2.1. This Competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.~~

~~2.2. The first phase is a course of five to seven obstacles with or without combinations. The total number of obstacles in both phases is a minimum of 11 and maximum of 13 obstacles. The second phase may include one combination.~~

~~2.3. Athletes completing the first phase may continue in the second phase.~~

~~2.4. The second phase finishes after crossing its finishing line.~~

~~2.5. This Competition must be judged in accordance with the following formula:~~

First phase	Second phase	Placing
Table A not against the clock	Table A Against the clock	According to the aggregate penalties in both phases (faults on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2 <sup>nd</sup> phase.
Minimum 5 - Maximum 7 obstacles	Remaining obstacles (Total of minimum 11 and maximum 13 obstacles in both phases)	

~~2.6. Athletes who are eliminated or retire from either the first or second phase will not be placed.~~

~~2.7. In the event of equality for first place, the tied Athletes will be placed equal first.~~

~~2.8. In order to fulfil the eligibility requirement for Horses taking part in the Grand Prix (see JRs Art. 261.4.4), both phases of Competitions conducted according to Art. 274.2.5 must be completed.~~

#### ~~FEI ARTICLE 276 COMPETITION WITH WINNING ROUND~~

##### ~~1. Competition with two rounds and winning round~~

~~1.1. In this Competition the best 16 Athletes of the first round qualify for the second round, in which they start in reverse order of the results (Penalties and time) of the first round.~~

~~1.2. The best eight Athletes according to the total Penalties and time of both rounds or of the second round only, participate in the winning round.~~

~~1.3. The course of the second round may be different from that of the first round.~~

~~1.4. The course of the winning round must be a shortened course over obstacles of the first and/or second round.~~

~~1.5. The starting order in the winning round is in reverse order of total Penalties and time over both rounds or of the second round only, according to the conditions of the Schedule.~~

~~1.6. In the winning round all Athletes start with zero Penalties.~~

~~1.7. All three rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round Athletes are penalised with one Penalty point for every four seconds commenced.~~

~~1.8. This Competition may not be used for the Grand Prix or for the Competition with the highest prize money.~~

~~1.9. If an Athlete qualified for the winning round does not start in this round, he will not be replaced.~~

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~~1.10. Refer to JRs Art. 247.1 and 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.~~

~~2. Competition with one round and winning round (winning round: Athletes start with zero Penalties)~~

~~2.1. In this Competition at least 25% and a minimum of ten Athletes (and in any case all clear rounds) of the first round qualify for the winning round, in which they start in reverse order of the results (Penalties and time) of the first round. The following Athletes qualify for the winning round according to the conditions of the Schedule:~~

~~(i) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round based on their Penalties and time in the first round; or,~~

~~(ii) at least 25% or a set number of Athletes, in any case a minimum of ten Athletes, qualify for the winning round, based on their penalties and time in the first round, and in any case all Athletes without penalties in the first round, qualify for the winning round.~~

~~The exact percentage or number of Athletes to return for the winning round must be indicated in the Schedule.~~

~~2.2. In the winning round all Athletes start with zero Penalties~~

~~2.3. Both rounds are judged under Table A against the clock. For exceeding the time allowed in the winning round Athletes are penalised with one Penalty point for every four seconds commenced.~~

~~2.4. This Competition may not be used for the Grand Prix or for the Competition with the highest prize money.~~

~~2.5. If an Athlete qualified for the winning round does not start in this round, he will not be replaced.~~

~~2.6. Refer to JRs Art. 247.1 and 247.2 for details on classification of Athletes who withdraw from the winning round or who are eliminated or who retire in the winning round.~~

## **FEI ARTICLE 277 DERBY**

~~1. A Derby competition takes place over a distance of at least 1000 m and not more than 1300 m over a course comprising at least 50% of the efforts over natural obstacles and must be run in one round only and with one jump off if so stipulated in the schedule.~~

~~2. It may be judged under Table A or Table C.~~

~~3. Even if this competition carries the best prize money of the show, each Athlete is allowed to ride a maximum of three horses according to the conditions of the schedule.~~

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#### ARTICLE G903 HUNTER, JUMPER, HACK & EQUITATION RECORDED JUDGES

1. DEFINITION AND PRIVILEGES: A recorded judge is a current Gold sport licence holder of 18 years of age or older in good standing and holds a recorded judge's card. A recorded judge may judge alone at Silver and Bronze competitions, and at Gold competitions in any ring that is restricted to miscellaneous, non-point classes. No EC recorded judge may officiate at non-EC sanctioned events. Exception: EC recorded judges may officiate at ~~competitions restricted to Pony Club members and at~~ PTSO sanctioned competitions, provided they hold current PTSO officials' status.

#### ARTICLE G904 HUNTER, JUMPER, HACK & EQUITATION SENIOR JUDGES

1. DEFINITION AND PRIVILEGES: An EC licensed Senior judge is an EC Gold Sport Licence holder of 18 years of age or older in good standing who holds a Senior judge's card. A current Senior judge is eligible to judge at all EC-sanctioned competitions. No Senior judge may officiate at non-EC sanctioned events. Exception: EC senior judges may officiate at ~~competitions restricted to Pony Club members and at~~ PTSO sanctioned competitions, provided they hold current PTSO officials' status.

#### ARTICLE G1001 GENERAL RULES PERTAINING TO HUNTER EQUITATION

[...]

##### 6. COMMUNICATION DEVICES

See Article G114

##### ~~6. EARPHONES/Earbuds~~

~~Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by elimination.~~

~~The use of only one earphone/earbud is allowed while mounted everywhere within the grounds of the Event except the competition arena.~~

#### ARTICLE G1005 TACK AND EQUIPMENT

[...]

5. When showing in the Hunter/Jumper Seat Equitation, it is recommended that riders use traditional stainless steel stirrup irons that promote proper position of the foot in the iron as well as a correct leg position. It is further recommended that riders use stirrup irons that allow judges a clear and unobstructed view of the position of the foot in the stirrup. Judges may not eliminate a rider for using a particular style of stirrup iron. Safety stirrups are permitted. Exception: Peacock Quick Release Stirrups are prohibited.
6. Tack references horse; equipment references rider.

#### ARTICLE G1101 GENERAL RULES PERTAINING TO JC HUNTER & CET MEDAL CLASSES

1. Equestrian Canada recognizes two categories of medal classes: JC Hunter Medal, and the Canadian Equestrian Team Jumper Medal (CET).
2. CET Medal memberships are required to compete in CET Medal classes. Annual fees are payable to Equestrian Canada. Memberships must be in place to accrue points towards the CET Medal Regional Finals. Points are not retroactive.
3. a. No communication devices are permitted in the competition ring in any medal class under penalty of elimination. Exception: Competitors with a documented physical disability/hearing impairment may be authorized for use of a communication device. (See also Article A907.)  
a.b. During a ride-off, any outside communication, assistance, or interference will result in elimination. Competitors must make all decisions independently.
- ~~3.4.~~ There are four regions: British Columbia, Prairie (AB, SK, MB), Ontario, and Atlantic (QC, PEI, NB, NS, NF). Primary region of residence will be defined as identified in the EC database.
- ~~4.5.~~ Judges for all JC Hunter Medal and CET Medal qualifying classes, and for all Regional and National Finals must be EC or USEF Senior Equitation Judges.
- ~~5.6.~~ There must be two EC or USEF Senior Equitation Judges for both the JC Hunter and CET Medal Regional Finals and National Finals.
- ~~6.7.~~ JC Hunter and CET Medal classes may only be held at EC-sanctioned Gold competitions.
- ~~7.8.~~ A competition must apply to Equestrian Canada to hold JC Hunter and CET Medal Classes and JC Hunter and CET Medal Regional Finals (hosting of Regional Finals must be applied for before October 10 for the following year). Class list and fees, class results and new memberships must be forwarded to EC after the class.
- ~~8. All requests for reimbursement of travel expenses must be submitted to the athlete's provincial hunter jumper association.~~
9. All combinations must be numbered with a single number and the designations A and B or A, B and C on the course diagram. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.



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## ARTICLE G1102 TACK AND EQUIPMENT

1. See each medal class for rules governing tack.
2. See also the following articles: National Hunter Jumper Schooling Rules, Annex 1; Hunters, Article G202.

When showing in the Hunter/Jumper Seat Equitation, it is recommended that riders use traditional stainless steel stirrup irons that promote proper position of the foot in the iron as well as a correct leg position. It is further recommended that riders use stirrup irons that allow judges a clear and unobstructed view of the position of the foot in the stirrup. Judges may not eliminate a rider for using a particular style of stirrup iron. Safety stirrups are permitted. Exception: Peacock Quick Release Stirrups are prohibited.

## ARTICLE G1108 JC HUNTER MEDAL NATIONAL FINALS:

1. The top ~~20~~16 riders from across Canada will qualify to compete at the JC Hunter Medal National Finals.
2. The following number of qualified riders will be accepted from each Region:
  - British Columbia - ~~5~~4 riders
  - Prairie - ~~5~~4 riders
  - Ontario - ~~5~~4 riders
  - Atlantic - ~~5~~4 riders
  - a) The top ~~five~~four riders from each of the Regional Finals will compete at the National Finals. In the event a rider cannot compete, the next placed rider from the Regional Final Top 6 Ride-Off will be accepted.
  - b) Should any region not have ~~five~~four qualified entries (as per the qualifications above), the next qualified rider from the National Rankings will be accepted, up to ~~20~~16 riders total.

[...]

## ARTICLE G1109 CET MINI MEDAL CLASS SPECIFICATIONS

The CET MINI MEDAL CLASS is to be held under the same rules and regulations as the CET Medal (see Article G1101 and G1110) with the exception of the following:

[...]

## ARTICLE G1110 CANADIAN EQUESTRIAN TEAM (CET) MEDAL: GENERAL

7. [...]
- ~~8.~~ ~~All requests for reimbursement of travel expenses must be submitted to the athlete's provincial hunter jumper association.~~
- ~~9.~~8. Winners of the CET National Finals are no longer eligible to compete in CET Medal classes.
- ~~10.~~9. Stallions may not be ridden in CET Medal Classes.
- ~~11.~~10. a) Competitors must be Canadian citizens to compete in the CET Medal Regional Final Ride-off (Final phase). Refer to glossary for definition of Canadian Citizen.  
b) Competitors must be Canadian citizens to compete in the CET Medal National Final. Refer to glossary for definition of Canadian Citizen.
- ~~12.~~11. The CET Medal consists of at least two phases of competition. The athlete/horse combination must be the same for all phases.
- ~~13.~~12. In the event of an accident or illness to the horse, provided there is a veterinary certificate from the Competition Veterinarian and approval of the Organizing Committee and Judge(s), a substitution may be made up to one hour before the first phase of competition. For regional and national finals, the substitute horse must meet the conditions of the 24-hour rule. G1112, G1113.

## ARTICLE G1302 ROAD HACK HORSE OR ROAD HACK PONY

[...]

2. Gaits:
  - a) The walk: straight, four beat and flat-footed with medium contact.
  - b) The trot: straight and true; may be required as follows:
    - (i) normal on light to medium contact
    - (ii) strong trot
  - c) The canter: normal on light to medium contact
  - d) ~~Hand~~May hand gallop under control

[...]

# SECTION G: HUNTER, JUMPER, EQUITATION AND HACK AMENDMENT SUMMARY EFFECTIVE JANUARY 1, 2026 – AMENDED APRIL 15, 2026

## ANNEX 1 NATIONAL SCHOOLING RULES FOR HUNTERS AND JUMPERS

### 1. GENERAL- SCHOOLING RULES FOR HUNTER, EQUITATION AND JUMPERS

- 1.1. All EC-sanctioned competitions must use current FEI schooling rules as listed. Refer to Chapter 8, FEI Rules, ~~Article 201 ARENA, SCHOOLING AREAS AND PRACTICE OBSTACLES~~. These rules pertain to all hunter, equitation and jumper classes and divisions at all EC-sanctioned competitions. Note exceptions below.
- 1.2. The competition organizing committee must provide every entry with a competition number that must be worn and visible at all times anywhere out of the stable at the event location, whether the horse is being hand walked or ridden.
- 1.3. Note: All references to a “chief steward” refer to FEI competitions. These references will be recognized under EC as the EC steward(s) on duty.

#### 1.4. COMMUNICATION DEVICES

See Article G114

#### ~~1.4. EARPHONES/Earbuds~~

~~Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage is penalized by elimination.~~

~~The use of only one earphone/earbud is allowed while mounted everywhere within the grounds of the Event except the competition arena.~~

### 2. NATIONAL SCHOOLING RULE EXCEPTIONS

- 2.1 Equestrian Canada exceptions to the FEI schooling rules at all EC-sanctioned competitions:

[...]

- e) Hunter and Hunter Equitation Schooling only: Placing pole exercises as described in FEI Article ~~201.5.2242.4.7~~ may be used during warm-up.

[...]

### 4. HEADGEAR, TACK AND EQUIPMENT

The following rules are common to hunter, jumper, equitation, and schooling and must be used anywhere at the event location including the competition arena.

[...]

- 4.3 Any lungeing aids may only be connected to the bridle or lungeing cavesson while lungeing.

[...]

- 4.11 For horses entered in classes restricted by age to 4, 5, 6, 7, or 8 year olds, only protective boots as described in FEI Jumping Rules ANNEX VIII may be worn., ~~Article 257.2.4 may be worn.~~

- ~~4.14.12~~ For anything not provided for in these rules, please refer to FEI Annex VIII and the FEI Tack App. <https://inside.fei.org/fei/disc/jumping/rules>.

### 5. RULE INFRACTIONS

[...]

#### 5.2 Yellow Warning Card

##### See Section A: ARTICLE A516 EC WARNING CARD

- ~~a) In cases of violation of Section A517.3 Abuse or Cruelty and Section A518.3 Acts of Discourtesy, the following procedure will apply. A steward, judge, or Technical Delegate will deliver to the person(s) responsible for the infraction this Yellow Warning Card documenting the rule violation.~~
- ~~b) The Yellow Warning Card will act as a warning only, and any penalty will be deferred.~~
- ~~c) Should an individual receive a second Yellow Warning Card within 365 days, that individual shall be subject to a hearing to consider the conduct that led to each Yellow Warning Card being issued.~~
- ~~d) Refer to A516.3~~