

TRAINING TIPS

JUDGING RULES

By Karim Badaro

TO BE A SUCCESSFUL SHOWJUMPER, ONE MUST BE FULLY AWARE OF THE JUDGING RULES IN ORDER TO STAY COMPETITIVE. SOME OF THOSE TIPS CAN LAY A TRAP FOR YOUNGER RIDERS, BUT AS THEY ADVANCE IN THEIR CAREERS THEY COME TO REALISE THAT THIS FORM OF KNOWLEDGE IS NECESSARY FOR SUCCESS.

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 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.

5. 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, 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 six seconds will be applied in accordance with the procedure provided for in JRs Art. 232.

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.

CLOSED COMBINATIONS, PARTIALLY CLOSED & PARTIALLY OPEN COMBINATIONS

1. A combination is considered to be completely closed, if the sides, which surround it, can only be surmounted by jumping. FEI JUMPING RULES, 25th edition, updates effective 1 January 2017.

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 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 six seconds must apply. If, once inside the enclosure, the Horse refuses the Athlete must jump out in the direction of the course. The six seconds 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.

FALLS

1. An Athlete is considered to have fallen when, either voluntarily or involuntarily, he is separated from his Horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back into the saddle, to use some form of support or outside assistance. 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.

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



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EQUICARE
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2, Bahgat Ali Street, Zamalek, Cairo - Egypt
Tel & Fax: +2 02 27356939 +2 02 27354348
post@equicarecompany.com
www.equicareproducts.com