

D RALLY RULES

1. SCOPE OF THESE RULES:

The D Rally shall be run according to these rules. If a situation arises where there is not an applicable rule herein then the Technical Delegate (TD) may refer to the Canadian Pony Club National Rally Rules and / or the current Equine Canada Rules for Eventing (Section D) to aid in his/her decision. The ruling of the TD shall be FINAL.

2. FORM OF THE COMPETITION:

The Rally shall be primarily a team competition encouraging teamwork and cooperation. Competitors will normally enter as teams, however, individual competitors may be accepted and placed on teams at the discretion of the Organizing Committee. Individual Competitors will be allowed to compete separately only when the Organizing Committee is unable to place them on a team.

The Rally shall have two main parts, Riding plus Practical Work and Knowledge, each one bringing out the teachings of pony club.

The Riding portion of the Rally shall be divided into a 3 test event:

- dressage test.
- cross country test.
- stadium jumping test.

The Practical Work and Knowledge portion shall include:

- tack and turn out.
- stable management (roving judge)
- written test. (optional at the discretion of the Organizing Committee)

Captains Competition is optional at the discretion of the Organizing Committee and may consist of a competition involving braiding, bandaging, bridle race etc..... Please note Captains Competition scores will not be added to team scores.

3. DIVISIONS OFFERED:

'D'
'D1'
'D2"

Please note Competitors may ride up one level from the last level they have successfully obtained as of the D Rally entry closing date. However their regular pony club riding instructor **must** sign the entry form to acknowledge that the horse and rider combination are capable of that level of competition.

4. MAKEUP OF TEAMS:

A team shall normally be made up of three or four Competitors, one Captain and up to two helpers. The Organizing Committee must allow for at least one team for each division from every branch in the region. If space permits additional teams may be allowed to compete.

4.1 Riders/Competitors: It is up to the Organizing Committee to decide the makeup of the teams. Teams may be made up of only D riders and have separate divisions for D1 and D2 riders. Or teams could consist of one D rider, one D1 rider, one D2 rider and one more rider at any of the levels. This will be made clear on the prize list / entry form sent

out by the Organizing Committee. However all Competitors must be in good standing with their Branch, Region and the Canadian Pony Club to be able to compete.

- 4.2 Captain: The Captain should be a senior pony club member who knows and understands the Rally Rules. He/she will be given an order of go and a schedule. The captains will be notified in writing (preferably) and/or orally of any changes affecting the Competitors. They may also present queries to the Ground Jury. He/she may be a Competitor but this will seriously reduce the time available to team riders and helpers. Captains may be from other pony club branches. If teams have a difficult time finding a captain they may ask the Organizing Committee for other options. Non Pony Club members may be allowed to assist a team in the role of captain at the discretion of the Organizing Committee.
- 4.3 Helpers: Each team is permitted up to two helpers. It is recommended that the helpers be younger pony club members who can gain experience from helping and receiving guidance from the Captain. It is up to the discretion of the Organizing Committee to allow adult helpers, but under no circumstances can an adult helper be a parent of one of the team members they are to help.
- 4.4 Horses: All horses must be at least 5 years of age AND up to date on all current vaccinations. Except for the "Captains Competition" (jumping round if offered), a horse shall be ridden by one Competitor and one Competitor only throughout all three phases of the Rally. Horses cannot be shared and Competitors can not ride more than one horse.
NO STALLIONS MAY BE RIDDEN IN ANY CPC RALLY.

5. RESPONSIBILITIES:

All team members are responsible for:

- Safety of the team members and horses.
- Keeping their work area tidy.
- Helping set up their area and packing up at the end of the Rally.
- Knowing the rules.
- Wearing their assigned # and medical arm band with current information at all times for the duration of the Rally.

Competitors are responsible for:

- The care of their own horse and tack.
- Presenting themselves and their horses prepared and on time for all phases.

Captains are responsible for:

- All competitors on his/her team.
- Ensure all team members follow the rules and arrive at all events on time.
- Assist and guide team members in respectful and constructive manner.
- Communicate to the team any changes or additional instructions.

Helpers

- Helpers are there to help where necessary however Competitors are responsible for their own horses.

Coaches

- A coach will be permitted to walk the cross-country course and the stadium jumping course with the Competitors.
- The coach may not give assistance at any other time including in the warm up or cooling out areas, unless it is considered an emergency.
- Any one providing unauthorized assistance during the competition will result in penalty points for the team.

6. DRESS:

All Competitors must wear protective head gear with attached harness which is secured at all times when mounted. It is mandatory that this head gear meet or surpass current applicable standards established by ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) or B.S.I. (British Standards Association, Australia/New Zealand).

If a Competitor's safety helmet comes off or undone during competition, the Competitor must not proceed until it has been replaced and refastened. Ignoring this rule will result in disqualification. Handing the helmet to the Competitor does not constitute unauthorized assistance.

A current and completed medical 'armband' or card must be firmly attached outside of the team member's clothing on the upper left arm **at all times**.

Boots with a heel must be worn at all times when mounted.

Proper footwear should be worn at all times at the location of the competition. No lightweight canvass sneakers or open toed/backed footwear.

All Competitors (riders, helpers and captain) must wear their number bibs "pinnies" at all times. Long hair must be put up so that bib numbers are always clearly visible, whether riding or not.

No looped jewelry is to be worn.

6.1 Dress for Turnout, Dressage and Stadium Jumping

Correct showing attire shall be worn including a safety helmet (as defined above), dark jacket / sweater, light colored jodhpurs / breeches with appropriate boots with heels, a stock / choker / tie and gloves. A pony club pin with yellow disk should be worn on the left breast.

Half chaps are allowed, preferably in a dark color.

Spurs are optional, if worn must be blunt without rowels and carried to tack and turnout inspection, not worn.

The Ground Jury may excuse riding jackets in dressage and / or stadium jumping if justified by weather conditions. An announcement will be made, otherwise they are required.

6.2 Dress for Cross Country

Cross country attire consists of an appropriate shirt / sweater with long sleeves (for protection), breeches / jodhpurs, appropriate boots with a heel, gloves and a safety helmet (as defined above). Bright colors and hat covers are allowed and encouraged for this phase.

A protective vest is strongly recommended for all Competitors while riding the cross country test.

Half chaps are allowed but full chaps may not be used.

Spurs are optional but if worn must be blunt, not rowelled.

Pony club pins, stock ties with pins or long chocker pins are NOT to be worn in cross-country.

The Canadian Pony Club Inc. makes no representation or warranty, expressed or implied about any protective gear. Death or serious injury may result despite wearing such protective gear, as horseback riding involves an inherent dangerous risk and no protective gear can protect against all injuries, foreseeable or unforeseeable. The parent or guardian of any pony club rider is responsible to determine that the appropriate protective gear is worn and such gear is properly fitted and in good condition as Canadian Pony Club Inc., its regions, branches, committees or activity organizers are not responsible for checking protective gear worn by pony club riders.

7. TACK CHECK AND TURNOUT INSPECTIONS:

There are basically two types of inspections, formal and informal. The inspections may be made immediately before the Competitor begins his/her warm up or up until directly before the Competitor commences each phase of the Rally. If a Competitor fails to have their tack inspected before taking part in each phase they will be eliminated. Horses or ponies SHOULD NOT be braided.

7.1. Formal Turnout Inspection

The turnout inspection before **dressage** is **always** formal. There are no individual times given to report to the turnout judge but each Competitor is responsible to present themselves well prepared and in a timely manner. Competitors report to the judge on foot, spurs in hand if used, leading their horses. Following inspection the Competitors then proceed to the ring where they will mount and warm-up. Each Competitor must be aware of the amount of time their horse needs for a warm-up and to plan their schedule accordingly, keeping in mind that there may be a line up for inspections. In a formal turnout inspection the judge is looking at the following;

- tack and attire is correct for the dressage phase
- correctly fitted tack
- tack in good repair (no loose stitching on stirrup leathers etc.)
- cleanliness and condition of tack
- cleanliness and well groomed horse (no braiding for D-Rally)
- a neat and tidy Competitor

The judge will give a score for the turnout inspection that will be part of your overall score for the Rally. A maximum of 10 penalty points can be given by the judge for tack and turnout.

7.2. Informal Turnout Inspection (Tack Check)

These inspections are done before cross country and stadium jumping in a one day rally. Usually the tack check is done shortly before entering into the course. The Competitor may be mounted or unmounted at the judge's request. As the horses have already been ridden that day the main emphasis will be on correct and well fitting tack and equipment. The judge will also ensure that the girth is tight enough and can adjust it for the Competitor. However, a Competitor presenting a horse with dried sweat marks or a dirty bit from their dressage ride can expect to lose points. If a Competitor fails to have tack checked before starting either the cross country or stadium jumping courses they will be eliminated.

8. EQUIPMENT, TACK AND SADDLERY:

Horses or ponies SHOULD NOT be braided.

As this is a D-Rally in which safety and learning is the main focus, Competitors should use the tack they normally ride in for Pony Club lessons. For the dressage phase various bits will be permitted, other than those listed below, which differs from the rules for National & Zone Rallies and the Equine Canada Rules, however an english saddle is compulsory for all phases and must fit the horse or pony well.

Bridles with an ordinary cavesson noseband, drop noseband, Figure 8 (crossed noseband), or flash noseband may be used. Bits normally used are allowed with the exception of wire, triangular or any bit that is considered extremely harsh on the horse's mouth. If in doubt have your tack approved by a member of the Ground Jury or the TD.

Any kind of gadgets such as seat covers, tongue straps and or tying down of the tongue in any way, blinkers, hoods, bearing reins, side reins, running or balancing reins, etc. are not to be used on the Rally grounds.

Competitors changing tack after warm up will be required to go through tack check twice for that phase.

Bit converters for a pelham and hackamores are allowed if that is what the horse is normally ridden in.

Over-checks or anti-grazing reins are allowed for "D" Competitors only.

Reins must be attached to bit or bridle.

Stirrup leathers or irons may not be attached to the girth, nor may the foot be attached to the stirrup in any way.

8.1 Tack / Equipment for Dressage

Saddle pads or numnahs should be white.

Use of a standard crop (no longer than 30" (75cm) in length) in the dressage ring is not permitted with the exception of "D" level Competitors only. All Competitors may use a standard crop during their warm up.

Martingales, of ANY kind, are not permitted.

A breastplate without martingale attachment may be used.

No boots or bandages of any kind may be worn by the horse in the dressage ring.

Under exceptional circumstances the Ground Jury may permit non restrictive fly shields, nose guards and / or ear nets. This will be communicated to the captains.

8.2 Tack / Equipment for Cross Country and Stadium Jumping

Competitors may not use a stop watch to time their cross country rounds.

Crops are allowed as long as they are not weighted at the end and do not exceed 30" (75 cm) in length.

Only unrestricted running or Irish martingales are allowed.

A breastplate with or without running martingale attachment may be used.

Boots may be worn by the horse but must fit properly. The tack check judge will ask for them to be removed otherwise.

Saddle pads or numnahs may be any color.

9. HORSE INSPECTIONS:

Cross country cooling out area— after crossing the finish line Competitors present their horses in the cooling out area for inspection. The horse's pulse and respiration may be taken if necessary and he/she will be checked for signs of distress and lameness. The Competitor may then proceed with cooling out and must stay in the cooling out area until the horse's vital signs return to near its resting rate. Competitors may only leave this area if they have been "OK'd" by the official cooling out area attendant. Failure to report for the inspection within 10 minutes of completing the cross country course will result in 25 late penalties. Failure to report 20 minutes after completing the course will result in elimination. The Organizing Committee may choose not to have this inspection at this level. If there is to be a horse inspection the location should be pointed out in the official cross country course walk.

Any horse showing signs of lameness or distress at any time during the Rally will be eliminated. The Ground Jury will make the decision in the best interests of the horse.

10. FIRST AID STATION:

Note: After any fall, anywhere on the grounds, the rider must see the medical personnel.

There will be a station clearly marked on site where any person on the grounds can obtain medical attention for minor injuries. Each team, however, is responsible for having its own first aid kit to attend to any minor injuries to its horses. This first aid kit listed below is taken from the USPC C manual. Each club would normally have a horse first aid kit as it is useful to have it available or camp, testing, etc. Before coming to Rally the team should check the kit: completeness, cleanliness and expiration dates. Team members should know what is in the kit and its uses. Captains may be quizzed on the contents and uses of items in the first aid kit

- Absorbent Cotton (roll at least 12" wide)
- Gauze Roll, Stretch (at least 2" wide)
- 2 rolls vet wrap
- Sterile, non-stick gauze dressings (4x4)
- Sterile gauze sponges (smaller squares for cleaning wounds)
- Adhesive tape (at least 1" wide)
- Pressure pads (sanitary pads work well)
- Bandage scissors
- Saline solution
- Betadine
- Wound dressing (antibiotic ointment)
- Thermometer w/ string and clip
- Vaseline
- Rubbing Alcohol Liniment/body wash

4 leg bandages
4 leg cottons
Bandage pins/masking tape
Notebook and pencil

A Veterinarian will be on call. Information posted on site.

11. DRUGS AND MEDICATIONS:

Any horse to which drugs are administered as a stimulant, depressant, tranquilizer, local anaesthetic, or any drug which might affect its performance is not a suitable mount for use by a pony club member and as such the horse may not be used at any Canadian Pony Club Rally. All such drugs are also illegal under Equine Canada rules.

Non-steroidal anti-inflammatory drugs such as 'bute', or any other medication that is permitted under Equine Canada Rules, may be administered to horses at a rally provided that the TD and the Ground Jury are informed of the medication being used, the dosage and the purpose. This should be in the form of a letter from the horse owner/leasee. These drugs must be labeled and kept in a secure place approved by the Ground Jury.

12. STABLE MANAGEMENT/ROVING JUDGE :

Commencing at the start of the Rally and throughout the day an unidentified Roving Judge(s) will be observing the participants and helpers in the Rally to encourage proper etiquette and horse care. The Judge(s) will do their best to be consistent in their observations, in other words if they are observing the cooling out procedures after cross country, the same Judge will observe all competitors in that division. The penalty points will be assessed at the discretion of the Roving Judge who will provide comments for why penalties were given. Penalty points will be given for things that are unsafe for any Competitor or horse. For example a horse may be tied to long, equipment left on ground or horse tied up with bridle left on. A Competitor may also be given penalties for not wearing their number / arm band at all times, swearing / cursing, being late for a tack check and many other things. Up to 5 bonus points may be awarded to a team or team member for outstanding team work or effort. The team stable management score sheets will be posted some time near the start of the stadium jumping phase.

The Ground Jury and TD have the authority to give penalties if they witness any unsafe behavior or practice.

Any and all penalties will be added to the individual's final score. All team penalties or penalties given to the Captain or helpers will be included in the final team score.

13. WRITTEN TEST:

At the discretion of the Organizing Committee there may be a written test for the different levels of competition. The completion and marking of this test must be done before the start of the stadium jumping phase. A Competitor may be assessed a maximum of 20 penalty points for the written test. If a Competitor fails to write the test he/she will be assessed the 20 penalty points. All penalties will be added to the individual final score.

14. CAPTAIN'S COMPETITION:

At the discretion of the Organizing Committee there may be a Captain's Competition. This may be some type of competition in regards to stable management like bandaging or braiding. Or it may be a fun contest like a bridle race. The final results of this competition **will not** be added to the team score in any way and is entirely optional.

15. DRESSAGE TESTS:

The dressage tests are very simple for the D-Rally Competitors and may be called out for all Competitors. The Organizing Committee may provide a caller or the Captain of each team may also call the test. Dressage tests may be ridden in 20m by 40m sand or grass rings. Competitors may not warm up within 20 m of the dressage ring while another Competitor is in the ring. As soon as the Competitor in the ring make their final turn down the center line the next Competitor may start to ride around the ring or inside it if there is not enough room on the outside, until the bell / whistle is heard signifying that the judge is ready. After the signal the Competitor has 60 seconds to start their test. If they fail to start on time they will be assessed a late penalty. All dressage tests for any one division must be ridden in the same ring and judged by the same judge to assure a fair comparison and evaluation of all the Competitors in that division. "D" Competitors are expected to do a walk / trot test. "D1" Competitors are expected to walk / trot and do a short canter in both directions. "D2" Competitors are expected to do the above and the test may contain circle work at the canter.

16. CROSS COUNTRY AND STADIUM SPEEDS, DISTANCES AND JUMP DIMENSIONS:

Speed/Distance/Obstacles

Level	X Country Speed (meters/min)	Maximum X-Country Distance (meters)	Number of X-Country Jumping Obstacles	Stadium Jumping Speed (meters/min)	Stadium Jumping Distance (meters)	Number of Stadium Jumping Obstacles
'D'	180 – 220	900	8 – 12	180 – 200	200 – 500	6 – 12
'D1'	300 – 325	1800	10 – 14	275 – 300	200 – 500	6 – 12
'D2'	325 – 350	2700	12 – 16	300 – 325	200 – 500	6 – 12

Jump Dimensions (Maximum)

Level	Height or Drop	Top Width	Bottom Width
'D'	18" (0.46m)	18" (0.46m)	2' 0" (0.61m)
'D1'	2' 0" (0.61m)	2' 0" (0.61m)	2' 9" (0.84m)
'D2'	2' 6" (0.76m)	2' 6" (0.76m)	3' 3" (1.0m)

17. DESCRIPTION OF CROSS COUNTRY COURSES:

The obstacles shall be of solid construction and can be either permanent or moveable obstacles. They should be made so that they will not be dislodged if hit by a horse. Obstacles shall be those which might typically be found in the hunting field, for example stone walls, ditches, chicken coops, slat fences, small drops etc. There shall be no gates to be opened or rails to be dropped by the Competitor. Wherever possible the D Course shall be in a fenced in area. On the D2 course water to a maximum depth of one foot may be included and be flagged to require Competitors to

pass through, BUT NOT JUMP INTO OR OUT OF the water. An alternate non water route, will be an option. Obstacles may be situated close together, but are designed as separate problems and will be numbered accordingly. If obstacles are situated close together but are designed to be one problem, it is considered to have several elements. This obstacle will be numbered and each element will have a letter (A,B,C, etc). If a Competitor has a disobedience at an element they may chose to jump all the elements or just continue at the element they had a disobedience at.

18. DESCRIPTION OF STADIUM JUMPING COURSES:

The stadium jumping course for all divisions shall consist of at least one spread fence and one double combination. The course shall be irregular and winding with changes of direction both right and left. Each Competitor MUST salute the judge and wait for a signal (usually a whistle) before beginning the course. Failure to do so will result in Elimination. The judge shall have the right to STOP any competitor whom she/he feels is riding/jumping in an UNSAFE manner.

19. WALKING CROSS COUNTRY & STADIUM COURSES, POSTING MAPS:

Each Competitor will be allowed an opportunity to walk the course prior to the start of the division. Only Captains, helpers, and one designated coach per branch may walk the course with Competitors during the **official course walk**. Parents, Coaches, Competitors and others may walk the course at any time other than the official course walk accompanied by Competitors but no one may walk the course during times when any Competitors are on course. The Rally Committee shall endeavor to have all the courses flagged and a map posted by noon on the day prior to the competition. However, due to possible changes all Competitors SHOULD go on the official course walk or they may not be informed of specific instructions given during the official course walk. Course maps shall be posted near the start no later than one hour prior to the start of the first official course walk for each division. Maps shall show the exact course to be followed, the distance, time allowed, time limit, and the buffer zone. Cross country course maps may be included with the club packet. Stadium course maps will be posted only. Directions for the cross country jump judges will be provided to the volunteers filling these positions on the day of the Rally.

20. SCORING:

All scoring is done by penalty points.

As the D-Rally is for our younger and less experienced Competitors some of the following rules are less harsh than under EC or National & Zone Rally Rules.

Please note any fall in warm up rings are not penalized but the rider must be cleared by the medical personnel prior to remounting.

20.1 – Late Penalties

A "Late Penalty" of 25 penalty points will be assessed for reporting late to turnout, tack check, horse inspection or to ride any phase at the scheduled time or, in the rescheduled order providing ample warning of the rescheduled times were given. Failure to report at all will be ELIMINATION.

Any Competitor ATTEMPTING to begin any phase by trying to enter a ring or start box without first passing the tack check will be stopped and assessed 25 penalty points. He/she may be started only after reporting to tack check and if time permits. The next Competitor, only if ready, will be started as soon as possible to stay on schedule. In the dressage phase a Competitor will have been deemed to have to tried to start once they begin their walk around of the ring (inside or outside). Failure to make any tack changes requested by the tack steward will result in ELIMINATION.

Officials should as a matter of courtesy only, after a Competitor has missed their scheduled time for any inspection or phase, try to contact the Competitor to reschedule a latter time. A convenient time may not be available. A Competitor may appeal to the Ground Jury to have the late penalty waived due to unavoidable circumstances examples illness, injury, trailer or vehicle mechanical breakdown.

When a Competitor is eliminated in any of the 3 phases, he/she shall be given the highest penalty points in that phase and may continue in the competition however they will not be awarded any ribbon ahead of a competitor who was not eliminated.

"Highest penalties" shall mean the penalties charged to the Competitor with the greatest number of penalties for the phase involved after excluding all Competitors who were eliminated in that phase.

20.2 – Turnout Scoring

Penalties up to a max. of 10 points may be assessed for this phase. No bonus points are awarded. These penalties will be applied to the overall score but shall not be included in the scores for any other phases.

20.3 – Written Test Scoring

Penalties up to a max. of 20 points may be assessed for this phase. No bonus points are awarded. These penalties will be applied to the overall score but shall not be included in the scores for any other phases.

20.4 – Dressage Scoring

The good marks from 1-10 as awarded by each Judge to a Competitor for each numbered movement of the dressage test together with the collective marks are multiplied by the movement weighting factors as shown on the test and added. Penalties for errors of course are then subtracted and the result is divided by the total possible marks for the test and multiplied by 100 to give a percentage. The result is subtracted from 100 and then multiplied by 1.5 to convert to penalties with the result rounded to one decimal place.

The first error of course results in a penalty of 2 points, the second error results in an additional 4 points, the third error results in ELIMINATION.

Carrying a whip into the dressage ring will result in a 4 point penalty per judge.

Use of voice or clicking will result in the 2 point

Leaving the ring before completing the test (all 4 feet out of the ring at the same time) will result in ELIMINATION. The judge may allow the competitor to complete the test if time permits.

In the case of a fall of horse and/or Competitor, the Competitor will not be eliminated. They will be penalized by the effect of the fall on the execution of the movement and in the collective marks at the bottom of the dressage test.

If the Competitor fails to enter the ring within the 60 seconds after the judge has signaled the Competitor shall be awarded 25 late penalties.

If the Competitor has entered the ring before the judge has signaled, unless directed by the gate keeper, the Competitor shall be eliminated.

The Competitor will be eliminated if the horse is deemed to be lame by the judge.

For placings a tie will be broke by the following;

- 1st best collective marks
- 2nd best rider position mark with in the collective marks
- 3rd best mark for movements that are multiples of 2
- 4th best tack and turnout mark

20.5 – CROSS COUNTRY SCORING

20.5.1 Time Penalty Point Scoring

Use of stop watch to time the cross country phase will be penalized by 25 points.

A "buffer zone" of 30 seconds faster than the time allowed or optimum time shall be used. No time penalties shall be assessed for completion of the course in a time which is within the "buffer zone".

The penalty for completion of the course in a time longer / slower than the optimum time shall be 0.4 points for each second (or part of a second) in excess of the optimum time.

The penalty for completion of the course in a time less / faster than the fastest time included in the "buffer zone" shall be 1.0 points for each second (or part of a second) less than the fastest time included in the "buffer zone".

The time limit is twice the time allowed. Exceeding the time limit will result in elimination.

For Example: Optimum time = 2:00 min. Buffer zone = 1:30 - 2:00 min. Time limit = 4:00 min.

Rider 1 time = 1:42 min. (within buffer zone) => 0 time penalties

Rider 2 time = 4:02 min. (over time limit) => elimination

Rider 3 time = 2:33 min => $(2:33-2:00=33 \times .4)$ 13.2 time penalties

Rider 4 time = 1:15 min. => $(1:30 \text{ buffer zone} - 1:15 = 15 \times 1)$ 15 penalties

20.5.2 Cross Country Riding Penalty Points

1 st disobedience at an obstacle -	20 penalty points
2 nd disobedience at same obstacle-	40 additional penalty points
3 rd disobedience at same obstacle-	Elimination & Mandatory Retirement
4 th disobedience on course	Elimination & Mandatory Retirement
1 st fall of rider at any obstacle-	Elimination & Mandatory Retirement
1 st fall of horse at any obstacle-	Elimination & Mandatory Retirement

The following are additional reasons for elimination;

- Omitting an obstacle or compulsory flag.
- Retaking an obstacle already jumped, unless it is part of an obstacle with multiple elements
- Jumping an obstacle in the wrong direction.
- Error of course not rectified.

- Jumping an obstacle out of order.
- Deliberately starting before being given the signal.
- Jumping without or unfastened safety helmet.
- Willful obstruction of an overtaking competitor.
- Failure to stop when signaled.
- Unauthorized assistance.
- Alteration of an obstacle.
- Failure to have tack checked.
- Failure to pass start or finish flags mounted.
- Abuse of a horse.

20.5.3 Cross Country Definitions of Faults/Disobediences

Refusal – At an obstacle or element if the horse comes to a complete stop, steps back or needs to be re-presented at the obstacle or element this is considered a refusal. If the horse hesitates but the forward motion is maintained it is not considered a refusal. After a refusal if the Competitor re-presents the horse at the obstacle even if it is after stepping back and the horse stops again this is a second refusal and so on. After a Competitor has turned away from an obstacle they may circle as many times as they require as long as they are not presenting the horse at the obstacle.

Run-out - A horse is considered to have a run-out if, having been presented at the obstacle, he avoids it in such a way that he has to be re-presented at it.

Circle – At a single obstacle a horse is considered to have circled if, while attempting to negotiate the obstacle, it crosses its original track before successfully negotiating the obstacle. At separately numbered obstacles, a Competitor may circle between or around them without penalty provided he has not presented his horse at second or subsequent obstacles. An obstacle composed of several elements (A,B,C, etc) a Competitor will be penalized if it passes around or circles between any of the elements.

Fall of competitor – A competitor is considered to have fallen when he is separated from the horse in such a way as to necessitate remounting or vaulting into the saddle as a result of the approach to or the result of jumping the obstacle.

Fall of horse – A horse is considered to have fallen when at the same time, both the shoulder and the hind quarters have touched either the ground or the obstacle and the ground as a result of trying to negotiate an obstacle.

Please Note - If a competitor circles or dismounts between obstacles, which the Judge deems a circumstance not associated with the approach or jumping of an obstacle (trip, unbalances competitor) they are not to be penalized.

20.6 - STADIUM JUMPING SCORING

20.6.1 Time Penalty Point Scoring

No time penalties shall be assessed for completion of the course in less than the time allowed. The penalty for completion of the course in a time greater / slower than the time allowed shall be .25 of a penalty point for each second (or part of a second) in excess of the

optimum time, up to the time limit. The time limit will be twice the time allowed. If a Competitor exceeds the time limit it will result in elimination.

20.6.2 Interrupted Time /Time Corrections

Judges must take great care to record the time that the clock is stopped and restarted as a result of one of the following:

- Knock-downs with disobedience. If as a result of a disobedience, a Competitor displaces or knocks down an obstacle or flag, the judge must signal with a bell or whistle. The judge will take the time from this signal to their signal for the Competitor to restart after the jump has been rebuilt. The judge will subtract this time from the total running time for the competitors round. An additional 6 seconds in time corrections will be added to this time to get the competitors final time for the round. The Competitor will be assessed a disobedience penalty and any resulting time penalties.

- Knock-down and a fall with disobedience. It will be the same procedure as above with the judge signaling with a bell / whistle except the judge will start timing the interruption only once the Competitor has remounted. The Competitor will be assessed penalties for a disobedience, a fall and any resulting time penalties.

- Knock-down and a fall in a combination. If jumping any element of a combination, except the last, there is a knock-down with a fall the judge must signal immediately. It will be the same procedure as above with the judge signaling with a bell / whistle except the judge will start timing the interruption only once the Competitor has remounted. The Competitor must complete all the jumps in the combination again and will be assessed penalties for a knock-down, a fall and any resulting time penalties.

- Knock-down and a fall. If the horse knocks down the jump and the Competitor falls but the judge does not deem the horse to have had a disobedience then the clock shall not be stopped. The Competitor must remount and continue and will be assessed a knock-down and a fall.

-Competitor is stopped for unforeseen circumstance. For example the wind blows down a jump after the competitor has started the course, the judge must signal the Competitor to stop. Once it is evident that the Competitor is stopping, the clock will be stopped. When the course is rectified the judge will signal the Competitor to restart and the clock will be restarted when the Competitor reaches the precise place where the clock was stopped.

20.6.3 Stadium Jumping Riding (Penalty Points)

Knockdown or lowering of an obstacle	4 penalty points each
1 st disobedience on course-	4 penalty points
2 nd disobedience on course-	8 additional penalty points
3 rd disobedience on course-	Elimination & Mandatory Retirement
1 st fall of rider on course-	Elimination & Mandatory Retirement
1 st fall of horse on course-	Elimination & Mandatory Retirement
Failure to start course within 45 seconds of signal.	25 late penalties

The following are additional reasons for elimination;

-Omitting an obstacle or compulsory flag.

-Retaking an obstacle already jumped.

-Error of course not rectified.

- Jumping an obstacle out of order.
- Jumping an obstacle in the wrong direction.
- Failure to salute the judge or starting before being given the signal.
- Jumping without or an unfastened safety helmet.
- Failure to stop when signaled.
- If after an interruption a rider starts and jumps or attempts to jump without waiting for signal.
- Failure to retake all jumps in a combination if there is a refusal at the 2nd or 3rd element.
- If horse is resisting, rearing, refusing to go forward for more than 45 seconds while on course.
- Jumping a flagged practice jump the wrong way. (flags should be white on left, red on right)
- Jumping or attempting to jump an obstacle in the arena before starting.
- Unauthorized assistance.
- Alteration of an obstacle during course walk.
- Use of a crop which exceeds 30" (75 cm) in length.
- Failure to have tack checked.
- Failure to pass start or finish flags mounted.
- Abuse of a horse.

20.6.4 Stadium Jumping Definitions of Faults/Disobediences

Knockdown – An obstacle is considered to have been knocked down when, through a mistake of the horse or Competitor the jump has been lowered or at least one of its ends no longer rests on any part of its support. If any obstacle, excluding the last, falls after the Competitor crosses the finish line it shall not be deemed a penalty.

Refusal – At an obstacle or element if the horse comes to a complete stop, steps back or needs to be re-presented at the obstacle or element this is considered a refusal. If the horse hesitates but the forward motion is maintained it is not considered a refusal. After a refusal if the Competitor re-presents the horse at the obstacle even if it is after stepping back and the horse stops again this is a second refusal and so on. After a Competitor has turned away from an obstacle they may circle as many times as they require, within 45 seconds, as long as they are not presenting the horse at the obstacle.

Run-out - A horse is considered to have a run-out if, having been presented at the obstacle, he avoids it in such a way that he has to be re-presented at it.

Circle – Due to the inexperience of the "D" Level Competitors at a D-rally, if they require to make a circle during the stadium course to gain control of their horse, they will not be penalized as long as the horse has not been presented at a jump.

Fall of Competitor – A Competitor is considered to have fallen when he is separated from the horse in such a way as to necessitate remounting or vaulting into the saddle.

Fall of horse – A horse is considered to have fallen when at the same time, both the shoulder and the hind quarters have touched either the ground or the obstacle and the ground as a result of trying to negotiate an obstacle.

20.7 Scoring Eliminations

A competitor who has been eliminated may continue to compete in following phases with the permission of the Ground Jury. The competitor will be assessed the following penalties;

Dressage Test - Worst score plus 20 additional penalties.

Cross Country Test – Worst score plus 50 additional penalties.

Stadium Jumping Test – Worst score plus 15 additional penalties.

Stable Management – Worst score plus 30 additional penalties.

The worst score shall be that of a competitor finishing last among those not eliminated in that test.

No individual or team which has been eliminated at any point may place ahead of an individual or team which was not eliminated for any ribbon or trophy.

21. Substitutions:

After the closing date for entries, no substitution may be made of horse or Competitor except in the case of illness or other unavoidable circumstances. A request must be made of the Organizing Committee and permission must be granted before a substitution can be made.

Substitutions of helpers and captains may be allowed at the discretion of the Organizing Committee.

22. Indemnity

Competitors, volunteers and spectators participate in this event at their own risk.

Each Competitor MUST deliver a fully executed waiver to the event coordinators prior to participation in the Rally. Failure to do so will result in the Competitor being excluded from the Rally.

The Organizing Committee, its members, volunteers and participants accept no liability for any injury, accident, damage or illness to horse, riders, spectators or any other persons or property.

23. Refunds

Unless otherwise stated in the entry form the following policy for refunds will apply.

- Any cancellation of entry before the closing date will result in a full refund.
- Any cancellation of entry after the closing date may result in a partial refund at the discretion of the organizing committee.

24. General Rules

It is the responsibility of the District Commissioner to ensure that all forms are accurately completed, to ensure that all team members are eligible to participate, to ensure that all waivers are completed and included, and to ensure that entry forms are accompanied by applicable fees and posted by the deadline date.

No smoking or alcoholic beverages permitted by pony club members or adult supervisors at any time during the Rally. Anyone breaking this rule will result in the team being disqualified.

No Competitor will be allowed to leave the grounds without permission from a member of the Rally Organizing Committee. Vehicles must not be driven at anytime during the Rally by any Competitor, except with the permission of the Organizing Committee.

A team shall possess only those medicines and equipment which are strictly in the nature of first aid or regular stable use.