

Showjumping Rules.

1. You must walk the course dressed as you are to ride. Don't step over the jumps- walk around them. Think about potential problems and how you will deal with them.
2. Wait until asked by the steward to enter the practise ring- make sure you have been gear checked first.
3. In the practise ring jump the jumps with the red flag on your right and the white flag on your left. Don't over do it!
4. When you enter the ring ride up to the judge and give them your name and your horses name. Salute the judge- a nod of the head will do.
5. Do not start your round until the judge rings the bell. You then have 45 seconds which is quite a long time. You may ride past a spooky jump to give your horse a look but remember to do a good circle and have your horse organised and at the speed you wish to jump before you do cross the start line.
6. If the bell rings during your round you must stop- it may mean you have been eliminated but if you are not sure ask the judge- there may be a jump needing rebuilding or another problem on course. You may jump one more jump as you are leaving- preferably one you have already jumped.
Remember a circle any where on course will count as a disobedience.
7. Don't forget to cross the finish.
8. First refusal- 4 penalties
Second refusal or disobedience E and D grades- 8 penalties
Second refusal or disobedience C,B A grades- elimination
Fence knocked down 4 penalties
Exceeding the time allowed- 1 penalty for each 4 seconds or part thereof commenced.
Exceeding the time limit- elimination