



11th January, 2017

T.T.E.A. JUMPING LEAGUE COMPETITION RULES

***THE TTEA ADHERES TO FEI STANDARDS AND ADVISES THAT
THE WELFARE OF THE HORSE IS PARAMOUNT.***

1. The Competition

- 1.1.** The competition will take place over four (4) legs and can be run from January 1st through December 31st.
- 1.2.** The competition will take precedence over any other classes organised on the day of the show.
- 1.3.** At each leg of the competition the following classes may be offered:

- i. Lead-line/Off Lead-line – Stacked poles on the ground (3)
- ii. Beginner – Low cross-rails (no more than 45cm)
- iii. Maiden – Cross-rails and verticals (50-70 cm)

NB: The above classes will have a division called Young Horses for those who wish to introduce their young and inexperienced horses to Show Jumping. These horses must be a minimum of four years old, and must be ridden by an experienced rider, i.e. Young Horses are not permitted in these classes with riders who are new to the sport and are entered in the Lead/Off Lead-line, Beginner or Maiden skill categories.

- iv. Novice – Height of 70-90cm
- v. Intermediate – Height of 90cm-1.00m
- vi. Advanced – Height 1.00-1.10m
- vii. Advanced Plus – Height 1.10-1.20m
- viii. Masters – Height 1.20-1.30m



11th January, 2017

1.4. Organisation of Jumping League

- 1.4.1. The President of the Ground Jury must be an FEI accredited Jumping judge.
- 1.4.2. The Jumping League is sanctioned by the TTEA and each leg will be organized by individual member stables.
- 1.4.3. Each member stable is required to submit their selected show dates to the Organising Committee a minimum of two weeks prior to the beginning of a calendar year. These may be changed if necessary once approved by the Organising Committee. ***An exception to this will be made for 2017 and stables will have until 15th January 2017 to submit dates.***
- 1.4.4. A stable may hold up to two legs a year. If a stable cannot hold more than one Jumping League, another barn may put in a request to hold three Jumping League legs.
- 1.4.5. The order in which the classes are run will be at the discretion of the show organisers and approved by the President of the Ground Jury for each leg.
- 1.4.6. All levels will be divided into two age divisions: Junior (14 years and under) and Senior (15 years and over).
- 1.4.7. After the final leg, the rider with the most accumulated points in each level will be declared the Champion Rider of that level.
- 1.4.8. To move up a level in the subsequent year, rider must have no more than an accumulated average of twelve (12) faults in two successive Jumping League legs.
- 1.4.9. The entry level of a rider and horse entering competition after a protracted absence will be at the recommendation of his/her coach and at the discretion of the Organising Committee. An official written request must be submitted via the Secretary General two weeks prior to the competition.



11th January, 2017

2. Rules of the Classes

2.1 Lead/Off Lead-line, Beginner and Maiden

2.1.1. The competition consists of two rounds over the same course. The first round will be an Equitation-style class, and the second will be 'Clear Round Gets a Ribbon' (Appendix 2 and 3). There will be no time allowed or time limit. Lead-line riders may begin the year on the lead-line and progress to off-lead once deemed safe by their coach.

NB: If a coach chooses to be in the arena, they must not provide any verbal or physical unauthorised assistance. i.e. they cannot coach their rider, but may return a helmet or spectacles should they fall off during a round.

2.1.2. Each rider will earn Jumping League points and participation points which will be tallied at the end of the year to determine the winner in each level. Riders may compete in all organised Jumping League events and receive points.

2.2. Novice

2.2.1. The competition consists of two rounds over two different courses under Table A at a speed of 325 m/min.

2.2.2. The first round is not against the clock but with a time allowed.

2.2.3. The second round is against the clock and is only open to competitors who have completed the first round. A competitor eliminated in the first round may start in the second round of the same class, however, his/her results will not count towards the final placing, and he/she will only receive participation points.

2.2.4. The penalties from the first round will be carried forward to the second round.

2.2.5. Penalties will be governed according to Table A.

2.2.6. The final score for each competitor is the total penalties after addition of the two rounds and the time in the second round.



11th January, 2017

- 2.2.7. The winner will be the rider with the least number of penalties over the two rounds. If there is an equality of penalties, the rider with the faster time in the second round will be placed higher.

2.3. Intermediate, Advanced, Advanced Plus and Masters

- 2.3.1. Each class consists of 1 round and a jump off under Table A at a speed of 350m/m.
- 2.3.2. Intermediate may begin the year at 325m/m and progress to 350m/m after the second leg.
- 2.3.3. The first round is not against the clock but with a time allowed.
- 2.3.4. The jump-off is against the clock and is only open to competitors with clear rounds from the first round or, if there are no clear rounds, to riders with equal penalties.
- 2.3.5. Those riders that do not make it to the jump-off will be offered to ride the jump-off round non-competitively at the end of the class. This is to be discussed with the Technical Delegate and the President of the Ground Jury in the case of an elimination and/or fall. They will be placed per their results in the first round (See FEI JRs Article 238 1.2.)
- 2.3.6. Penalties from the first round will not be carried forward to the jump-off
- 2.3.7. The winner will be the rider with the least number of penalties and best time in the jump-off.
- 2.3.8. The Master Class will only be open to riders after they have successfully competed in the Advanced or Advanced Plus for four successive Jumping League legs by having 12 faults or less in each leg, or if they have competed successfully in events of an equal standard in another country. The rider(s) must present their results to the Management Committee a minimum of two weeks prior to the Jumping League leg in which they wish to compete.



11th January, 2017

3. Changes between the Classes during a Jumping League Year

- 3.1.** If a rider and horse pair changes, i.e. moves up or down in Classes during a Jumping League Year, points cannot be carried forward.
- 3.2.** During any Jumping League Year, a rider may only move up one (1) level from that in which they first **competed** unless otherwise approved by the Organising Committee. (For example, a rider who starts the year in Novice can only move up to Intermediate in that year, and cannot move into Advanced or Advanced Plus until the following year).

4. Draw & Starting Order All Classes

- 4.1.** A draw for the first round in each level will take place prior to the start of the competition to determine the starting order.
- 4.2.** The order of starting for all riders in the second round of each competition will follow the reverse order of the number of penalties in the first round i.e. the competitor with the most faults in round one will start first in round two.
- 4.3.** In the event of competitors with equal penalties, those competitors will start in the same order as they did in the first round.
- 4.4.** If a rider is riding more than one horse in a class; the declared horse must be ridden first in all rounds.

5. Competition Ring Entry

The course will be open for walking up to thirty minutes prior to the start of the competition. The President of the Ground Jury will place a sign to indicate the course is open. Full competition riding attire must be worn during course walk.

No entry to the arena on foot is permitted once the competition has started, except for officials. (JRs Art. 242.2) For all competitors, once their name has been called for entrance into the arena, the competitor has two minutes to enter the competition ring or the competitor may risk elimination.



11th January, 2017

6. Competitors

6.1. Age Levels

6.1.1. The age of the competitor will be taken as that on the 1st of January of the year of the competition.

6.2. Dress

6.2.1. Light-coloured breeches or jodhpurs and a collared shirt of any colour are to be worn. Tall boots or chaps are permitted. A helmet with three-point retention harness must be worn **at all times** while mounted.

6.3. Horse and Rider Combinations

6.3.1. Competitors may compete and earn points for multiple classes on different horses.

6.3.2. Competitors may ride more than one horse in a class but the score of only one horse will count for points. The competitive horse must be declared before each leg. The declared horse must be ridden first in each of the two rounds.

6.3.3. A rider has the option to ride a different horse as their Jumping League horse for each leg.

6.3.4. A horse may be ridden by more than one rider in the same level in the Maiden, Beginner and Lead-Line classes only. These riders will be limited to the following:

Each horse can have a maximum of five riders that may be spread throughout the Lead/Off-Lead Line, Beginner and Maiden classes, but can only be ridden by two riders in the Maiden classes.



11th January, 2017

7. The Course

- 7.1.** The arena is 65mx45m for Novice and above, marked and enclosed by rope and/or fencing. The size for Lead/Off-Lead, Beginner and Maiden classes is 50mx45m.
- 7.2.** Lead/Off-Lead Line, Beginner and Maiden courses will be no more than eight single obstacles. Planks, low gates and flower boxes can be introduced. Ground poles may be used as necessary.
- 7.3.** Novice, Intermediate, Advanced, Advanced Plus and Masters courses will consist of nine to twelve obstacles and at least two upright and two spread obstacles. Fillers (gates, flower boxes, planks, walls etc.) should be used in all courses wherever possible.
- 7.4.** For all classes, the level of the competition should increase over the course of each calendar year. That is, the height and width of the obstacles should increase at each leg, as should the technicality of the courses. By the third leg of the competition at least 75% of the obstacles should be at the maximum heights and width.
- 7.5.** No competitors or horses may be permitted to ride in the competition ring from the time that the course-building commences.
- 7.6. Lead-Line**
 - 7.6.1.** Two poles are to be used for the base of the obstacle with the third pole placed at the top.
- 7.7. Beginner**
 - 7.7.1.** Jumps should be set at a 'spread' cross-rail in that the poles must be set low on the wing or standard, or the wings and standards spaced far enough apart to achieve the desired height of the obstacle.
- 7.8. Maiden**
 - 7.8.1.** The ratio of verticals may be increased towards the end of the Jumping League year.



11th January, 2017

7.9. Novice

- 7.9.1. No triple-bars, walls, liverpools or water jumps may be included or used.
- 7.9.2. Per the course-designer's recommendation, a simple double combination is allowed.
- 7.9.3. All jumps should be built to be friendly and inviting jumps.

7.10. Intermediate

- 7.10.1. A double combination is included.
- 7.10.2. May have triple bar and wall introduced towards the end of the season, maximum width 1.05m.
- 7.10.3. No water jumps or liverpools may be used.

7.11. Advanced, Advanced Plus and Masters

- 7.11.1. At least one double combination must be included in each round.
- 7.11.2. Triple combinations may be introduced at Advanced.
- 7.11.3. A Liverpool may be used in each Round.
- 7.11.4. Water Jumps may be used.

8. Jumping League Points and Scoring

- 8.1. Points are awarded to riders for each Jumping League leg in respect of rounds on their declared mount. Points are awarded to the nine best placed Riders in each level.
- 8.2. A rider must declare their competition level(s) at the beginning of the year.
- 8.3. All riders receive participation points on attempting at least one round of competition. i.e. the rider must enter, salute, and the bell must be rung by the Ground Jury.
- 8.4. Riders who successfully complete both rounds (i.e. are not eliminated in either round) will be eligible for 1st through 9th place points in addition to their participation points. (Appendix 1) This means, for example, that the first place rider gets 100 points-plus 10 participation points for a total of 110 points.



11th January, 2017

Appendix 1: Jumping League Table of Points

1 st place	100 points
2 nd place	90 points
3 rd place	80 points
4 th place	70 points
5 th place	60 points
6 th place	50 points
7 th place	40 points
8 th place	30 points
9 th place	20 points
10 th place or lower	10 points

Appendix 2

Equitation Class:

1 st place	10 points
2 nd place	9 points
3 rd place	8 points
4 th place	7 points



11th January, 2017

5 th place	6 points
6 th place	5 points
7 th place	4 points
8 th place	3 points
9 th place	2 points
10 th place or lower	1 point

Clear Round Class:

Clear Round	10 points
Four faults	8 points
Eight faults	6 points
Twelve faults	4 points
Sixteen faults or more	2 points
Elimination	0 points



11th January, 2017

Appendix 3 – Sample Score Sheet for Equitation

Each column to be scored out of five (5.0) points, inclusive of half (.5) points.

Rider/Horse	Position in between Jumps	Independent hands	Balanced position in the trot	Heels down and toes forward	Correct timing of jump position in front of obstacle	Correct jump position over obstacle	Correct timing of recovery after obstacle	Total Points	Final Placing
G. Smith/Bear	3.5	4.0	3.5	4.0	3.0	3.5	3.0	24.5	

ARTICLE 236 TABLE A

- Faults are penalised 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 the first and second rounds and jump-offs not against the clock	One Penalty for every four seconds commenced
(viii) Exceeding the time allowed in a jump-off against the clock	One Penalty for each second or commenced fraction of a second

- Penalties for the Disobediences accumulate not just at the same obstacle, but throughout the entire round.