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# TTEA JUMPING RULES

## 2026

**MARKUP VERSION**

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

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## 1. GENERAL

- 1.1. All athletes must have a valid competition waiver form on record before entering the warm-up arena prior to the start of the first competition for the calendar year and must be a TTEA competitive member.
- 1.2. Competitions are held in accordance with the FEI General Regulations, Pony Regulations, Veterinary Regulations and Jumping Rules (Annex 1 - JRs). The latter can be found on <https://inside.fei.org/fei/disc/jumping/rules> and should be checked on a regular basis as they may be updated during the year. The following exceptions/amendments/additions apply.

## 2. SHOW PROTOCOL

- 2.1. Warm-up arena protocol must be always adhered to. (See section 10 – Warm-Up Arena)
- 2.2. The President of the Ground Jury must be an FEI accredited Jumping Judge.
- 2.3. The start time stated on the show invitation refers to the time the first athlete of the competition enters the competition arena. The course will be open for walking up to forty-five minutes prior to the start of the competition. The President of the Ground Jury will indicate that the course is open following inspection. Full competition riding attire must be worn during course walk.
- 2.4. No entry to the arena on foot is permitted once the competition has started, except for by competition officials. (Annex 1, JRs Art. 242.2)
- 2.5. No athletes or horses may be permitted to ride in the competition ring from the time that the course-building commences.
- 2.6. In the case of a fall of athlete and/or horse anywhere on the event grounds:
  - 2.6.1. All activity within the arena where the athlete fell must halt.
  - 2.6.2. The loose horse will be secured.
  - 2.6.3. The Ring Steward will alert the medical personnel present.
  - 2.6.4. The medical personnel will approach the athlete and determine whether the fallen athlete can safely leave the arena on foot.

2.6.5. Activity in the arena will only resume once the medical personnel and athlete have safely exited the arena.

2.6.6. The athlete must be checked by the medical personnel present, and approval received from the Technical Delegate and President of the Ground Jury before the athlete may be permitted to take part in any further competition at the event. For further detail, refer to Annex A1, JRs Art 224.3 'Falls'.

### 3. ENTRIES

3.1. Athletes may compete on multiple horses during a show, both at the same Level or at different Levels.

3.2. A horse may be ridden by more than one athlete in the same Level in the Maiden, Beginner II and Beginner I levels only.

3.3. The maximum number of rounds a horse is permitted to enter is as described below:

3.3.1. Combination of Beginner I, Beginner II & Maiden Levels: Each horse can be ridden in a maximum of **4 rounds per competition day (if not consecutive)** and 6 rounds over two consecutive days of competition.

3.3.2. All other Levels and combination of Levels: Each horse can be ridden in a maximum of **2 rounds per competition day (if not consecutive)** and 4 rounds over two consecutive days of competition.

3.4. A horse and athlete combination may enter two consecutive Levels at a show, competing in either 1 or 2 classes in the higher Level. The athlete will be judged according to the rules of the class and will be eligible for class prizes and League points. Entry is at the discretion of the President of the Ground Jury. In the event of poor performance at the lower Level (such as elimination or a score of more than 16 penalties in the round) the President of the Ground Jury may withdraw the entry from competition. In this case, a full refund of the entry fees for that Level shall be issued by the Host Stable.

3.5. On the day of the show, 'Hors Concours' (non-competitive) entries may be accepted at the President of the Ground Jury's discretion. The athlete will be judged according to the rules of the class but will not be counted in the final standings, therefore will not be eligible for class prizes or League points.

Hors Concours entries will compete last in the order-of-go.

## 4. COMPETITIONS

4.1. The following competitions are covered by this document:

4.1.1. FEI World Jumping Challenge

4.1.2 TTEA Jumping League

4.2. Multiple competitions can be run on the same day and at the same location. The order of precedence for classes shall be:

4.2.1. FEI World Jumping Challenge OR CEA Regional Jumping Challenge classes

4.2.2. TTEA Jumping League classes

4.2.3. Any other classes offered by the host Stable

## 5. LEVELS

5.1. At each show, the following Levels may be offered:

LEVEL	HEIGHT OF OBSTACLES	NUMBER OF OBSTACLES	SPEED
Beginner I	3 stacked poles – 50 cm	8	275 m/m
Beginner II	50 cm – 60 cm	8 – 10	300 – 325 m/m
Maiden	60 cm – 70 cm	8 – 10	325 m/m
Novice	70 cm – 85 cm	10 – 12	325 m/m
Intermediate	85 cm – 1.00 m	10 – 12	325 m/m
Advanced (FEI Category 'C')	1.00 m – 1.10 m	12 – 14	350 m/m

Advanced Plus (FEI Category 'B')	1.10 m – 1.20 m	12 – 14	350 m/m
Masters (FEI Category 'A')	1.20 m – 1.30 m	12 - 14	350 m/m

- 5.2. To move up a Level, an athlete must have no more than an accumulated average of twelve (12) penalties, and no eliminations in the two most recent consecutive Jumping League legs at the level below which they want to move up to.
- 5.3. The entry Level of an athlete and horse entering competition after a protracted absence will be at the recommendation of their coach, and at the discretion of the TTEA Show Jumping Committee. An official written request must be submitted via the Secretary General two weeks prior to the competition, along with a video of the athlete practicing at the level of requested entry.
- 5.4. ALL new Beginner I competitors, prior to the first Jumping League competition of the year, must submit a recent video of themselves completing a course of obstacles comprising of stacked poles, x- rails and verticals in trot and canter to the TTEA President (via WhatsApp) in order for the entry to be accepted.
- 5.5. The Masters Level will only be open to athletes after they have successfully competed in the Advanced or Advanced Plus for four successive Jumping League legs, (i.e., 12 penalties or fewer in each leg) or if they have competed successfully in events of an equal standard in <sup>1</sup>another country. The athlete(s) must submit their results to the Executive Committee a minimum of two weeks prior to the Jumping League leg in which they wish to compete to receive dispensation.

## 6. AGE OF ATHLETES AND HORSES

- 6.1. Each Age division per Level will be judged separately for both Class Prizes and League Points.
- 6.2. All Levels will be divided into the following divisions:
  - 6.2.1. Junior – 14 years and under
  - 6.2.2. Senior – 15 years and over
- 6.3. The age of the athlete will be taken as that on the 1st of January of the year of the competition.
- 6.4. Young horses (ages 4 – 6, or one with fewer than two years' jumping training) can be ridden by an experienced athlete (i.e., athletes who have competed at Novice Level and above) without seeking dispensation from the TTEA Executive Committee.
- 6.5. 'Green' athletes (i.e., athletes who have never competed at Novice Level or above) may only compete a young horse with dispensation from the TTEA Executive. An official written request must be submitted via the Secretary General three weeks prior to the competition, along with a video of the athlete practicing over a course at the Level of requested entry. If dispensation is granted, 'green' athletes will be entered into their Age Division.

## 7. CLASSES

- 7.1. The following TTEA classes may be offered:
  - 7.1.1. Modified Jump Off: Annex 1, JRs Art. 245.

~~Clear Round Class: Each athlete with no penalties will earn a prize and maximum points.~~

~~Penalties will be incurred according to Table A (Annex 1, JRs Art. 236). Placings will be used solely for assigning league points. Placings will be determined based on the lowest number of total penalties.~~
  - 7.1.2. Accumulator, with or without a Joker: **Modified** Annex 1, JRs Art. 269.

The winner will be the athlete with the most accumulated points and then, least number of penalties. Penalties will be incurred according to Table A.

7.1.3. Table C: Annex 1, JRs Art. 239.

7.1.4. Classic Show Jumping with or with out Jump-Off:

- This class consists of two rounds.
- The first round is judged under Table A.
- Any athletes who are in equal first place based on their total penalties will then compete over a Jump-Off Round (Annex 1, JRs Art.245-247).
- The Jump-Off Round will be judged according to Table A, against the clock.
- In the event of a tie for penalties in the jump-off, the fastest time will win.

7.1.5. Power & Speed/Competition in Two Phases: Modified Annex 1, JRs Art. 274. ¶ The first phase will be judged according to Table A, not against the clock and the second phase will be judged according to Table A, against the clock.

- All athletes will be allowed to complete the full course, regardless of the number of penalties received in the first phase of the course.
- Athletes will be placed according to the penalties in the first phase. In the event of an equality of penalties, the lowest number of penalties and then the fastest time in the second phase will be the winner.

7.1.6. MATCH THE CLOCK (OPTIMUM TIME) COMPETITION:

- Match the clock or optimum time classes are designed to help developing riders learn the skill of riding a course at the posted speed, rather than with the fastest time.
- Competitors with equal faults will be placed according to how close their time is to the optimum time, which is based on the course being ridden at the posted speed. ii.
- Scoring will be under Table A [over one round].
- Optimum time should be four (4) seconds less than the time allowed.

- The course designer will calculate the optimum time based on the posted speed.

7.2. See Annex 3 for example score sheets for all classes.

7.3. Time Allowed and Time Limits will be calculated using the Timetables in Appendix 1.

7.4. Beginner I & Beginner II Levels

7.4.1. The competition will consist of two classes over the same course.

7.4.2. ~~The first class will be a Clear Round Class for all JLs~~

7.4.3. The ~~second~~ classes must be as follows for each JL:

- JL 1 ~~Table A and~~ Accumulator (with or without a Joker) Class.
- JL 2 ~~Table A and~~ Match the clock/optimum time
- JL 3 Classic show jumping (Table A) ~~and Power and Speed (Two Phase)~~

7.4.4. In an equality of penalties in either class, a tie will be declared, and an equal number of league points will be assigned.

7.5. Maiden Level

7.5.1. The competition will consist of two classes over the same course.

7.5.2 The classes must be as follows:

- JL 1 ~~Clear round and~~ Optimum Time ~~and Classic show jumping (Table A)~~
- JL 2 ~~Classic show jumping (Table A)~~ Optimum Time and Accumulator (with or without a Joker)
- JL 3 ~~Table C and~~ Power and Speed (Two Phase) ~~and Table C~~

7.5.4 The selected format must be indicated on the show invitation.

7.5.5 In an equality of penalties in either round, the athlete with the fastest time will be declared the winner.

7.6. Novice & Intermediate Levels

7.6.1. The competition will consist of two classes over the same course.

7.6.2. The classes must be as follows:

- JL 1 ~~Clear round and~~ Optimum Time ~~and Power and Speed (two phase)~~

- JL 2 ~~Accumulator (with or without a Joker) and Classic show jumping (Table A)~~ Table C and Accumulator (with or without a Joker)
- JL 3 ~~Table C and Power and Speed (Two Phase)~~ Classic show jumping (Table A) and Jump Off

7.6.3 The selected format must be indicated on the show invitation.

7.6.5. In an equality of penalties in either round, the athlete with the fastest time wins.

#### 7.7. Advanced, Advanced Plus and Master's Levels

7.7.1. The 1<sup>st</sup> competition ~~may be will be~~ comprised of ~~either one round and a jump-off OR~~ two rounds over two different courses, both under Table A at a speed of 350m/m, **using the FEI courses.**

#### **IF FEI IS NOT BEING CONTESTED**

**JL2 : Accumulator and Table C**

**JL3: Table A and Jump Off**

7.7.2. The first round is not against the clock but with a Time Allowed.

7.7.3. When utilizing the two rounds over two different courses format, the second round is against the clock and is only open to athletes who have completed the first round. An athlete eliminated in the first round may start in the second round, however, his/her results will not count towards the final placing, and he/she will only receive participation points.

7.7.4. FEI World Jumping Challenge, athletes will receive Jumping League points for the equivalent Level offered by the FEI event, ~~as indicated in Table 5.1.~~

## **8. THE COURSE**

8.1. The arena is a minimum of 1,800 sq. m with a minimum width of 30 m on the short side, marked and enclosed by rope and/or fencing.

8.2. The course must be designed by ESEE course designer participants, FEI Course Designer or TTEA course designer.

8.3. Heights for the Levels should progress as shown below.

Level	<del>First Time Level Offered</del> <del>for the Year</del> Jumping League 1		<del>Second Time Level Offered</del> <del>for the Year</del> Jumping League 2		<del>Third &amp; Fourth Time Level Offered</del> <del>for the Year</del> Jumping League 3	
	Course	Joker	Course	Joker	Course	Joker
Beginner I	Stacked poles – 40cm x-rails	40 cm x- rail	Max 40 cm x-rails & verticals	45cm vertical	Max 50 cm verticals	60 cm x- rail
Beginner II	50 cm verticals	55 cm vertical	50 cm - 55 cm verticals and oxers	60 cm vertical	60 cm verticals and oxers	70 cm vertical
Maiden	60 cm – 65 cm	70 cm	65 cm - 70 cm	75 cm	70 cm - 75 cm	80 cm
Novice	70 cm - 75 cm	85 cm	75 cm - 80 cm	90 cm	80 cm - 85 cm	95 cm
Intermediate	85 cm - 90 cm	95 cm	90 cm - 95 cm	1.00 m	95 cm - 1.00 m	1.05 m
					1.05 m - 1.10 m	
Advanced	1.00 m - 1.05 m		1.05 m - 1.10 m			
Advanced Plus	1.1 m - 1.15 m		1.15 m - 1.2 m		1.15 m - 1.20 m	
Masters	1.2 m - 1.25 m		1.25 m - 1.30 m		1.25 m - 1.30 m	

8.4. Obstacles can be a mixture of oxers and verticals unless stated otherwise.

8.5. The level of difficulty for all classes should increase over the course of each calendar year by increasing the technicality of the track.

8.6. The TTEA Jumping League may include the FEI World Jumping Challenge during each year. These competitions will follow a specific course plan set by the FEI and these events should be held in accordance with the guidelines in the table above.

#### 8.7. Beginner I

8.7.1. For the 3 stacked poles, two poles are to be used for the base of the obstacle with the third pole placed at the top.

8.7.2. Small verticals should be introduced after Jumping League 1. Ground poles may be used, as necessary.

8.7.3. The track should be friendly and uncomplicated, including wide turns to straight lines. Bending lines, and related distances fewer than five strides are discouraged.

8.7.4 X-rails to be measured on the outside not the middle.

#### 8.8. Beginner II

8.8.1 Small oxers should be introduced after Jumping League 1.

8.8.3. Planks, low gates and flower boxes can be introduced. Ground poles may be used as necessary

8.8.4. The track should be friendly and uncomplicated, including wide turns to straight lines. Bending lines, and related distances fewer than five strides are discouraged.

#### 8.9 Maiden

8.9.1. Small, ascending oxers should be included. The ratio of oxers to verticals may be increased towards the end of the Jumping League year.

8.9.2. Planks, low gates, and flower boxes can be introduced. Ground poles may be used, as necessary.

8.9.3. The track should be friendly and uncomplicated, including wide turns to straight lines. Bending lines, and related distances fewer than five strides are discouraged.

#### 8.10. Novice

8.10.1. Must include a minimum of 2 upright and 2 spread obstacles.

8.10.2. A simple double combination may be introduced after the first Jumping League, **where classes allow.**

8.10.3. All jumps should be built to be friendly and inviting jumps.

8.10.4. Fillers (gates, flower boxes, planks, walls etc.) should be used in all courses wherever possible.

8.11. Intermediate

8.11.1. Must include a minimum of 2 upright and 2 spread obstacles.

8.11.2. A double combination is included, **where classes allow**.

8.11.3. May have triple bar and wall introduced towards the end of the season, maximum width 1.05m.

8.11.4. Liverpools may be introduced at this level after the first Jumping League.

8.11.5. Fillers (gates, flower boxes, planks, walls etc.) should be used in all courses wherever possible.

8.12. Advanced, Advanced Plus & Masters

8.12.1. Must include a minimum of 2 upright and 2 spread obstacles.

8.12.2. At least one double combination must be included in each round.

8.12.3. Triple combinations may be introduced at Advanced.

8.12.4. Fillers (gates, flower boxes, planks, walls etc.) should be used in all courses wherever possible.

8.12.5. A Liverpool may be used in each Round.

8.12.6. Water Jumps may be used.

## 9. ORDER OF GO

9.1. A draw for each level will take place to decide the starting order.

9.2. The draw is to be sent out to all athletes, coaches, Judges, and other competition officials and the TTEA Show Jumping Delegate at least 12 hours before the first class.

9.3. The order of starting for all athletes in the second round of each competition will follow the reverse order of the number of penalties in the first round i.e. the athlete with the most penalties in round one will start first in round two.

9.4. In case of athletes with equal penalties, those athletes will start in the same order as they did in the first round.

9.5. If an athlete is riding more than one horse in a class, the athlete and horse combinations will start in the same order as they did in the first round.

9.6. FOR WELFARE OF THE HORSES:

9.6.1. If a horse is being ridden by more than one athlete in a class, it is strongly recommended that the order of go remain the same for both rounds.

9.6.2. If a class size is less than 6 entries, it is strongly recommended that the order of go remain the same for both rounds.

## **10. WARM-UP ARENA & ACCESS TO PRACTICE OBSTACLE**

10.1. Only athletes, coaches and competition officials are allowed within the Warm-Up Arena. No other persons are allowed to enter the Warm-Up arena unless invited by a competition official.

10.2. A maximum of six athletes and their horses will be permitted in the Warm- Up Arena at any time.

10.3. Jumps must be taken in the correct direction, as indicated by the flags.

10.4. If there is no separate Warm-Up Arena, the athletes may warm-up over one jump that is not part of the jump course. (Annex 1 – JRs Art. 202.3)

10.4.1. When there are more than three entries per class, the athlete is allowed 4 minutes maximum to make these attempts, timed by the Arena Steward.

10.5. Warm up on the flat will be according to the schedule set out by the host stable. ☒

## **11. HEADGEAR, DRESS CODE & SADDLERY**

11.1. Protective Headgear & Body Protectors: Protective Headgear must be always worn by all Athletes (as well as any other person) while mounted. Any athlete (as well as any other person) violating this provision must immediately be prohibited from further riding until the Protective Headgear is properly in

place. (See Annex 4, Art. 1 for information on fitting helmets safely.) **Body protectors MUST be worn when competing in Intermediate and above.**

11.2. Dress Code: (See Annex 4, Art 2)

11.2.1. Light-coloured breeches or jodhpurs

11.2.2. Collared shirt of any colour

11.2.3. Tall boot or black gaiters / leather half-chaps with matching short boots

11.2.4. Spurs as allowed in Annex 1, JRs Art. 256.1.11.

11.3. Saddlery: Annex 1, JRs Art 257.

FEI World Challenge and CEA Regional Challenge rules regarding dress and saddlery will be adhered to during these competitions.

## 12. JUMPING LEAGUE ORGANISATION

12.1. The TTEA Jumping League consists of multiple legs of competition held over the duration of the calendar year, from January to December at TTEA member Stables.

12.2. Each member stable has the option to hold their League Show within a ten-day timeframe set by the TTEA Jumping Committee. A representative from each stable should liaise with the TTEA Jumping Committee regarding their chosen days.

12.3. Division of responsibilities and expenses between the host Stable and the TTEA will be as negotiated in the document entitled “**TTEA & Stable Responsibilities during Competitions**”.

12.4. Ground Jury

- FEI Level 1 Jumping Judge (minimum qualification)
- Assistant to the Judge

12.5. Classes will be run according to competition precedence, as laid out in Section 4.2. Within those parameters, the order in which the classes are run will be at the discretion of the host Stable.

12.6. Class prizes are awarded after all the stables for competed each JL and the scores have been tabulated. They will only be awarded on show day if the class is not being offered at other locations.

12.7. For TTEA Jumping Leagues, the following officials are required:

- Head Timer
- Head of Jump Crew
- Ring Steward

12.8. The Host Stable will allow the TTEA to display official, sponsor and/or promotional materials and banners.

## **13 FEI WORLD JUMPING CHALLENGE AND CEA REGIONAL JUMPING CHALLENGE ORGANISATION**

13.1. Member stables may apply to host the FEI World Jumping Challenge/CEA Regional Jumping Challenge at least one month prior to the desired date of the competition.

13.2. If more than one stable has applied to host these events, the TTEA Executive will designate the successful applicant based upon but not limited to the application date, readiness of showground, and equitable and fair distribution of events amongst stables.

13.3. Division of responsibilities and expenses between the host Stable and the TTEA will be as negotiated in the document entitled "TTEA & Stable Responsibilities during Competitions".

13.4 CEA/CEA mini competitors will receive 15 bonus no matter their placing. However, if eliminated they will receive 5 bonus points for participation.

## **14 ELIGIBILITY FOR LEAGUE POINTS**

14.1. During any Jumping League Year, an athlete may change their declared Level from that in which they first competed, however they must complete a minimum of 4 rounds and a maximum of 6 at a single Level to receive Championship points.

14.2. An athlete has the option to ride a different horse as their Jumping League horse for each leg.

14.3. An athlete can compete on more than one horse in the same Level and Age Division and receive points for each class. They may also compete on separate

horses at multiple venues and receive points for the Level in which they competed.

- 14.4. If a rider competes in the CEA RJC and or CEA mini jumping, they will receive 15 bonus no matter their placing. However, if eliminated they will receive 5 bonus points for participation. Horses and riders should be approximately at that level of competition to enter. The TTEA will review the CEA entries based on the previous 2 competitions (4 rounds) of JL results and the division entered, with in the past 12 months. The TTEA needs to put the best possible potential team/s forward.
- 14.5. For FEI EWC and National eventing competitions, the riders get 15 points towards jumping if they complete their cross country course. If eliminated, they will receive 5 bonus points for participation. Bonus points are added to the level in which they are competing.

## 15 JUMPING LEAGUE SCORING

15.1. League points will be awarded for each class in every Jumping League Competition where the distance of the course is the same.

15.2. Each Division per Level will be judged and awarded league points separately.

15.3 League points will increase for each jumping league

~~15.3.~~ 15.4 Points are awarded to athletes for each class that they compete in as follows:

<del>1<sup>st</sup> place</del>	<del>55 Points</del>
<del>2<sup>nd</sup> place</del>	<del>50 points</del>
<del>3<sup>rd</sup> place</del>	<del>45 points</del>
<del>4<sup>th</sup> place</del>	<del>40 points</del>
<del>5<sup>th</sup> place</del>	<del>35 points</del>
<del>6<sup>th</sup> place</del>	<del>30 points</del>
<del>7<sup>th</sup> place</del>	<del>25 points</del>
<del>8<sup>th</sup> place</del>	<del>20 points</del>
<del>9<sup>th</sup> place</del>	<del>15 points</del>
<del>10<sup>th</sup> place and lower</del>	<del>10 points</del>
<del>Elimination/retire due the round</del>	<del>5 points</del>

PLACING	Jumping League 1	Jumping League 2	Jumping League 3
1 <sup>st</sup> place	55	65	75
2 <sup>nd</sup> place	50	60	70
3 <sup>rd</sup> place	45	55	65
4 <sup>th</sup> place	40	50	60
5 <sup>th</sup> place	35	45	55
6 <sup>th</sup> place	30	40	50
7 <sup>th</sup> place	25	35	45
8 <sup>th</sup> place	20	30	40
9 <sup>th</sup> place	15	25	35
10 <sup>th</sup> place and lower	10	20	30
Elimination/retire during the round	5	10	15

15.4. No participation points will be awarded for withdrawals prior to the start of the round.

15.5. At the end of the year, Championship Awards will be given to first, second, third and fourth place athletes.

15.5.1. Only athletes who have competed in a minimum of 4 rounds and a maximum of 6 rounds in a given Level are eligible for Championship prizes.

15.5.2. An athlete may be eligible for Championship Awards at more than one Level.

15.6. Championship Award placements will be decided in the following way:

15.6.1. The winner will be the athlete with the highest number of League, participation points and bonus points.

15.6.2. In the case of an equality of points, the winner will be the athlete with the fewest total combined penalties in their 3 best rounds.

15.6.3. If an athlete has competed in more than 6 rounds per Level, the 6 best scores will be used.

15.7. A single prize for the Champion Jumping Thoroughbred Horse, for Novice and higher.

15.8. The winner of the Champion Thoroughbred Horse will be decided in the following way:

15.8.1. The winner will be the Thoroughbred with the highest total number of league points.

15.8.2. In the case of an equality of points, the winner will be the Thoroughbred with the least total combined penalties.

15.8.3. If a Thoroughbred has competed in more than 6 rounds per Level, the 6 best scores will be used (independent of athlete).

## APPENDIX 1 – Timetables

### 1. Beginner I – 275m/m

m	0	10	20	30	40	50	60	70	80	90
100	22"	24"	27"	29"	31"	33"	35"	38"	40"	42"
200	44"	46"	48"	51"	53"	55"	57"	59"	62"	64"
300	66"	68"	70"	72"	75"	77"	79"	81"	83"	86"
400	88"	90"	92"	94"	96"	99"	101"	103"	105"	107"
500	110"	112"	114"	116"	118"	120"	123"	125"	127"	129"
600	131"	134"	136"	138"	140"	142"	144"	147"	149"	151"
700	153"	155"	158"	160"	162"	164"	166"	168"	171"	173"
800	175"	177"	179"	182"	184"	186"	188"	190"	192"	195"
900	197"	199"	201"	203"	206"	208"	210"	212"	214"	216"

### 2. Beginner II – 300m/m (Taken from Annex 1 – FEI Jumping Rules)

m	0	10	20	30	40	50	60	70	80	90
100	20"	22"	24"	26"	28"	30"	32"	34"	36"	38"
200	40"	42"	44"	46"	48"	50"	52"	54"	56"	58"
300	60"	62"	64"	66"	68"	70"	72"	74"	76"	78"
400	80"	82"	84"	86"	88"	90"	92"	94"	96"	98"
500	100"	102"	104"	106"	108"	110"	112"	114"	116"	118"
600	120"	122"	124"	126"	128"	130"	132"	134"	136"	138"
700	140"	142"	144"	146"	148"	150"	152"	154"	156"	158"
800	160"	162"	164"	166"	168"	170"	172"	174"	176"	178"
900	180"	182"	184"	186"	188"	190"	192"	194"	196"	198"

**3. Beginner II, Maiden, Novice, Intermediate – 325m/m**

m	0	10	20	30	40	50	60	70	80	90
100	19"	21"	23"	24"	26"	28"	30"	32"	34"	36"
200	37"	39"	41"	43"	45"	47"	48"	50"	52"	54"
300	56"	58"	60"	61"	63"	65"	67"	69"	71"	72"
400	74"	76"	78"	80"	82"	84"	85"	87"	89"	91"
500	93"	95"	96"	98"	100"	102"	104"	106"	108"	109"
600	111"	113"	115"	117"	119"	120"	122"	124"	126"	128"
700	130"	132"	133"	135"	137"	139"	141"	143"	144"	146"
800	148"	150"	152"	154"	156"	157"	159"	161"	163"	165"
900	167"	168"	170"	172"	174"	176"	178"	180"	181"	183"

**4. Advanced, Advanced Plus, Masters – 350m/m**

m	0	10	20	30	40	50	60	70	80	90
100	18"	19"	21"	23"	24"	26"	28"	30"	31"	33"
200	35"	36"	38"	40"	42"	43"	45"	47"	48"	50"
300	52"	54"	55"	57"	59"	60"	62"	64"	66"	67"
400	69"	71"	72"	74"	76"	78"	79"	81"	83"	84"
500	86"	88"	90"	91"	93"	95"	96"	98"	100"	102"
600	103"	105"	107"	108"	110"	112"	114"	115"	117"	119"
700	120"	122"	124"	126"	127"	129"	131"	132"	134"	136"
800	138"	139"	141"	143"	144"	146"	148"	150"	151"	153"
900	155"	156"	158"	160"	162"	163"	165"	167"	168"	170"