

CHAPTER IV

JUMPING TEST

SECTION 1- TECHNICAL ASPECTS

The Rules for Eventing 2003 state that the main objective of the Jumping Test is to prove that "...the horses have retained the suppleness, energy and obedience necessary for them to continue, and that they are well trained in the specialist discipline of show jumping".

The Rules for Eventing now require shorter and more technical Jumping courses than before, still appropriate to the level of difficulty of the competition, and the above objectives. It is emphasised that the purpose of the Jumping Test is in no way "to find a winner of the Jumping Test" in isolation, but to aim for the objective stated above.

1. GROUND

- a) Check that the whole perimeter of the ground is enclosed. A barrier at the entrance of the Jumping arena must be provided for the passage of the competitors; it will be closed immediately after the entry of each competitor and opened at their exit.
- b) Check the type of soil; it should be the same as for an ordinary horse show. Fill in any holes. In the event of heavy rain or in case the ground is very hard, prepare stocks of sand for spreading on the take-off and landing of the obstacles.

2. COURSE

- a) It is recommended that a properly qualified Jumping CD be appointed to assist the event CD with this phase.
- b) The TD should ask the CD for a plan of the course before it is built, and should discuss and agree the basic course at this stage. Ensure that the track will be winding with changes of direction, and includes related distances; compulsory passages are not allowed.
- c) Check that the track and the position of the obstacles agree with the plan.
- d) Check that the measurement of the length of the course is correct. The distance of the course should be measured along the track that an average horse may be expected to take, i.e. neither turning particularly tight into a fence nor making wide, exaggerated turns.
- e) Check the time allowed and the time limit.

3. OBSTACLES

- a) Check the number of obstacles and efforts conforms to the Rules.
- b) Check that they are standard show jumping obstacles, that is, inviting in their overall shape and appearance, varied and matching their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, whilst not being so light that they fall at the slightest touch nor so heavy that they may cause horses to fall. The force needed to knock them down should be about the same for all the obstacles in the course.
- c) Check the construction of the obstacles (secured); check that the cups are neither too shallow nor too deep - a depth of 2.5cm is recommended; where possible, safety cups according to the Rules for Jumping should be used. In case of mishap, check that all the obstacles can be repaired without affecting their solidity for the competitors to follow. For the parts of the artificial walls that can be knocked down, it is necessary that they be sufficiently heavy that they do not fall too easily and fit together so that they can be put back in the exact place after each fault.
- d) As alternative obstacles are now allowed, check that they are appropriate, and correctly numbered, lettered and marked according to the “black flag” methodology described for the cross-country obstacles.
- e) Check the dimensions of the obstacles (height, width, spread, etc...). At least two thirds shall be of maximum height (Article 539 2) for the level offered. Note that, in accordance with Rules for Jumping, an obstacle may be up to 5cm higher than the normal maximum specified in the Rules, to allow for uneven ground or the spacing of holes on the uprights. This dispensation should not be used deliberately to build overheight obstacles – but if for example the alternative at a 3- or 4-Star event is 1.18 or 1.23m, it may well be appropriate to set the height at 1.23m.
- f) Check that the nature of the obstacle conforms to the Rules
- g) Check that the wings, if any, are suitable
- h) Check that any water jump has rails over

4. MARKING

- a) The start and finish lines are defined by a red flag on the right and a white flag on the left, and identified by a board stating “START”, “FINISH”.
- b) The start line may not be more than 25m nor less than 6m from the first obstacle. The finish line may not be less than 15m nor more than 25m from the last obstacle.
- c) Boundary flags at the obstacles, obliging the competitor to clear the whole spread of the obstacle. In certain cases (oxers, double or triple bars, open ditches, banks, ditches, etc...) two or more pairs of flags will be required.
- d) Check the numbering and lettering of the obstacles, paying especial attention to alternatives.

5. SPARE MATERIALS

Check that there are sufficient reserves of spare material including rails.

6. JURY BOX

If the Jumping Test is held on a permanent show ground there is no problem. If it is held on an improvised ground, check that all the Judges can see each obstacle quite clearly. It should also be sufficiently elevated and suitable for efficient use in bad weather (rain and wind). Facilities are needed typically for 6 people and a computer screen.

7. APPROVAL OF THE COURSE

- a) The TD should discuss and generally approve the intended plan with the CD before work starts on building the course, which normally will be done the day before the Jumping Test.
- b) The TD should be able to inspect the course at the very latest the evening before, if the test is to take place the following morning, or on the same morning, if the test is to take place that afternoon.
- c) The Ground Jury will make the final inspection with the TD at the latest 1-hour before the start of the test and at that time the course should look as it will during the competition itself.
- d) 30 minutes before the start of the Competition, the course will be declared "open" for the riders. From this time on no changes may be made without the approval of the Ground Jury.

SECTION 2- ADMINISTRATIVE ORGANISATION & RULES

1. OFFICIALS

- a) 1 Course Designer with assistants.
- b) An arena party to: replace knocked down obstacles, keep the surface level, repair broken obstacles, and open and close the barrier at the entrance.
- c) Stewards to manage the Paddock and the entry of horses in an efficient manner.
- d) 1-2 timekeepers.
- e) 1 writer for the Judges.
- f) 1 scorer, or the means of passing the scores to the scoring personnel.
- g) It may be necessary to have a qualified person to signal the faults at any fences that cannot be seen from the Jury Box (with flag).

2. PLAN OF THE COURSE

- a) The course plan should be posted up in the paddock, at the stables and desirably at the entrance to the arena, at least 30 minutes before the start of the Test. Copies should also be available in the Judges Box for the Ground Jury and the TD.
- b) The course plan must conform to the Rules for Jumping. The start and finish must be clearly indicated, together with the direction of jumping each obstacle and the distance, the time allowed and the time limit.

3. INSPECTION OF THE COURSE

Chefs d'Equipe and competitors are allowed to walk the course 30 minutes prior to the start of the Test, at the latest. They do not have the right to make any changes. Jumping the obstacles on foot is not permitted. Competitors must be correctly dressed as for the Jumping Test according to the Rules for Jumping.

4. TIME KEEPING

- a) An electronic timing system should be used with accuracy preferably to 0.01seconds.
- b) In accordance with the Rules of Jumping, this must be able to handle automatically the 45-second countdown preceding the start of a rider.
- c) A back-up manually operated stopwatch must be available for the Jury.

5. PHOTOGRAPHY

Photographs may only be taken in the competition arena with the authority of the TD who should ensure that photographs do not disturb the horses.

6. BELL AND STOP WATCH

- a) The Bell (or other ringing system) must be sufficiently loud and distinctive to be heard by a rider anywhere in the arena. The TD should check this.
- b) An additional mechanical bell should be available in case the electric system breaks down.

7. ENTERING THE RING

Advise the competitors whether or not to salute the Judges, and if present, a Head of State or other VIPs.

8. DOCTOR, VETERINARIAN, FARRIER, HUMAN AND HORSE AMBULANCES

Check that they have been appointed, are present and ready to handle immediately any incident in the Jumping arena (for example, the Horse Ambulance is attached to the towing vehicle, and the designated driver is next to it with his keys!!). There must be screens available for quick use.

9. PUBLICATION & ANNOUNCEMENT OF THE RESULTS

The result for each competitor should be announced as soon as he has completed his round. The result should also be posted on the official scoreboard. At the conclusion of the Jumping Test, a result sheet must be issued (after approval of the TD) showing the results of all competitors at the conclusion of the whole competition (The Final Results); the layout and contents of this document should conform to the model form laid out by the FEI.

10. THE GROUND JURY

The Ground Jury is responsible for the judging of the Jumping Test. At their choice, they may be assisted by, or delegate to, a qualified Jumping judge.

If at least one member of the Jury does not judge Jumping regularly, the Jury is well advised have an expert in charge of the bell and the clock.

With a Ground Jury of 3 persons, one of them may be usefully deployed in the Paddock to observe the warming up and practice jumps.

11. ARENA CHIEF STEWARD

The Arena Chief Steward and his stewards will check the competitors' behaviour and tack in accordance with the Rules. The height of the obstacles in the training area is limited to a maximum 10cm above the height allowed in the Jumping Test.

12. ORDER OF STARTING

- a) The Starting Order for the Show Jumping Test should be published and distributed immediately after the Third Horse Inspection; it is essential for riders, stewards and other officials, the media and the public.
- b) If two horses to be ridden by the same competitor are classified within 8 places of each other, the recommended procedure is to adjust the starting place of the less well placed horse so that the competitor has at least 8 other horses between his two.

13. GUIDELINES TO IMPLEMENTATION OF THE RULES

13.1 General - Article 536

The Cross-country course in modern Eventing has raised its degree of technical difficulty, especially in combinations with related distances (i.e. narrow fences, curve lines, etc...). The Rules for Eventing now state that the main objective of the Jumping Test is to prove that "...the horses have retained the suppleness, energy and obedience necessary for them to continue, and that they are well trained in the specialist discipline of show jumping". The Rules for Eventing now require shorter and more technical Jumping courses, still appropriate to the level of difficulty of the competition, and the above objectives.

13.2 Changing the time allowed (Measurement of Course) - Article 537.2

As the starting order in the jumping test must follow the reverse order of classification at the end of the Cross-country, it follows that the first riders to jump in the show jumping will not necessarily be the best motivated to attain the optimum time. The Ground Jury must take this into account this situation. It is for this reason that the CD and TD are specifically required to measure all courses to ensure they are of the appropriate distances.

13.3 Alternative obstacles - Article 539.3

All alternatives must be within the permitted dimensions for the relevant level. Alternative obstacles should normally have only one set of flags, even if they are composed of several fences. The TD may authorise a limited number of separately flagged alternatives if he considers that their use will improve the course.