

## Sportjumping Rules

Each competitor will jump, on a horse, over a series of obstacles which may also be known as fences or jumps (a course) which will be identified in a numerical order.

The competitor who completes the course in the fastest aggregate time will be the winner.

If an obstacle, or any part thereof, is knocked down or dislodged so that it falls to the ground then a (variable) time penalty will be added to the competitor's time for completing the course. The sub-rules for each Sportjumping competition will define the time penalty that will be added for each obstacle (or part thereof) that is knocked down or dislodged and will further define which part (or parts) of the obstacle will incur a penalty.

Each competitor will be given a time handicap which will be allocated on the basis of; horse/rider combination or horse or rider. The time handicap (also known as penalty or restriction) will be given prior to the start of each Sportjumping competition.

The time handicap will dictate the order of going, or starting position of each competitor resulting in the competitor with the greatest handicap going last. In an ascending order of severity of time starting from those with no handicap culminating in the most severe handicap a start list will be given prior to each Sportjumping competition.

Sub-rules will be produced for each individual Sportjumping competition which will define the legal obligations placed upon the competitors, owner's, trainers and any other party wishing to take part in a Sportjumping competition along with any other rules that are felt to be appropriate by the organizers of each competition. The main rules of Sportjumping, as defined above, will be incorporated automatically in each competition without the need for any further reference.

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