Chapter III DRESSAGE TEST

Article 523 RULES FOR DRESSAGE EVENTS

The “Rules for Dressage Events” apply for Eventing Dressage except where otherwise provided in these rules. Any modification introduced by the FEI Dressage Committee during the year will be evaluated for inclusion in these Rules for Eventing from 1st January the following year.

Article 524 TEST

The nature of the Dressage Test will be determined by the level of the Event and will, therefore, be related to the quality and the standard of preparation of the competitors and horses. Within the limits shown in Annex 4, Organising Committees are free to select the specific test to be used.

At Games, Championships and Cup Finals the dressage test to be used will be decided by the FEI.

- **A** Dressage tests would apply for all championships all levels in **uneven** years.
- **B** Dressage tests would apply for all championships of all star levels in **even years.**

Article 525 JUDGES POSITION

Two of the three judges must be placed along the short side, on the outside of and 5 metres from the arena. The president (C) shall be on the prolongation of the centre line, the other (M or H) 2.50 metres from and on the inside of the prolongation of the long sides. The third judge will be at either E or B, outside and 5 – 10 metres from the arena. The three positions shall be either C,H,B or C,M,E, as determined by the Technical Delegate, taking into account the positions recommended for each test. At a CIC, the two judges will be positioned at C and either B or E, as determined by the Technical Delegate, taking into account the recommended position(s) for each test. A separate hut must be provided for each judge. They must be raised not less than 50 cm above the ground, in order to give the judges a good view of the arena.

Article 526 SCORING

1. Marking

1.1. Judges will award good marks from 0 to 10 for each numbered movement and for each of the collective marks.

1.2. Errors of course or test will be penalised as follows:

1st time	2 points
2nd time	4 points
3rd time	elimination

1.3. In the case of a fall of horse and/or competitor, the competitor will not be eliminated. He will be penalised by the effect of the fall on the execution of the movement concerned and in the collective marks (No 3 and/or No 4).

1.4. After elimination (except when eliminated for marked lameness), a competitor may continue his performance to the end. The marks will be awarded in the ordinary way.

2. Calculation of Scores

2.1. The good marks from 0 to 10 awarded by each judge to a competitor for each numbered movement of the Dressage Test together with the collective marks are added together deducting any error of course or test.

2.2. For each judge the percentage of maximum possible good marks obtainable is then calculated. (Percentage is obtained dividing total good marks of the judge (minus any error of course or test) by maximum possible good marks obtainable and then multiplying by 100 and rounding the result to two decimal digits. This value is shown as the individual mark for that judge.

2.3. Average percentage for the competitor is obtained by adding together the percentage for each judge and dividing by the number of judges always rounding the result to two decimal digits.

2.4. In order to convert average percentage into penalty points, this must be subtracted from 100 and multiplied by 1.5, with the resulting figure being rounded to one decimal digit. The result is the score in penalty points for the test.

Chapter IV CROSS-COUNTRY TEST

Article 527 OBJECT

1. This test is to prove the ability of the true cross-country horse when it is well-trained and brought to the peak of condition. At the same time, it demonstrates the competitor's knowledge of pace and the use of his horse.

2. Three Day Event (CCI) without Steeplechase

In a Three Day Event without steeplechase (CCI) the test consists only of the Cross Country Obstacle phase, exactly like Phase D of the Event with Steeplechase. The course is of such a length that the horse is still required to be supremely fit and stamina will be required for success. The test will always take place before the show Jumping.

3. Three Day Event (CCI) with Steeplechase

In a Three Day Event with Steeplechase, the test consists of four distinct and independent phases, which follow one another without interruption, except for the one minute break between Phases A & B, a zero, five or ten minute compulsory halt on Phase C between the first and third kilometre **(see Article 530.4)** and the ten minute compulsory halt between Phases C & D **(see Art. 527.4** - Explanation of the Independence of Phases). Each competitor carries out the whole test alone.

3.1 The four phases are:

Phase A: Roads and Tracks, normally carried out at the trot or slow canter
Phase B: Steeplechase, with obstacles, normally carried out at the gallop
Phase C: Roads and Tracks, normally carried out at the walk and trot
Phase D: Cross-Country, with obstacles, normally carried out at the gallop.

3.2 The use and length of the halt on Phase C (0, 5, or 10 minutes) will be decided by the Ground Jury after consultation with the Technical and Veterinary Delegates at the start of the competition, taking into account the terrain, the anticipated weather conditions and any guidelines issued by the FEI. Thereafter, modifications will only be made in exceptional circumstances **(Article 517)**.

4. Explanation of Independence of Phases (for CCIs with Steeplechase)

4.1. Phases A, B, C & D are quite independent of each other as far as the timekeeping is concerned. Loss of time in one cannot be compensated for by gain of time in another.

4.2. The timetable will provide for the competitor to start Phase B, one minute after he is due to finish Phase A.

4.2.1 f the competitor is early or late finishing Phase A, the One-minute break will be increased or decreased accordingly. For example, if a competitor finishes Phase A 15 seconds early, his break will be 1 minute 15 seconds; if he finishes Phase A 20 seconds late, his break will be 40 seconds.

4.2.2 If a competitor is so late finishing Phase A that he cannot start Phase B on time, he will be started on Phase B as soon as possible (no allowance being made for adjustments to saddlery, etc.). The optimum time for Phase B will start from the actual time the starter instructs him to start.

4.2.3 The competitor who is late finishing Phase A need not attempt to regain the time lost, since the time is penalised on Phase A only.

4.3 The finishing time of Phase B is also the starting time of Phase C.

4.3.1 Gain of 30 seconds on Phase B does not give the competitor an additional 30 seconds to complete Phase C. The optimum time of Phase C is not affected by the gain or loss of time on Phase B.

4.3.2 The gaining of any time on Phase B and/or Phase C will result in additional resting time added to the Ten-minute compulsory halt provided for the Second Horse Inspection before the start of Phase D.

4.3.3 The loss of any time on Phase B and/or Phase C will not reduce the Ten-minute compulsory halt except as provided below. The competitor's starting time for Phase D will have to be adjusted.

4.4. It is possible that a competitor might exceed the optimum time on one or more phases. Normally, the starting time of Phase D will be delayed by the sum of any time lost less the sum of any time gained. However, if this delay is small (i.e. the competitor was only a few seconds late finishing Phase C), the competitor may be started on Phase D at his scheduled time, in order not to interfere unduly with the timetable.

Article 528 CIC Event

In a CIC Event the test is of a similar level of difficulty, according to the star system, but the course is much shorter, largely removing the stamina or endurance factor. The cross country test may take place either before or after the show Jumping.

Article 529 RULES GOVERNING THE CROSS COUNTRY TEST

1. Starting

1.1 Competitors at the start of Phases A, B & D must be under the control of a starter and may not deliberately start until instructed to do so, under penalty of elimination, at the discretion of the Ground Jury. The horse does not have to stand absolutely immobile, but the competitor must not get any advantage from a flying start. Each competitor should be given reasonable warning before the time he is due to start, but it is the competitor's responsibility to ensure that he is ready to start at the correct time.

1.2 In order to simplify the task of the starter, an enclosure approximately 5 X 5 m will be built at the start of Phases B & D, with an open front through which horses will start and a gap in one or both sides from which the horses will enter. Each competitor must start from within the enclosure and is at liberty to move around and through the enclosure as he pleases. An attendant may lead the horse into the enclosure and may hold the horse until the signal to start is given. From that instant, the competitor is considered to be on the course and no further assistance may be given (see **Art. 529.8).**

1.3 If a competitor starts early on Phases B & D, his time will be recorded from the moment he crossed the start line.

1.4 Late for Start:

1.4.1 If a competitor is late in finishing Phase A or Phase C, his starting time for Phase B and/or Phase D will be adjusted accordingly (**see Art. 527**).

1.4.2 If for any other reason a competitor is not ready to start Phase A, B and/or D at his correct time, he may be allowed, at the discretion of the starter, to start when he is ready, subject to the following conditions:

- A late competitor will not be permitted to start if he is likely to interfere with the subsequent competitor nor may he start after the subsequent competitor.
- His starting time will be recorded as if he had started at the correct time.

2. Time

2.1 Optimum time: the distance chosen, carried out at the chosen speed, gives the optimum time. Completing any Phase in less than the optimum time is not rewarded. A competitor exceeding the optimum time will be penalised in accordance with **Art. 532.2** up to the time limit. Time limit: on Phases A & C, the time limit is one fifth more than the optimum time. On Phases B & D, the time limit is twice the optimum time.

2.2 Timing of the Cross-Country Test: if a competitor is stopped on any of the phases by an official, e.g. for a broken fence, accident, being overtaken, for medical or veterinary examination, etc., the time during which he is prevented from continuing until he is cleared to start will be recorded and deducted from the total time taken to complete the phase.

3. Error of Course

All compulsory passages on all four phases and all obstacles, including all elements and/or options, must be passed or jumped in order under penalty of elimination. All red or white flags must be respected wherever they occur on all courses, except as provided in **Art. 533.5,** under penalty of elimination, at the discretion of the Ground Jury. Retaking an obstacle already jumped is forbidden, under penalty of elimination, except as provided for in **Art. 533.5.**

4. Pace & Dismounting

4.1 Phases A & C

Between the start and finish of Phases A & C, competitors are free to choose their own pace. They may dismount and proceed on foot beside their horse at any time, including while negotiating compulsory passages.

4.2 Phases B & D

Between the start and finish of Phases B & D, competitors are free to choose their own pace. They must be mounted to pass all red and white boundary flags. Dismounting as a result of attempting an obstacle, whether voluntary or not, is penalised in accordance with **Art. 533**. Elsewhere on the courses, competitors may dismount without incurring a fault other than possible penalties for exceeding the optimum time.

5. Overtaking

5.1 Any competitor who is about to be overtaken by a following competitor must quickly clear the way. Any competitor overtaking another competitor must do so only at a safe and suitable place.

5.2 When the leading competitor is before an obstacle and about to be overtaken, he must follow the directions of the officials. When the leading competitor is committed to jumping an obstacle, the following competitor may jump that obstacle only in such a way that will cause no inconvenience or danger for either.

5.3 The penalty for wilful obstruction of an overtaking competitor, failure to follow the instructions of the officials, or causing danger to another competitor is elimination at the discretion of the Ground Jury.

5.4 The time during which the competitor is held up by officials will be recorded and deducted from the total time taken by the competitor to complete the course.

6. Competitors in Difficulty

6.1 If, in attempting to negotiate an obstacle, a horse should be trapped in such a way that it is unable to proceed without assistance or is liable to injure itself, the competitor will be instructed by the fence judge to dismount and will be eliminated.

6.2 The fence judge will decide if parts of it need to be dismantled or if any other assistance needs to be given to extricate the horse.

7. Stopping Competitors

7.1 If any part of an obstacle is obstructed by a competitor in difficulty, or if any obstacle has been dismantled to release a fallen horse, or if an obstacle has been broken and is not yet rebuilt, or in any other similar circumstances, subsequent competitors must be halted.

7.2 In such a case, an official should be posted in the path of an oncoming competitor. He shall wave a red flag, which indicates that the competitor must stop. Failure to stop is penalised by elimination at the discretion of the Ground Jury.

7.3 Competitors may be stopped at obstacles or at Stopping Points on the course.

7.4 The official will stop competitors only upon the instruction of the Control Centre or during an emergency at his own obstacle.

7.5 The time during which the competitor was stopped, from the moment he passed the Stopping Point until he re-passed that same point after being given the order to restart, will be recorded. It will be deducted from the total time taken by the competitor to complete the course. It is clearly intended that the time shall be taken as the competitor gallops past the Stopping Point, not after he halts nor after a start from the halt.

8. Unauthorised Assistance

8.1 Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the competitor or of helping his horse, is considered unauthorised assistance and the competitor is liable to be eliminated.

8.2 In particular, the following are forbidden:

- intentionally to take a lead from another competitor
- to be followed, preceded or accompanied, on any part of the course, by any vehicle, bicycle, pedestrian, or horseman not in the competition;
- to post friends at certain points to call directions or make signals in passing;
- to have someone at an obstacle to encourage the horse by any means whatsoever;
- to tamper with the obstacles or any part of the course, including, for instance, flags, indicators, markers, notices, ropes, trees, branches, wire or fences, whether temporary or permanent.

8.3 The use of any electronic receiving apparatus by competitors is strictly forbidden, while mounted during competition.

8.4 Officials or spectators who draw the attention of a competitor to a deviation from the course are giving unauthorised assistance which may result in the elimination of the competitor. In such a case, an official is liable to be disciplined according to the “General Regulations”. However, on Phases A & C only, officials, other competitors or spectators may warn a competitor who looks likely to take, or has taken, the incorrect route; in such a case the competitor may correct his error without penalty.

8.5 Any case of unauthorised assistance will be decided by the Ground Jury.

8.6 Exceptions

8.6.1 After a fall or if a competitor dismounts, he may be assisted to catch his horse, to adjust his saddlery, to remount or be handed any part of his saddlery or equipment while he is dismounted or after he has remounted.

8.6.2 Whip, headgear or spectacles may be handed to a competitor without dismounting.

8.6.3 At the start of Phase B (Steeplechase) and of Phase D (Cross-Country) as well as at points in Phase C to be determined and announced by the Organising Committee, it is permitted to assist the competitor and to attend to his horse (groom, water, etc.).

8.6.4 A competitor may receive clarification of jumping penalties from the Fence Judge, e.g. after having knocked a flag at the corner of obstacle.

9. After Elimination

A competitor eliminated for any reason must leave the course at once and has no right to continue. The competitor must walk his horse off the course, either mounted or dismounted. Violators shall be warned or fined, at the discretion of the Ground Jury, in accordance with the "General Regulations" **Art. 163 & Art. 520** of these Rules.

10. Closed circuit Television

The provision of closed circuit television of the Cross Country Obstacle test in the rider enclosure of "D" Box and at the control Centre for the use of the Ground Jury and Control Officials is mandatory for all Four Star International Three Day Events (CCI 4*) and Four and Three star Championships (CH-C 4*/3*)". If this is impractical, the OC may, with the support of the Technical Delegate, apply to the FEI for this requirement to be waived.

Article 530 COURSES

1. Marking

1.1 Red or White Boundary Flags

Red or white boundary flags shall be used to mark the starting and finishing lines, to mark compulsory passages, and to define obstacles. They are placed in such a way that a competitor must leave a red flag on his right and a white flag on his left.

1.2 Yellow Directional Markers

Yellow directional markers shall be used to show the general direction to be taken and to help the competitor to find his way. Where necessary, they shall be superimposed with the letter of the phase. Passing close to them is not obligatory.

1.3 Numbers & Letters

Each compulsory passage on Phases A & C shall be numbered and marked with the relevant letter of the Phase. Each obstacle on Phases B & D shall be numbered. On Phase D, obstacles with elements or options (**see Art. 531.2**) shall, in addition, be lettered (A, B, C, etc.). Each compulsory passage on Phases B & D shall be marked with the relevant letter of the phase and numbered consecutively.

1.4 Start & Finish Signs

In addition to the red or white boundary flags, the starting and finishing line of each phase shall also be marked by distinct signs. The finish of Phase B will also be marked as the start of Phase C.

1.5 Kilometre Markers

The routes of Phases A & C will be marked at intervals of 1'000 metres by signs. The signs shall indicate the distance from the start of the phase and shall include the letter of the phase.

2. Distances & Speeds

2.1 The distances and the speeds demanded are determined by the intended difficulty of the whole test. Within the **limits shown in Annex 5,** Course Designers may, with the approval of the Technical Delegate, choose the distances most suitable to the terrain and to the quality and standard of preparation of the competitors.

2.2 In order to facilitate the preparation of the timetable, the distances and speeds of Phases A, B & C, must be so arranged as to give optimum times for these phases in whole minutes, or in minutes plus 30 seconds.

2.3 Any modification to the distances and speeds specified in Annex 5 must be approved by the Secretary General and by the Chairman of the Eventing Committee, except as provided for **in Art. 517.2**.

3. Starting & Finishing Lines

3.1 The finishing line of Phase A must be in the immediate vicinity of the start of Phase B.

3.2 The finishing line of Phase B is also the starting line of Phase C.

3.3 The last obstacle on Phase D shall be not less than 30 metres no more than 75 metres from the finishing line.

4. Course Plans

4.1 Each competitor will be given in advance a plan showing the track of the courses.

4.2 The plan must include the following: the positions of the starts and finishes of each phase; the numbered compulsory passages on Phases A & C; the numbered obstacles and compulsory passages on Phases B & D; the distances of the phases; the optimum times and time limits of the phases.

Article 531 OBSTACLES

1. Definition

An obstacle is considered as such if and only if its extremities are marked with a red and white flag or flags and it is numbered. All significant jumping efforts that the average horse may be expected to attempt to negotiate must be defined as an obstacle or element and flagged, numbered and/or lettered accordingly.

2. Obstacles with Elements or Options

2.1 Obstacles composed of several elements

If two or more jumping efforts, sited closely together, are designed as one integral test, they will be designated as "elements" of a single numbered obstacle. Each element will be marked with a different letter (A, B, C, etc.) and must be negotiated in the correct order.

Where two or more jumping efforts are sited so closely together that after a refusal, run-out or fall it would be unreasonably difficult to attempt to negotiate the second or subsequent effort without retaking one or more earlier efforts, these jumping efforts must be designated as one numbered obstacle and lettered accordingly (**Diagram, Annex 3).**

2.2 Obstacles with Options or Alternatives

Where an obstacle may be jumped in one effort but has options involving two or more efforts, each of these options must be lettered as an element.

2.3 Alternative obstacles or elements may be flagged separately and must be identified by the same number/letter as on the direct route. In this case both sets of flags must be marked with a black line. Such ‘black flag’ alternatives are to be judged as separate obstacles or elements, only one of which has to be jumped. A competitor is permitted to change without penalty from one black flagged line to another (e.g. jumping 6a left hand route then 6b right hand route) provided he has not presented his horse at the next element of the original line.(**See diagrams Annex 3).** In a combination, the TD, with the approval of the Ground Jury, may allow competitors to circle without penalty at a black flag lettered alternative long route, if this improves the flow of the course This does not change the method of scoring for the competitor on the direct route through the elements of the obstacle.

3. Type of Obstacles

3.1 The obstacles must be fixed and imposing in shape and appearance. When natural obstacles are used, they should, if necessary, be reinforced so that they remain in the same state throughout the test. All reasonable precautions must be taken to prevent the possibility of a competitor being able to pass mounted under an obstacle.

3.2 The cross-country obstacles at which a horse, in falling, is likely to be trapped or to injure itself, must be built in such a way that part of the obstacle can be quickly dismantled and can be quickly rebuilt exactly as before. Such a construction must not in any way detract from the solidity of the obstacle.

3.3 In all water crossings, the bottom should be firm and consistent.

3.4 For Phase B (Steeplechase), the obstacles must be of a type similar to those used for steeple-chasing.

4. Number of Jumping Efforts

4.1 The number of jumping efforts on Phases B and D shall be within the limits shown in **Annex 5**.

4.2 To arrive at the number of jumping efforts, the efforts on the route expected to be taken by the average horse shall be totalled.

5. Dimensions

5.1 The dimensions of obstacles must be within the limits shown in Annex 4 for the relevant level of competition

5.2 The fixed and solid part of an obstacle may not exceed the specified height or spread at any of the points at which a competitor might reasonably attempt to negotiate the obstacle.

5.3 At obstacles involving water crossings (ford, lake or wide river), the depth of water, from the entrance to the exit must not exceed 35 cm. The length of any water crossing must be at least 6 metres between entry and exit, except where an exit step(s) or fence is jumped directly out of the water, in which case the minimum length must be 9 metres.

5.4 At obstacles with spread only (dry or water-filled ditch), a guard rail or hedge in front that facilitates jumping is permitted. It may not exceed 50 cm in height and must be included in the measurement of the spread.

5.5 The number of obstacles at Two, Three & Four Star Events with a compulsory drop exceeding 1.60 metre is limited to two. At One Star Events, no compulsory drops over 1.60 metre are permitted.

6. Measurement

6.1 The height of an obstacle is measured from the point where the average horse would take off. The spread of the obstacle is measured from the outside of the rails or other material making up the obstacle.

6.2 Obstacles of the Cross-Country Test: the maximum height of the fixed and solid part of a hedge or brush fence must never exceed the dimensions specified in **Annex 4 -** Table of Obstacle Heights and Spreads. The overall height of a hedge or brush fence must never exceed **1.40 metre**, or less, according to the table in Annex 4. The fence must be constructed so that a horse clearing the fixed and solid part is unlikely to be injured by the brush or hedge. Bullfinches, i.e. thin brushes or hedges through which a horse can be expected to jump are permitted, provided they can be maintained in consistent condition throughout the test.

6.3 When the height of an obstacle cannot be clearly defined (natural hedge or brush fence), the height is measured to the fixed and solid part of the obstacle through which a horse cannot pass with impunity.

6.4 The drop on the landing side of an obstacle is measured from the highest part, including from the top of a brush fence, of the obstacle to the spot where the average horse would land.

Article 532 SCORING

1. Faults at Obstacles

1.1 Refusal, run-out or circles

First refusal, run-out or circle	20 penalties
Second refusal, run-out or circle at the same obstacle	40 penalties
Third refusal, run-out or circle at the same obstacle	elimination
Fourth refusal, run-out or circle on Phase D	elimination

1.2 Falls

Fall of competitor at an obstacle	65 penalties
Fall of horse at an obstacle	elimination
Second fall of the competitor at an obstacle on the Steeple-Chase and/or on the Cross-Country obstacle phase	elimination

1.3 Dangerous riding (see Art 519 & 520)

Penalties will be determined by the Ground Jury in accordance with the General Regulations; in addition to or instead of the penalties prescribed by the General Regulations (Warning, Fine, Disqualification etc) the Ground Jury may penalise the competitor with 25 penalties.

2. Time Faults

2.1 Exceeding Optimum Time:

Phases A and C	1 penalty per **commenced** second
Phase B	0,8 penalty per **commenced** second
Phase D	0,4 penalty per **"commenced** second

2.2 Exceeding Time Limit:

Phases A, B, C and/or D elimination

3. Additional Reasons for Elimination

3.1 Elimination is left to the discretion of the Ground Jury in the following cases:

3.1.1 Deliberately starting before being given the signal to start, **Art. 529.1.1**

3.1.2 Jumping or attempting to jump any obstacle without headgear, or with an unfastened retention harness, **Art. 521.1**

3.1.3 Wilful obstruction of an overtaking competitor, or failure to follow the instructions of the officials while being overtaken, Art. **529.5.3**

3.1.4 Causing danger to another competitor while overtaking that competitor, Art. **529.5.3**

3.1.5 Failure to stop when signalled, Art. **529.7.2**

3.1.6 Unauthorised assistance, Art. **529.8.1**

3.1.7 Passing through a compulsory passage in the wrong direction without correction, Art. **529.3**

3.2 Elimination must be applied in the following cases:

3.2.1 Lameness or exhaustion at the Second Horse Inspection, Art. **518.1.3**

3.2.2 Abuse of horse, **Art. 520**

3.2.3 Competing with improper saddlery, **Art. 522.3**

3.2.4 Error of course not rectified, **Art. 529.3**

3.2.5 Omission of obstacle or compulsory passage, Art**. 529.3**

3.2.6 Jumping or incurring a fault at an obstacle in the wrong order or passing through a compulsory passage in the wrong order, **Art. 529.3**

3.2.7 Jumping an obstacle in the wrong direction, Art. **529.3**

3.2.8 Retaking an obstacle already jumped, Art. **529.3.**

3.2.9 Competitor in difficulty Art **529.6.1**

Article 533 DEFINITIONS OF FAULTS

The following faults at obstacles (refusal, run-out, circle or fall) will be penalised unless, in the opinion of the responsible official, they are clearly not connected with the negotiation or attempted negotiation of a numbered obstacle or element.

1. Refusal

At obstacles or elements with height (exceeding 30 cm), a horse is considered to have refused if it stops in front of the obstacle to be jumped.

At all other obstacles (i.e. 30 cm or less in height) a stop followed immediately by a standing jump is not however penalised, but if the halt is sustained or in any way prolonged, this constitutes a refusal. The horse may step sideways but if it steps back, this is a refusal.

After a refusal, if a competitor redoubles or changes his efforts without success, or if the horse is represented at the obstacle after stepping back and stops or steps back again, this is a second refusal; and so on.

2. Run-out

2.1 A horse is considered to have run out if, having been presented at an element or obstacle on the course, it avoids it in such a way that the head and neck of the horse and the head of the rider when mounted fail to pass between the extremities of the element or obstacle as flagged.

2.2 A competitor will also be penalised 20 penalties if the horse disobediently avoids that part of the fence at which it has been presented, but succeeds in negotiating the obstacle at some other part, between the flags. However a rider is permitted to change his mind as to where he jumps an obstacle or element at any time, without penalty, including as a result of a mistake at a previous obstacle or element. If, however, the horse avoids part of the obstacle at which it has been presented, 20 penalties are incurred.

2.3 Judging of Bounce obstacles:

At any obstacle where the distance between elements is 5 metres or less (i.e. a 'bounce'), when a horse has negotiated the first element without penalty, he will be deemed to have been presented at the second element – and similarly if the "bounce" is for example the second and third elements of a combination. Thus if a rider "changes his mind" while negotiating the first element of a "bounce" and , for example, then goes a longer route, he will still be penalised 20 penalties for a run-out.

3. Circle

3.1 At an obstacle composed of several elements (A, B, C, etc…) a horse will be penalized if it passes around any element or circles between elements at any time between first being presented at the obstacle and finally completing the last element. See diagrams in **Annex 3 (see Art. 531.2.3** for possible exception at black flagged alternatives).

3.2 After being penalised for a refusal, run-out, circle or fall, a competitor is permitted to cross his original track without penalty in order to make another attempt and may also circle one or more times without penalty, until he again presents his horse at the obstacle.

3.3 At separately numbered obstacles, a competitor may circle between or around them without penalty provided he has not presented his horse at the second or subsequent obstacles.).

4. Fall

4.1 A competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate remounting or vaulting into the saddle.

4.2 A horse is considered to have fallen when at the same time both its shoulder and quarters have touched either the ground or the obstacle and the ground or when it is trapped in a fence in such a way that it is unable to proceed without assistance or is liable to injure itself.

4.3 A fall will always be penalised when it occurs between the elements of a multiple obstacle.

5. Obstacle composed of Several Elements

At an obstacle composed of several elements, a competitor may refuse, run out and/or circle only twice in all without incurring elimination. If he falls, refuses, runs out or circles at any element, he is permitted to retake any elements already jumped, although he is liable to be penalised for any fault even if he has previously jumped an element successfully. If after a fall, refusal, run-out or circle, he wishes to pass through flags in the wrong direction in order to retake an element, he may do so without penalty.

6. Instruction to Officials

Where there is any doubt as to the correct interpretation of the rules of judging any element, obstacle or combination of obstacles, it is recommended that the Technical Delegate, in consultation with the Ground Jury if possible, should approve the instructions to the Officials, providing a rough sketch if necessary, and all competitors will be informed at the briefing or as soon as possible after the Technical Delegate's decision, if later.

Chapter V Jumping Test

Article 534 RULES FOR JUMPING EVENTS

The "Rules for Jumping Events" apply for Eventing Jumping except where otherwise provided in these rules. Any modification introduced by the FEI Jumping Committee during the year will be evaluated for inclusion in these Rules for Eventing from 1st January the following year.

Article 535 OBJECT & GENERAL DESCRIPTION

1. This test is similar to an ordinary show jumping competition, but without any attempt to find a 'winner' of this test on its own. Its main objective is to prove that, the horse and rider are well trained in the specialist discipline of show jumping.

2. The nature of the course, its length, the speed demanded and the dimensions of the obstacles depend on the degree of difficulty of the whole competition.

Article 536 SIZE OF ARENA

As an exception to Article 201 of FEI Rules for Jumping, any arena of less than 4,000 sq m and/or less than 50m wide on the short side must be specifically notified to the FEI and approved by the Technical Delegate before the schedule for the event is approved'.

Article 537 COURSE - OBSTACLES

1. Distance & Speed

Within the limits shown in Annex 5, the Course Designer is free to plan a track suitable to the level of the competition. In exceptional circumstances it is permissible, with the approval of the Technical Delegate and Ground Jury to add up to 10% of the maximum permitted distance.

2. General

The obstacles will be standard Show Jumping obstacles. There will be 10 to 13 in number, with 13 to 16 efforts maximum depending on the level of the event as per limits shown in Annex 4.

3. Dimensions

The dimensions of the obstacles shall not exceed the limits shown in Annex 4. At least two thirds shall be of maximum height for the level offered. The top spread of an obstacle may not be more than 30 cm wider than the height of the obstacle (i.e. Obstacle height 120 cm, maximum spread 150 cm). A tolerance of 5 cm in height is acceptable, if dictated by the terrain or by the spacing of the cups as authorized by the FEI Jumping Rules.

4. Type of Obstacles

The obstacles should have a balance of vertical and spread obstacles and shall include, two or three doubles or a double and a treble.
Closed combinations are not permitted. A water jump is not permitted, but a water ditch with rails over is allowed. FEI approved safety cups are recommended. Alternative obstacles are permitted. These jumps are to be marked on the course plan with the same number and with the word "Alternative".

Article 538 SCORING

1. Faults on the Course

Knocking down an obstacle	4 penalties
First run-out, refusal or unauthorised circle in the whole test	4 penalties
Second run-out, refusal or unauthorised circle in the whole test	elimination
First fall of competitor	8 penalties
Second fall of competitor	elimination
First fall of horse	elimination

2. Time Faults

The length of the course and the speed demanded determine the time allowed. Completing the course in less than the time allowed is not rewarded, but exceeding the time allowed is penalised by one penalty for each second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed. Exceeding the time limit involves elimination.

Article 539 TIME CORRECTIONS

1. Knock-down with Disobedience

1.1 If, as a result of a disobedience, a competitor displaces or knocks down an obstacle or a flag defining the limits of the obstacle, the bell is rung. The clock is stopped until the obstacle has been rebuilt or the flag replaced. The competitor will be penalised for a refusal and 6 seconds will be added to the time taken by the competitor to complete his test.

1.2 If a competitor displaces or knocks down one of the elements of a combination or a flag defining the limits of an element and refuses or runs out at one of the subsequent elements, the bell is rung. The clock will be stopped as for an obstacle knocked down following a disobedience. The penalties for the disobedience and the addition of 6 seconds must be applied.

2. Knock-down & Fall

2.1. If there is a knock-down and a fall of rider together with a disobedience, the bell is rung immediately. However, the clock must be stopped only when the competitor has remounted and only if the obstacle has not been rebuilt in time for the competitor to continue his test. The competitor will be penalised for a disobedience and a fall, and six seconds will be added to the time of the rider.

2.2. If, when jumping a single obstacle or the last part of a combination, there is a knock-down and a fall of rider, the clock must not be stopped and the judge must not ring the bell. The competitor will be penalised for the fall and for knocking down the obstacle.

2.3. If, when jumping any element of a combination except the last, there is a knock-down and a fall, the bell is rung immediately. The clock must be stopped only when the competitor has remounted and only if the obstacle has not been rebuilt in time for the competitor to continue his test. The competitor will be penalised for the fall and knocking down the obstacle.

2.4. If, at the second or third element of a combination, the refusal or run-out is the consequence of a fall with or without a knock- down and/or a displacement of obstacle and/or flag, no penalty is incurred for the disobedience. The 6 seconds of time corrections are not added to his time. The competitor will be penalised only for his fall.