

Ballavartyn

Equestrian Centre

Show jumping workshop.

Ballavartyn runs show jumping competitions under the rules and guidance as laid out by British Show Jumping.

When coming to a competition there is a board by the warmup which displays the course plan, recent rules and running order. You should look at this before you walk the course.

When walking the course be sure to look out for the tripods which have the timing heads on them. This will help you know where the start and finish are but there are also boards out the have start and finish on them.

Types of Competition

- Grand Prix: the highest level of show jumping. Run under International Federation for Equestrian Sports (FEI) rules, the horse jumps a course of 10 to 16 obstacles, with heights up to 1.6 meters (5 feet 3 inches) and spreads of up to 2.0 metres (6 ft 7 in). Grand Prix-level show jumping competitions include the Olympics, World Equestrian Games and a class in the Global Champions Tour.
- Speed derby – Quickest round wins.
- Puissance: a high-jump competition in which the final wall may reach over seven feet tall. The rider and horse that jump the highest wall, without a knock down or refusal win.
- Six-bar challenge: riders jump six fences set in a straight line. Fences are usually placed at equal distances apart, the first fence is the lowest and each subsequent fence is higher than the one before. Horses either are penalized or eliminated from competition if they knock down a rail. After each round where more than one competitor goes "clean," or is tied for the fewest faults, the six fences are raised in height for each subsequent round until there is a winner.
- Gambler's choice/accumulator: An event where riders choose their own course, with each fence cleared worth a given number of points based on difficulty. The entry who accumulates the most points within a set time limit on course is the winner.
- Maiden, novice, and limit: Jumping classes limited to horses with fewer than one, three, or six wins. Fences are usually lower and time limits more generous.
- Match race or double slalom: two identical courses are set up in a split arena, and two horses jump over the courses in a timed competition.
- Touch class: A class held much as a normal show jumping class, except that if the horse touches the jump it is considered four faults.
- Faults converted: A class in which any faults are converted into seconds on the clock, usually at the rate of 1 second per fault (i.e., one rail = 4 seconds)

Types of jump

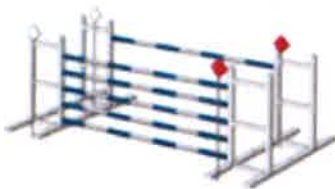
- Cross pole (cross rail) – two poles crossed with one end of each pole on the ground and the other on jump standards so that the centre is lower than the sides.



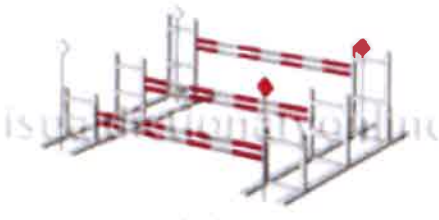
- Vertical (or upright) – a jump that consists of poles or planks placed one directly above another



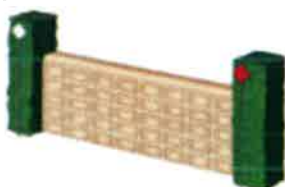
- Oxer – two verticals close together, to make the jump wider, also called a spread
 - Square oxer (sometimes known as Box Oxer): both top poles are of an equal height
 - Ascending oxer (usually called a Ramped Oxer): the furthest pole is higher than the first
 - Descending oxer (usually called an Offset Oxer): the furthest pole is lower than the closest
 - Swedish oxer: the poles slant in opposite directions, so that they appear to form an "X" shape when seen head on



- Triple bar – is a spread fence using three elements of graduating heights



- Wall – this type of jump usually is made to resemble a brick wall, but the "bricks" are constructed of a lightweight material and fall easily when knocked



- **Combination** – usually two or three jumps in a row, with no more than two strides between each; two jumps in a row are called double combinations, and three jumps in a row are called triple combinations (if a horse refuses the second or third element in one of these combinations, they must jump the whole combination again, not just any obstacle missed)



- **Fan**: the rails on one side of the fence are spread out by standards, making the fence take the shape of a fan when viewed from above



- **Liverpool**: a ditch or large tray of water under a vertical or oxer



At Ballavartyn we use safety cups which break away on impact. This is for the horse's safety, so if a horse doesn't clear the jump they won't get tripped up and fall on the pole that has been knocked down.

Warm up rules and tips

1. Always pass horses coming toward you so that your horse's left shoulder and their left shoulders are on the same side, what is known as "left to left."
2. To pass horses going in the same direction, always do so on the side facing the inside of the ring. Never pass by riding between horses and the fence.
3. Horses heading toward a jump have the right-of-way, meaning you need to stay out of their way. To do this, you need to be aware of what others are doing and stay close to the fence. Please do not circle in front of or behind the jumps.
4. If jumps have red and white flags at the top of them, you can jump them only in one direction with the red flag on the right and white flag on the left. When oxers are flagged, they cannot have a ground line on the landing side. If an oxer is flagged to be jumped in only one direction, only one rail may be used on the back element, either parallel to or higher than the front rail. This is a safety rule because the fewer rails on the back side of an oxer, the safer it is, as it will knock down easier.
5. Oxers can be square or ascending, meaning the back rail is higher than the bottom, but never descending and we don't use Swedish oxers in the warmup.
6. Ribbons in horses tails have meanings.



In addition, if a horse has a red ribbon attached to their browband, it means they have an issue with other horse coming toward them. Be sure to give them plenty of room.

7. It is against the rules for someone to hold a rail or touch a stand while a horse is jumping it. This rule is in place to prevent someone from raising the rail as the horse jumps the fence and trying to rap his legs with it.

8. Riders may not use earbuds while in the schooling area.

9. If your groom is setting jumps or moving poles to make landing rails, please put them back when you are finished warming up.

10. Please do not jump dozens of jumps and/or give/receive a lesson in the warm-up ring while other riders need the jumps. This is not the intended use for the warm-up arena. Also please do not "hold" a jump by sitting on it or otherwise laying claim to it. The warmup is for everyone.

11. Please do not "hack" side by side with another rider (or more) or let your horses saunter around while chatting with friends. This can make it difficult for other riders to safely get around and warm up.

12. Please do not leave rubbish, including water bottles, coffee cups and other drink containers, next to warm-up jumps or around the arena / facility. Be considerate of the show staff and fellow riders and use the dust bins.

13. Please pay attention to other riders on horseback as you leave the warm-up arena, do not cut them off as you get to the out-gate. Also, it's dangerous to be distracted by being on the phone or texting at any time in the warmup area.

14. Please do not have too many helpers in the warm-up ring and if someone is alone in the warmup ring maybe your helper can adjust the jumps for them too.

15. Please do not argue with the warmup steward. Supervision of the warm-up arena is the responsibility of the stewards who are well-versed in the rules and regulations for everyone's safety and well-being.

16. Be aware of the running order so you know when it is your turn to go to the arena for your jumping round. The warmup steward will also let you know when it is time for your round. Please leave the warmup when you are asked and don't jump an additional jump before you leave.

At Ballavartyn we hold the following types of competition;

Single phase, you only jump 1 round with the jump off (last 6/7 fences set 10 cm higher). Faults for the whole round are added up but it is only the jump off fences (last 6/7 fences) that are timed.

Two phase, you have to jump twice. The first round (first phase) aim is to jump a clear round (no knock downs or refusals) within the time limit. If more than 1 competitor jumps a clear first round, then you come back into the arena for a jump off (second phase). The jump off will be a different and shorter course and the aim is to get the quickest time, whilst still jumping a clear round.

A7, you have to jump twice. The first round is not against the clock you just need to jump a clear round, the second round is the same course and is timed. The quickest clear round wins, if there are no clear rounds is the quickest time with 4 faults.

When you enter the arena do not go straight to the start as you must wait for the judge to ring the start bell. After the start bell has sounded head to the first jump but be sure you go through the start. Sometimes there will be a 45 second count down showing from when the judge rings the start bell. This means you have 45 seconds from when the bell rings to break to start beam near jump 1.

Scoring

- Starting before the judge has rung the bell: elimination.
 - Failure to break the timing heads at the start or finish: elimination.
 - Refusing or running out at any fence:
 - 1st: 4 faults
 - 2nd: another 4 faults added on
 - 3rd: elimination
 - Fall of the horse, the rider, or both: elimination. If you fall off your horse you must not get back on in the arena, you must walk out of the arena on foot and lead your horse.
 - Knocking a rail down with front or back hooves: 4 faults, you can knock all the jumps down without elimination, you will have a lot of penalties though! If a horse touches a fence without knocking it down no faults are given.
 - Knocking over the timing equipment: elimination
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- Penalties for knockdowns are only imposed when the knockdown changes the height or width of the jump. If a horse or rider knocks down a bottom or middle rail while still clearing the top rail of the obstacle, providing the rails are directly underneath the top rail, they receive no penalties.
 - Refusals: for our unaffiliated show jumping classes you can have 2 refusals or run outs, if you get a third it is elimination. In British Show Jumping classes the second refusal leads to elimination.
 - A refusal that results in the destruction of a jump (running into the fence instead of jumping it, displacing poles, gates or flowers) will not receive four faults for the knockdown, but instead the four faults for a refusal and an additional penalty while the timer is stopped for the repair or replacement of the jump.
 - A refusal inside a combination (a series of two or more fences) means the horse and rider must re-jump the entire combination, not just the jump the horse refused.
 - Each part of a combination will give penalties if knocked down. Therefore, if each of the three fences in a triple combination were knocked down, the rider would receive 12 faults (4 per fence, instead of 4 faults for the entire obstacle).
 - Crossing tracks or riding a circle. If you circle before a jump or cross your tracks, you will receive 4 penalties.

- Time Penalties: In British Show jumping classes phase 1 and 2 have a time limit, each second or fraction of a second over the time allowed will result in 1 time penalty (e.g. with a time allowed of 72 seconds, a time of 73.09 seconds would result in 2 time faults).

If you are eliminated the judge will sound the starting bell and you should stop jumping and exit the arena, you may not finish the course. You may on some occasions jump a single fence before you leave.

Please note that in our unaffiliated junior classes the show secretary (Jodie) may allow junior riders to complete the course even if eliminated.

Tack

There are many items of tack which aren't allowed under the rules of British Show Jumping. You can check these out on the British show jumping web site.

<https://www.britishshowjumping.co.uk/membership/Member-Handbook-And-Rule-Amendments>

There are also rules around Boots and Whips which can also be found in the members handbook. At Ballavartyn the BS boot rule will only be enforced for competitors competing in British show jumping classes. However, please note that the British Show Jumping whip rule (attached) is applicable to all competitors.

If you have a tack malfunction during your show jumping round (such as losing a stirrup, martingale break etc) you may carry on your round, but you will not be allowed to get outside help or dismount your horse to correct the tack issue. If you do get outside help, it is elimination. If you are not happy to carry on your round you may retire. If you wear glasses and these come off during your round a steward will be able to pass these to you without receiving any penalties.

Show jumpers can have colourful and glittery saddle pads and brow bands. Also, mains and tails do not need to be plaited.

Rider Attire

All riders must wear an approved riding hat with the chin strap fastened and not loose. Riding boots are required, and no other footwear (such as trainers) is allowed. Breeches should be traditional in colour, usually white, tan, or beige. A jacket is also required, normally worn over either a shirt and tie or a ratcatcher-style shirt. During the summer the judges may allow riders to jump without their jackets on but be sure to check with a steward. Gloves are optional,

Whip & Spurs Ruling (*effective 1 January 2020*)

WHIP - 102.9

No rider may carry, use or permit to be used a whip other than as detailed below, in the arena, the collecting ring or anywhere, on, or in the immediate vicinity of the showground. Only one whip may be carried and no substitute for a whip may be carried. A whip, if carried, must be held in the hand by the handle with the handle at the top. Also see rule 103.1.4.2 Excessive use of the whip.

1. The maximum length of the "Whip" is 70cm and must be no less than 45cm.
2. There must be no "binding" within 17 centimetres of the end of the "Pad".
3. The minimum diameter for a "Shaft" is 1 centimetre and the "Shaft" should run through the entirety of the whip.
4. The overall weight of the "Whip" must not exceed 160 grams and the weight should be evenly distributed throughout the full length of the "Whip".
5. The "Contact area", is considered to be 2/5's (two fifths) of the overall length of the "Whip" and must be covered with a "Pad".
6. The "Pad" must be smooth, with no protrusion or raised surface, and be made of shock absorbing material throughout its circumference such that it gives a compression factor of at least 6mm. There is to be no wording, advertising or personalisation of any kind on the "Pad".

Definitions

The "Whip"	The singular term for the equipment in its entirety.
The "Shaft"	The term for the central core of the equipment.
The "Handle"	The term for the riders contact area.
The "Contact Area"	The term for the area that will contact or may potentially contact the horse.
The "Pad"	The term for the padded area that covers the shaft.
The "Binding"	The term given to the threaded area between the "shaft" and the "pad" that joins the two together.



SPURS - 101.9

1. Spurs of excessively severe design are not to be worn. Spurs must be of smooth material (metal or plastic). The end of the shank must be blunt and must point only towards the rear. Only one pair of spurs are to be worn, secured to the rider's foot in the traditionally correct manner, with the curve of the neck of the spur directed downwards.
2. The overall length of the spur is not to exceed 4cm, measured from the back of the boot to the end of the spur, in its entirety.
3. Only Dummy, Rollerball, Impulse, Rowelled, hammerhead & Prince of Wales Spurs are allowed to be worn.
4. Rowelled spurs if worn, must have smooth rowels, with a diameter of no less than 1cm and no greater than 2cm, with a minimum width of 2mm. The rowels must sit in the vertical plane, horizontal rowels are not allowed.
5. Spurs with interchangeable/removable shanks, spurs with necks set on the inside of the heel, spurs with roughened or cutting edges, serrated spurs, with or without necks are not allowed.
6. In pony competitions, in precedence to the above, the overall length is not to exceed 2.5cm measured from the back of the riders boot. Rowelled spurs are forbidden in these competitions
7. The misuse of spurs is an offence under Rule 82.4, but riders must also take care that the manner in which they use their spurs does not offend the public contrary to Rule 82.1.



DUMMY SPUR (Allowed - Seniors & Juniors)



ROLLERBALL, PRINCE OF WALES, IMPULS & HAMMERHEAD SPUR (Allowed – Seniors & Juniors)



ROWEL SPUR (Allowed – Seniors only)

Must have smooth rowels, with a diameter of no less than 1cm and no greater than 2cm, with a minimum width of 2mm