



Quick Reference Guide for new Judges

Tables

- Single Phase
- Faults awarded under Table A
 - Faults cumulative over both sections
 - Second section against the clock
- Rule 286
Page 159
- Five to seven fences in each section (minimum 10 & maximum 13 fences overall. Minimum 12 numbered fences in qualifying competitions)
 - Competitors must complete the whole course to be eligible for a prize money placing
- Two Phase
- Faults awarded under Table A
 - Second section against the clock
 - Seven to nine obstacles in the first phase, four to six in the second phase
- Rule 287
Page 159
- Any faults gained in first phase (including time faults), competitor halted by ringing the bell at end of first phase
 - Competitors must complete the first phase to be eligible for a prize money placing
- A4
- Faults awarded under Table A
 - One round against the clock
- Page 125
- Competitors placed on faults and time
- A6
- Similar to Two Phase – but both phases not against the clock
 - Faults awarded under Table A
 - First round not against the clock, time allowed and limit
 - Those jumping clear in the first round go straight onto the second round. Any faults gained in first phase (including time faults), competitor halted by ringing the bell at end of first phase
 - Second round not against the clock, those placed equal divide the prize money
 - First phase – maximum of nine numbered fences
 - Second phase – four or five fences (at least three or four new fences)
- Rule 192A
Page 125 &
126
- A7
- Faults awarded under Table A
 - All equal clears (or equal faults if no clears) go through to a jump off
- Rule 192B
Page 125
- One jump off against the clock
 - Competitors placed on faults and time
- A8
- Faults awarded under Table A
 - All equal clears (or equal faults if no clears) go through to first jump off
 - All equal clears (or equal faults if no clears) go through to second jump off against the clock
- Rule 192C
Page 125
- Competitors placed on faults and time
 - Double clears only awarded if competitors jump clear over all three rounds
- A9
- Faults awarded under Table A
 - The best five scores (or all clears) go through to the jump off
 - If more than 5 equal on faults (no clears), faults and time decide combinations that go through to the jump off
 - All scores in the first round carried through to the jump off
- Rule 192D
Page 125 &
126
- Jump off against the clock
 - Competitors start in reverse order of merit (slowest clear or faults go first, quickest clear or faultier goes last)
 - Competitors placed on faults and time
 - If a competitor withdraws from the jump off, they are placed on their faults and time from the first round. They are placed after those that compete in the jump off
- A10
- Faults awarded under Table A
 - All equal clears (or equal faults if no clears) go through to a jump off
 - One jump off against the clock
 - Competitors placed on faults and time
 - In the first round, the second half of the course is 5-10cm higher (only 5cm in National Amateur, Senior classes 1.10m and below and Pony classes 1m and below)
 - The jump off is 5-10cm higher than the second half of the first round (only 5cm in National Amateur, Senior classes 1.10m and below and Pony classes 1m and below)
- Rule 192E
Page 125 &
127

Eligibility, Rule 77.6 (Page 82)

SENIORS

Single Class (i.e. Foxhunter)	Four horses in total
Combined Class (i.e. Foxhunter/1.20m Open)*	Four horses in each section, 8 horses in total
Handicap Class (B & C Handicap)	Four horses in total

JUNIORS

Single Class (i.e. Foxhunter)	Three ponies in total
Combined Class (i.e. Foxhunter/1.10m Open)*	Three ponies in each section, 6 ponies in total
Handicap Class (JD/JC Handicap)^	Three ponies in total

* Combined classes that have the potential to split (e.g. when there are 30 starters in a class)

^ 128cm/138cm Handicap classes only – Juniors can ride three ponies in each section

Awarding prize money, Rule 76.6 (Page 78)

Prizes are awarded on a 1 in 5 starters basis (i.e. up to five starters one prize is paid, up to 10 starters two prizes are paid, up to 15 prizes three prizes are paid, etc). If over 30 starters, all scheduled prize money should be paid.

Awarding prize money, Rule 76.15 (Page 79)

A competitor must complete the first round of a competition, e.g. the first phase of a Two Phase or the first round of an A7 competition or the entire course of a Single Phase to be eligible for prize money

Awarding prize money, Rule 75.13 (Page 77)

In competitions with fewer than 4 starters, only with the agreement of the competitors, the show centre may run the class but do not have to pay out the prize money. The prize money will still be recorded to the horse or pony's record. If there is only one competitor in a class (tickets and H/C entries are non-competitive) only double clear points are awarded.

Category Two shows, Rule 75 (Page 74)

If a British Novice / 90cm Open and Discovery / 1m Open are scheduled at a Category 2 show, two sets of prize money must be awarded (unless Rule 75.13 is applied in one or both sections)

Null and Void classes, Rule 197 (Page 127)

A class will be null and void if no competitor completes the first round of a competition, e.g. the first phase of a Two Phase or A6 or the first round of an A7 competition or the entire course of a Single Phase

Ranking Withdrawals, Retirements and Eliminations

Withdrawals from a jump off are placed after those that have retired. Those that have retired are placed after those that have been eliminated.

Amateur and Open classes

If an Amateur class is scheduled with an Open class at a Category 1 show, two sets of prize money must be awarded (unless Rule 75.13 is applied in one or both sections)

Rider Falls, Rule 213.3 (Page 128)

The first fall of a horse and/or rider in the arena prior to commencing the round and during the course of a round anywhere on the course incurs elimination. If the fall occurs after the combination have passed through the timing and the timing has stopped, the fall is not penalised.