**Strathmore and District Riding Club**

**Showjumping Competition Rules and Guidelines for Course Building**

**NB:** Committee members, please also refer to the how to organise guide for full instructions on organising.

**Rules**

We operate under BS rules, these can be viewed via [www.britishshowjumping.com](http://www.britishshowjumping.com).

**Dress Code**

* Proper show gear required – any exception is with permission from the judge.
* Hats must be up to current standard and hat tagged – PAS 015:2011, BSI Kitemark, Snell E2016.

**Whip rule**

* BS legal Padded baton only. Must not be used to discipline or punish the horse nor to vent a rider’s temper. Such use is excessive and will result in elimination.
* Padded baton must NOT be used more than **3 times in total** whilst in the arena – Failure results in elimination.
* Padded baton must not be used immediately after a refusal, run out or elimination in the arena or warm up.
* Padded baton used only as an aid to support natural aids and encourage horse forward.

**Elimination/Faults**

* Start before the bell – Elimination,
* Knockdown – 4 faults,
* First refusal – 4 faults,
* Second refusal – Elimination,
* Fall of horse or rider – Elimination,
* Time faults – 1 fault for every second/fraction of a second over set time.

**Closed club classes** – Rider who occur faults in the 1st round can carry on to the jump off.

**All open shows** – Run as 2 phase. All clear rounds carry on to the jump off phase which is timed.

All who have faults do **not** go forward to the jump off section.

**Course building**

* Please see distances sheet for correct distances in related and doubles/trebles.
* Courses always built for horses not ponies.
* Spread or upright only as first part of a double never a spread out of a double. Do not put a filler in the 2nd part of a double at the lower levels.
* First fence should always be an ascending spread going towards the gate.
* Turns should, where possible be at least on a 20m circle curved line and have 3 straight strides into and out of a fence. This is not always possible indoors where there is less room or for jump off turns.