



PONY CLUB WA SHOWJUMPING REFERENCE DOCUMENT

Updated March 2026

This Reference Document is to be used as a guide.

The State Showjumping Championships Entry Pack will confirm classes, heights and any overriding rules and takes precedence over this Reference Document.

CONTENTS

| | |
|---|----|
| General Information | 3 |
| Rules | 3 |
| Speeds at PCWA Showjumping Events | 3 |
| Important Information for PCWA SJ Event Organisers | 3 |
| Lead Line Events | 3 |
| Requirements for Medical Attendance at all Pony Club Showjumping Events | 3 |
| Fall of Horse or Rider | 4 |
| Maximum Rounds per Day | 4 |
| Showjumping Event Officials | 4 |
| STATE CHAMPIONSHIPS | 4 |
| State Equestrian Centre Fees | 4 |
| Competency | 4 |
| State Competition General Regulations | 4 |
| Individual Championship Incorporating Zone Teams (Revised format 2026) | 5 |
| Club Teams | 6 |
| Individual Classes | 6 |
| Article 238.2.2 & 245.3 (AM7) | 7 |
| Article 274.1.5.2 – Competition in Two Phases (Two Phases) | 7 |
| Article 274.2 – Competition in Two Phases (Special Two Phase) | 7 |
| Article 268 – Relay Competitions (Jigsaw Pairs) | 7 |
| Article 268 – Relay Competitions (Rescue Relay) | 7 |
| Article 238.5.5, 5.2, 6 (Optimum Time) Under Table A (Updated 2025) – 1 Round | 8 |
| FEI Article 270 (Top Score) | 8 |
| FEI Article 271 (Take Your Own Line) | 8 |
| Six Bar | 9 |
| Equitation | 9 |
| Fancy Dress | 11 |
| Article 236 – Table A | 12 |
| Article 239 – Table C | 13 |

General Information

Rules

Pony Club WA Showjumping competitions follow the following rules:

- EA National Jumping Rules [Jumping Rules & Regulations | Equestrian Australia](#)
- FEI Rules for Showjumping <https://inside.fei.org/fei/disc/jumping/rules>
- Current Pony Club Resources including rules including gear check, risk management and child safety <https://www.ponyclubwa.asn.au/club-resources/>

Reminder FEI rules that apply to Showjumping competitions held by WA Pony Clubs

- FEI approved safety cups must be used as support for the back pole of spread obstacles and in case of a triple-bar to support the centre and back poles of the obstacle.
A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height.

Exceptions to the EA National Jumping Rules and FEI Rules for Showjumping:

- Show jump cup sizes to a maximum depth of 20mm are permitted for Pony Club WA SJ Events
- Pony Club WA Clubs that are affiliated with EA and hold competitions for EA riders, are required to follow EA equipment regulations, including maximum cup depth of 18mm, PCWA riders can use this equipment
- Pony Club WA Showjumping speeds, as outlined in the table below:

Speeds at PCWA Showjumping Events

| HEIGHT | SPEED (metres per minute) |
|--------------------------|---------------------------|
| 105cm and above | 350mpm |
| 85cm to 105cm | 325mpm |
| Up to and including 80cm | 300mpm |
| Lead line* | 250mpm |

Important information for PCWA SJ Event Organisers

Lead Line events

For the safety of the rider and handler the Pony Club WA SJ Committee require all Lead Line events to be over cross rails with a maximum height of 30cm. They must have their own class i.e. classes cannot have lead line and non-assisted riders combined. The handler must hold current Pony Club WA insurance.

Requirements for Medical Attendance at all Pony Club Showjumping events

As per the Pony Club WA State Competition General Regulations 2022

<https://www.ponyclubwa.asn.au/documents-and-policies/>

19.1 A Medical Service must be present for the duration of the competition.

19.2 If the Medical Service is required to leave the grounds, then all competition must be halted until it returns.

Fall of Horse or Rider

Please note that under the current EA Jumping rules (and a Pony Club WA Showjumping rule) that in the event of a fall of a rider anywhere on the grounds, whether it be in the competition arena, warm up arena or anywhere on the grounds, medical clearance will be required before the rider can compete. The judge will require clearance from the paramedic for the rider to compete in any additional rounds or classes. It will be at the discretion of the judge, if the rider can be accepted into these rounds or classes.

Similarly in the event of a fall of horse/pony a veterinary certificate will be required before the horse/pony can compete again. If there is no vet on course (optional for Event Organisers), in the program or event information confirmed local vets on call should be listed. Expenses for veterinary assessment will be the rider's responsibility.

Maximum rounds per day

The Pony Club WA State Showjumping Committee stipulates that horse/rider combination can enter a maximum of three show jumping classes (+ any jump-off requirement) per day. For example Pony Club WA Showjumping Championships, this can be three individual classes per day, or one Team event and two individual class's each day.

Showjumping Event Officials

All clubs, as a priority should use Accredited Officials for Competitions (Mandatory for Showjumping Series inclusion), for both Judges and Course Designers. A list is available on the Pony Club WA Website <https://www.ponyclubwa.asn.au/coaches-and-officials/> Click on Sport Officials, Showjumping Officials, you will locate here the Pony Club WA Accredited SJ Officials and a link to the EA Officials. If you are having problems finding an Official, please email Pony Club WA

Clubs are advised that the Course Designer and Judge must not be the same person.

STATE CHAMPIONSHIPS

Competency

A horse and rider performance record is required for all entries to the 2026 Showjumping State Championships. [Showjumping Performance Diary](#)

State Competition General Regulations

[State Competition General Regulations](#)

All riders must meet all criteria, as set out in the State Competition General Regulations.

Individual Championship Class Incorporating Zone Teams

| | |
|--|---|
| 60cm - Championship Class - Incorporating Zone Teams | Article 238.2.2 (AM5) - raised jump off |
| 60cm - Championship Class - Open/Adult/Top-Up Members | Article 238.2.2 (AM5) - raised jump off |
| 80cm - Championship Class - Incorporating Zone Teams | Article 238.2.2 (AM5) - raised jump off |
| 80cm - Championship Class - Open/Adult/Top-Up Members | Article 238.2.2 (AM5) - raised jump off |
| 100cm - Championship Class - Incorporating Zone Teams | Article 238.2.2 (AM5) - raised jump off |
| 100cm - Championship Class - Open/Adult/Top-Up Members | Article 238.2.2 (AM5) - raised jump off |

Riders enter the Championship Class as an individual. Individual prizes will be awarded to 6th place

- In the event of equality of penalties for first place in the first round, there will be a jump-off against the clock judged under Table A.

Individual Placings

- Placings are determined by:
 1. Penalties in Round 1
 2. If clear → penalties in the jump-off
 3. If still equal → time in the jump-off

Jump-Off Course

- The jump-off is usually:
- Shortened, and
- May be raised or widened (at the organiser's discretion).

Zone Teams

Prior to the competition, each zone will select one rider from the 60 cm class, one from the 80 cm class, and one from the 100 cm class to form a team of three.

Results from the Individual Championship classes will be converted to zone points as follows:

- 1st place = 40 points
- 2nd place = 39 points
- 3rd place = 38 points
- 4th place = 37 points

...and so on down to 40th place.

For each zone, the two highest point-scoring riders will count toward the team total.

If two or more teams finish on the same total points, the times from the first round of the two counting riders will be added together, and the team with the shortest combined time will be placed higher.

Club Teams

Club Team Event

Table A - Article 273, 2.1, 3.3.2 (not against the clock) competition run under FEI Rules for Jumping Competitions

Team of Four: Two riders will jump at 70cm and two riders will jump at 80cm

- Each competitor will jump two rounds over the same course
- A rider who has a fall in round one, can return for their second round, once they have medical clearance, the team will be given 200 penalties and will not be eligible for placings
- All rounds count towards the teams total

The team with the least amount of penalties over the two rounds are awarded 1st, if teams have an equal amount of penalties, then the team with the fastest combined final time will place higher

- The first round is time allowed with the second round on optimum time.

Conditions for All Team Entries

- Teams who do not present on time, at the discretion of the Ground Jury, could be deemed ineligible to commence or continue
- Composite teams will be allocated where possible with riders from the same zone, or a ballot will be conducted.
- Substitution can only be made for heights equal to or less than the club signed declaration
- Substitutions must be made in writing and if within 24 hours of the class commencement, handed to the Event Secretary. These will be reviewed on a case by case and the Ground Jury's decision is final
- No changing of rider order/heights is permitted at any time without approval

Individual Classes

In addition to the competitions for club teams at a State Championship event, classes for individual riders are available.

It is up to the competitor to know the official rules by reviewing the articles found in the current EA National Jumping Rules and FEI Rules for Showjumping, the following is a general summary only. A horse/rider combination can only complete a maximum of three show jumping classes per day. I.e., 3 individual classes per day OR 1 team event plus 2 individual classes each day.

Any riders that enter in more than 3 classes, will not be permitted to ride in these additional classes and there are no refunds on additional classes. Team events take priority over individual classes.

Article 238.2.2 & 245.3 (AM7)

- A competitor with a clear round rides the jump-off course, against the clock, before leaving the arena.

- The competitor has 45 seconds only to go through the starting flags after the Judge sounds the bell for the jump-off.
- The 245.3 jump-off may include two new obstacles in the course.

Article 274.1.5.2 – Competition in Two Phases (Two Phases)

- Conducted under Table A rules, not against the clock in the first phase, and against the clock in the second phase.
- It comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
- The first phase is a course of 7 to 9 obstacles with or without combinations.
- The second phase takes place over 4 to 6 obstacles, which may include one combination.
- Athletes penalised in the first phase are halted by ringing the bell after they have jumped the last obstacle of the first phase, or when the time allowed has been exceeded.
- They must stop after crossing the first finishing line.
- Athletes not penalised in the first phase continue the course, which is completed after crossing the second finishing line.
- The winner is the competitor with the fewest penalties and the fastest time in the second phase.

Article 274.2 – Competition in Two Phases (Special Two Phase)

- Conducted under Table A rules, not against the clock in the first phase, and against the clock in the second phase.
- It comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
- The first phase is a course of 5 to 7 obstacles with or without combinations.
- The second phase takes place over 4 to 6 obstacles, which may include one combination.
- *Unless eliminated, athletes penalised in the first phase may continue in the second phase.*
- The winner is according to the aggregate penalties in both phases (penalties on obstacles and penalties for exceeding the time allowed in both phases) and, if necessary, according to the time of the 2nd phase

Article 268 – Relay Competitions (Jigsaw Pairs)

- A course is built of 10 or 12 obstacles divided in half with start and finish flags in the middle.
- On the whistle, two riders, one to jump each half of the course simultaneously, pass through the start/finish flags in any direction.
- After jumping their half in any order, they must pass through the start/finish flags in any direction.
- The time is taken from when the first horse crosses the starting line until the second horse crosses the finishing line.
- Penalties as per Table A.

Article 268 – Relay Competitions (Rescue Relay)

- Normal Table C rules apply.
- The first rider starts through the starting flags. If the first rider completes the course without a fault, the second rider commences their round as soon as the front feet of the first riders' horse touch the ground over the last fence of the course.
- The second rider, upon completing the course, must pass through the finish flags.

- If an obstacle is knocked down, either by a horse refusing and sliding into the obstacle or a horse knocking down the rails whilst jumping, the second rider commences the course by jumping the next obstacle. The rider does not wait for the obstacle to be re-built.
- If the first rider has a refusal, the second rider must jump the obstacle the first rider refused and continue around the course.
- If the second rider has a refusal, the first rider will commence the course from that obstacle.
- The horse which jumps the last obstacle of the course does not jump the first obstacle in the second round i.e. - if the first rider has a fault and the second rider completes the first round, the first rider must then commence the second round.

Article 238.5.1 (Optimum Time) Under Table A (Updated in 2025) 1 round

- Courses should be between 350m – 400m.
- Course Designers to measure accurately on the track they wish ridden.
- Number of fences not less than 8.
- Class is scored on penalties under Table A, all ties are broken on the basis of Optimum Time.
- Penalties incurred over the course and any penalties for exceeding the time allowed. In the case of equality of penalties, ties will be broken on the basis: Optimum time (defined as 4 seconds less than the time allowed for the course) will be posted on the Course plan, the horse with the time on course closest to this optimum time (over or under) will prevail in the tie, next closes etc.

FEI Article 270 (Top Score)

- There will be 8 to 12 obstacles in the arena.
- Each obstacle will display a point's value.
- Each obstacle may be jumped twice in either direction, but points will be awarded twice only for each fence jumped.
- Refusals will not be penalised.
- Jumping a knocked down obstacle or part thereof will attract no score.
- Jumping an obstacle for a third time will attract no score.
- Competitors will commence their allocated time by crossing the start-finish line.
- When the allocated time has elapsed a whistle or bell will be sounded, and the competitors must cross the finish line as quickly as possible.
- Time taken will count for placing's if there is an equality of points accrued.
- An obstacle may be nominated as the "joker".
- If this obstacle is jumped correctly the competitors will score 200 points.
- If knocked down, 200 points will be deducted from the competitors' total.
- Any fall of horse or rider will be cause for elimination.

FEI Article 271 (Take your Own line)

- In this Competition the obstacles may be jumped only once in the order chosen by the athlete. Any Athlete who does not jump all the obstacles is eliminated. Combination obstacles are not allowed.
- Athletes may cross the starting line and finishing line in either direction. The lines must be provided with four flags: a red and a white flag at each end of these lines. Obstacles may be jumped in either direction, unless otherwise directed on the course plan.
- This Competition takes place without a laid down speed, under Table C.

- If the Athlete has not completed his course within 120 seconds after the time of his round has started, he will be eliminated.
- All Disobediences are penalised by the time lost by the athlete. For the penalties relating to falls, see Art 241.3.25
- If there is a Refusal or Run-out with a knock-down or displacement of the obstacle, the Athlete may only restart his round when the obstacle knocked down or displaced has been replaced and when the Ground Jury gives him the signal to start. He may then jump the obstacle of his choice. In this case 6 seconds for time correction (Art 232) will be added to the time of the round.

Six Bar

In this Competition, six vertical obstacles are placed in a straight line about 11 m apart from each other. They must be identically constructed and composed only of poles of the same type. The cups supporting the poles must have a maximum depth of 20mm. The number of obstacles may be reduced depending on the size of the arena.

- All the obstacles may be kept at the same height, for example 1.20m or
- At progressive heights, for example 1.10 m, 1.20 m, 1.30 m, 1.40 m, 1.50 m, 1.60 m, or the first two at 1.20 m, the next two at 1.30 m and so on.
- In the event of a Refusal or a Run-out, the Athlete is eliminated.
- The first jump-off must take place over the six obstacles which must be raised unless the athletes who are equal for first place have been penalised in the first round.
- After the first jump-off, the number of obstacles may be reduced to four but the distance between them must be kept at about 11m as required initially (the lower obstacles should be withdrawn)

Note: Pony Club WA recommend that 6 bar events should be run with separate classes for Ponies and Horses.

Equitation

Jumping Equitation was formulated in response to the need to aid improvement in the technique of both horse and rider in Showjumping; to promote quality Showjumping; and to encourage novice horses and riders in the jumping field (hunters, eventers, showjumpers, Pony Club members, adult riders). While the forward seat has been around for almost a century and applied to Showjumping by Caprilli, the equitation system was developed in the USA in the 1940's. Developing Jumping Equitation is a process of carefully building strong foundations, eventually leading to more complex and sophisticated competition.

Correct Technique:

The basic position is divided into four principal parts – The leg from the knee down, **gives security**.

The **base of support**, includes thigh and seat.

The **upper body**, which is everything above the base, including the eyes, arms and hands

The rider must maintain supple hip, knee, and ankle joints to allow the angles to open and close as the horse moves. The perfect Equitation round should be one of rhythm, fluency, and precision-

Scoring of Equitation:

- The round of jumping is scored based on equitation.
- Any penalties incurred in the equitation jumping phase is then taken from overall score and the result is the final score.



PONY CLUB
WESTERN AUSTRALIA

JUMPING EQUITATION SCORE SHEET

Name of rider

Name of horse

Half points may be given in all sections

Presentation of Horse and Rider (Mark out of 10)

Horse: Healthy, clean, plaited. **Gear:** Appropriate, clean **Etiquette:** Acknowledges judge

Rider: Clean, neat and tidy; wearing correct uniform (tie/helmet cover/jumper)

| | | | | | | | | | | | | | |
|-------------|--|--|--|--|--|--|--|--|--|--|--|--|--|
| JUMP | | | | | | | | | | | | | |
|-------------|--|--|--|--|--|--|--|--|--|--|--|--|--|

| Major fault | Minor fault | (out of 10) | Comments |
|---|-------------|-------------|----------|
| LEG - Ineffective/loss of stirrup/loose calf or knees/lacks deep heel/leg too far forward or back/stirrups too long or too short/stirrup on tip of toe or home | | | |
| EYE CONTACT - Not looking at line/looking down/looking for leads | | | |
| SEAT - unstable/too far forward or too far back in saddle/uneven, Inappropriate use of 2 point or 3 point | | | |
| HANDS - Rough/fixed/under-release/elbows fixed/throwing reins away/inappropriate bit/too high/too low/uneven/reins too long or too short/over-release | | | |
| UPPER BODY - Getting left (a miss) behind motion/ahead of motion/stiff twisting/ducking/leaning out | | | |
| RHYTHM AND TEMPO - Lacking impulsion/uneven-erratic/rushing/leaving our strides/adding strides/too fast/too slow/break in gait | | | |
| CONTROL - Refusal/resisting aids/under-riding (passive)/overriding (active)/ horse pulling/on forehand/above bit | | | |
| APPROACH AND LINE - Not follow track/wrong lead/disunited/cut corner/driftng/incorrect bend and lines/weaving | | | |
| TAKE OFF - deep spot/long spot/not centre of fence/propping | | | |
| BASCULE - The natural round arc a horse's body takes as it goes over a jump. | | | |

| | | | |
|--------------------------------|-------------|----------------|--------------|
| Knockdown | 4 | SUB-TOTAL | PLACE |
| 1st disobedience | 4 | | |
| 2nd disobedience | 8 | | |
| 3rd disobedience | Elimination | LESS PENALTIES | |
| Fall of horse/rider | Elimination | | |
| PRESENTATION SCORE (OUT OF 10) | | | |
| FINAL SCORE | | | |

SCALE OF MARKS

10 = excellent 8 = good 6 = satisfactory 4 = insufficient 2 = bad
 9 = very good 7 = fairly good 5 = sufficient 3 = fairly bad 1 = very bad

Judge's signature

10

Article 236 - TABLE A.

1. *EA: Faults are penalised in Penalty points or by Elimination according to the table set out. EA Faults and Penalties are in italics*

| Fault | Penalty |
|---|--|
| 5.1 First Disobedience | Four Penalties |
| 5.2 Obstacle knocked down while jumping | Four Penalties |
| 5.3 One or more feet in the water jump or an imprint made by the foot or shoe on the lath defining its limits on the landing side | Four Penalties |
| 5.4 Fall of Horse or Athlete or both in all Competitions | Elimination |
| 5.5 Second Disobedience or other infringement laid down under Article 241 <i>when the Competition is over 1.15m. in height.</i> | Elimination |
| <i>EA: Second Disobedience if the Competition is 1.15m and under in height.</i> | <i>8 Penalties</i> |
| <i>EA: Third Disobedience if the Competition is 1.15m and under in height</i> | <i>Elimination</i> |
| 5.6 Exceeding the time limit | Elimination |
| 5.7 Exceeding the time allowed in all Competitions run under Table A | One Penalty for each seconds commenced |

- 2 Penalties for the Disobediences accumulate not just at the same obstacle, but throughout the entire round.

Article 239 - TABLE C

Faults under Table C are penalised in seconds which are added to the time taken by the Athlete to complete his round or by Elimination. *EA Faults and Penalties are in italics.*

Penalties under Table C

| Fault | Penalty |
|---|--|
| Obstacle knocked down while jumping, one or more feet in the water jump or on the lath defining its limits on the landing side. | Four seconds (three seconds for the second phase of two phase competitions, for knock-out competitions and for any jump-off under Table C) for outdoor competitions. Three seconds for indoor Competitions. |
| First Disobedience | None |
| First Disobedience, with a knock down and/or displacing of an obstacle | Time correction six seconds |
| <i>Second Disobedience when Competition is 1.15m and under in height</i> | <i>None</i> |
| <i>Second Disobedience when Competition is 1.15m and under in height, with a knock down and/or displacing of an obstacle</i> | <i>Time correction six seconds</i> |
| <i>Third Disobedience when Competition is 1.15m and under in height</i> | <i>Elimination</i> |
| Second Disobedience or other infringement laid down under JRs Article 241 when Competition is above 1.15m in height. | Elimination |
| Fall of Horse or Athlete or both in all Competitions | Elimination |

3. There is no time allowed under Table C however the following time limits are applicable:
- Three minutes, if the length of the course is 600 m or more, OR
 - Two minutes, if the length of the course is less than 600 m.

Exceeding the time limit: Elimination