

SHOW JUMPING – SINGLE PHASE SCORING

SJ1.0.1: QUALIFIER FORMAT

Riders jump two rounds. Riders will jump the first round and then another round. The second round will be run as a single phase competition, so the first part of the course will be the second round, followed by the second part of the course which will be classed as the jump-off. The jump-off will follow straight on from the first part of the course without stopping. All team and individual members will go forward to the second part of the second round (jump-off) unless eliminated. Should a team member be eliminated before reaching the jump-off phase and that team are tied for any placing, the team with the 4th member will take priority.

For scoring purposes the second round and jump-off will be scored separately.

At the discretion of the area, for team placings the second round times may be used to gain a result.

The area should display on the schedule the format of the competition.

Where extenuating circumstances occur on the day the format may be shortened in accordance with the above.

SJ1.4.1: Single Phase Course for Qualifiers

For qualifiers the second round will be split into second round and a jump-off. The first part of the course should be set at 5cm higher than the first round height. The second part of the course for the jump-off should be set at 10cm higher than the first round height. Number of fences should be equally split between the two parts and where possible both sections should contain a double, this could be the same as the first part of the course so fences could be jumped twice provided they are jumped in the correct direction for the fences and it is safe to do so. Where it is not possible to have a double in both sections it should be in the first part i.e. the second round section and not the jump-off.

SJ1.8 RESULTS & TIES

SJ1.8.1: Teams

Each team will jump two rounds (at qualifiers the second part of round two will be the jump-off) with the best three scores in each round to count for the team total. If a team member is eliminated in the first round they are permitted to compete in the second round, if two or more team members are eliminated in the first round or one team member from a team of three, then the team is eliminated and cannot continue into the second round. In competitions with individual awards the team members not eliminated may compete in the second round purely as individuals.

SJ1.8.2: Individuals

Competitor's scores in the team competition will also count as their individual score. Individuals will jump two rounds, if an individual is eliminated in the first round they are not permitted to compete in the second round.

SJ1.8.3: Ties of Teams At qualifiers, all team members jump the jump-off section of round two unless eliminated to create a team score. The best three scoring competitors in each team will decide the places. At the discretion of the area, second round times may be used to split teams where equality exists.

Scoring:

Round 1	the best 3 scores count to give the team score
Round 2 Section 1 – fences 1 to 6	the best 3 scores count to give the team score
Round 2 Section 2 – fences 7 to 12	jump off

The best 3 scores from Round 1 and Round 2 section 1 are added together to give a final team score.

In the event of teams **TYING FOR 1st PLACE** – the best 3 scores/times in the jump off (round 2 section 2) are used to give a team score.

In the event of teams **TYING FOR LOWER PLACES** – the best 3 scores/times in Round 2 Section 1 are used to give a team score, if a tie still exists then the 4th rider's score counts. A team of 4 will be placed above a team of 3.

In the jump off – **INDIVIDUALS** the double clears after Round 1 and Round 2 Section 1 – will be placed higher than riders who have a second round score of 1 fault or more (even if these riders have fewer faults in the jump off section).