



Rule Book 2025

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PREAMBLE

Welcome to the United Dressage and Jumping Club, LLC (UDJC), an organization founded with the vision of transforming equestrian sports by providing an inclusive, fair, and affordable show environment. Inspired by the European equestrian tradition, UDJC emphasizes the development of all riders, fostering their passion for dressage and jumping while encouraging personal growth and horsemanship.

At UDJC, we believe in creating a platform where every rider, regardless of background or experience, has the opportunity to excel. Our unique show structure focuses on the mastery of fundamental skills before advancing to higher levels. Riders must demonstrate competence through qualifications, ensuring a strong foundation in both equitation and competition. By doing so, we aim to cultivate not only skilled athletes but also disciplined and responsible horsemen and women.

Our commitment to offering well-organized, cost-effective shows, supported by licensed judges and experienced staff, sets UDJC apart from other organizations. We strive to make equestrian sports more accessible while maintaining high standards of quality, fairness, and fun.

While this rulebook provides comprehensive guidelines for all aspects of competition, we recognize that not every eventuality can be anticipated. In such cases, it is the responsibility of UDJC officials to make decisions that align with the spirit of our sport and, most importantly, the welfare of the horse. These decisions are made with fairness, integrity, and the best interests of both riders and animals in mind.

This rulebook is designed to guide you through UDJC's policies, procedures, and expectations, ensuring a positive and rewarding experience for all

participants. Whether you are a beginner finding your feet or an advanced rider looking to refine your craft, we are excited to be part of your equestrian journey.

We welcome you to our community and wish you the best of success in the arena! **United Dressage and Jumping Club, LLC (UDJC)**

UDJC CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

At the United Dressage and Jumping Club (UDJC), the welfare of the horse is our top priority. Every rider, trainer, and official must ensure that the treatment of the horse reflects the respect, care, and ethical standards that are central to the sport. The following principles outline our commitment to the well-being of all horses involved in UDJC events:

1. Respect for the Horse

Horses must be treated with dignity, compassion, and respect at all times. Riders, trainers, and handlers are expected to act in the best interest of the horse, prioritizing their physical and mental well-being.

2. Appropriate Training and Handling

Training methods should be humane, fair, and consistent with the horse's level of education and physical abilities. Excessive force, abusive training practices, or the use of equipment that causes discomfort or injury to the horse is strictly prohibited.

3. Adequate Rest and Recovery

Horses should not be overworked or pushed beyond their physical or mental limits. Adequate periods of rest, recovery, and downtime must be provided to ensure the horse's health is maintained throughout training and competition.

4. Safe and Appropriate Tack

All tack and equipment used on a horse must be well-fitted, safe, and designed with the horse's comfort in mind. Equipment that is overly restrictive, painful, or damaging to the horse's body is not permitted in any UDJC events.

5. Health and Veterinary Care

The health of the horse must be monitored and maintained through regular veterinary care. Horses should not be forced to compete or train if they are lame, injured, or suffering from any illness. Veterinary advice must be sought when necessary, and treatment should be provided without delay.

6. Soundness and Fitness for Competition

Horses participating in UDJC events must be sound, fit, and capable of performing the tasks required of them. The welfare of the horse takes precedence over competitive ambitions, and a horse's soundness must never be compromised for the sake of competition.

7. Humane Transportation

Horses must be transported in a manner that minimizes stress and risk of injury. Transport vehicles should be safe, well-ventilated, and suitable for the size and needs of the horse.

8. Fair Competition

Riders are expected to compete in a manner that demonstrates sportsmanship and integrity, avoiding tactics that place undue strain or pressure on the horse. The welfare of the horse must always come before the desire to win.

9. No Abuse or Mistreatment

Any form of abuse or mistreatment of horses, whether in training, competition, or otherwise, will not be tolerated. Physical punishment, harsh corrections, or any form of violence toward a horse will result in disciplinary action.

10. Professional and Ethical Conduct by Officials

UDJC officials, including judges, course designers and stewards, are responsible for ensuring that all competitions uphold the highest standards of horse welfare. Officials have the authority to intervene if they witness practices or conditions that endanger the welfare of a horse.

11. Horses as Partners, Not Tools

At UDJC, we view horses as partners in the sport, not tools to achieve personal success. Their well-being is central to our philosophy, and we are committed to fostering an environment that supports the health, safety, and happiness of all horses.

12. Reporting of Welfare Concerns

Any concerns regarding the welfare of a horse must be reported immediately to UDJC officials. Concerns will be taken seriously, and appropriate actions will be taken to address any issues.

By participating in UDJC events, all riders, trainers, and officials agree to uphold this Code of Conduct and are accountable for their treatment of the horse. We expect everyone involved in UDJC to contribute to a culture of respect, care, and compassion for the horses that allow us to enjoy this sport.

United Dressage and Jumping Club, LLC (UDJC)

Respect the Horse. Protect the Sport.

CHAPTER 1 GENERAL REGULATIONS

ARTICLE 100 ORGANIZATIONAL STRUCTURE OF UDJC

The organizational structure of United Dressage and Jumping Club (UDJC) is designed to reflect the club's values of fairness, accessibility, and excellence in dressage, jumping and hunters. The roles within the organization are strategically divided to ensure that each aspect of the club's operations, from competitive standards to member engagement, is handled by experienced professionals. Below is a breakdown of the primary leadership positions within UDJC and their responsibilities:

President (CEO)

At the top of UDJC's organizational hierarchy is the President, who acts as the Chief Executive Officer (CEO). The President is the owner of the club and is responsible for the overall vision and strategic direction of the club. This individual ensures that the club adheres to its founding principles—offering fair, affordable, and high-quality equestrian competitions modeled after European standards. The President oversees all departments and works closely with the Vice President and other executives to maintain efficient operations. Additionally, they serve as the primary spokesperson for the club, representing UDJC in public forums and fostering relationships with other equestrian organizations, sponsors, and stakeholders.

Vice President

The Vice President plays a crucial supporting role to the President, taking on much of the day-to-day management of the club's affairs. This individual acts as a second-in-command, ensuring that each department operates in alignment with UDJC's goals. The Vice President often steps in for the President when needed, leading meetings or overseeing events. They are also responsible for coordinating between the different heads of departments, ensuring seamless communication and cooperation. Their duties also include managing special projects, assisting with strategic planning, and identifying growth opportunities for the club.

Secretary

The Secretary is responsible for the club's administrative operations. This role involves maintaining accurate records of meetings, coordinating schedules for the leadership team, and handling the club's correspondence. As the organizational backbone of UDJC, the Secretary ensures that all legal and regulatory documents are up to date, and they manage member databases and communication channels. The Secretary also assists in organizing the logistics for shows, ensuring that paperwork, permits, and registrations are handled efficiently. This person plays a critical role in ensuring that the organization runs smoothly behind the scenes.

Head of Dressage

The Head of Dressage oversees all aspects of UDJC's dressage activities. This individual is responsible for setting the standards and rules for dressage competitions, ensuring they align with the club's mission of offering a European-style show structure. They manage the judging process, work closely with judges licensed in Europe, and help design and refine dressage tests at each level. The Head of Dressage also works on the qualification system, ensuring riders meet the appropriate benchmarks before advancing to higher levels. Additionally, they collaborate with clinicians to offer exclusive training clinics for UDJC members,

keeping the club at the forefront of dressage education and competition.

Head of Jumping

Parallel to the Head of Dressage, the Head of Jumping manages all jumping-related activities within UDJC. They are responsible for organizing jumping competitions, setting the course standards, and developing the qualification process for competitors. This role involves a deep understanding of European show jumping standards and ensuring that UDJC's competitions reflect those principles. The Head of Jumping also oversees the style judging system. They ensure that courses are designed to be challenging yet fair, fostering an environment where riders can safely develop their skills.

Athlete Representative

The Athlete Representative serves as the voice of the riders within UDJC. Elected by the club's members, this individual represents the interests and concerns of the competitors, ensuring that their feedback is heard by the leadership team. The Athlete Representative works closely with both the Head of Dressage and Head of Jumping to make sure that rider needs are met, whether it concerns show logistics, class structures, or safety standards. This position also acts as a liaison between the athletes and the organizational leadership, providing insights that help shape the club's policies and programs to better serve the riders.

Head of Communications

The Head of Communications handles all external and internal communication efforts for UDJC. This person is responsible for maintaining the club's presence across social media platforms, ensuring that information about upcoming shows, clinics, and club news reaches members and the broader equestrian community. They manage marketing campaigns to attract new members, sponsors, and participants to events. The Head of Communications also handles press relations, ensuring that UDJC's mission and achievements are well-publicized. Internally, this

individual ensures that members are kept informed about organizational updates, rule changes, and event schedules.

Conclusion

UDJC's leadership structure is designed to ensure a high level of organization, efficiency, and communication across all levels of the club. Each role is clearly defined, with responsibilities divided to maintain the smooth operation of the club's shows and member services. With its emphasis on fair competition and rider development, this leadership team works together to fulfill the club's mission of offering affordable, high-quality equestrian events in the dressage and jumping disciplines. The collective expertise and experience of the leadership ensure that UDJC is well-positioned to grow into a nationwide organization while maintaining its commitment to quality and fairness.

ARTICLE 101 RULE APPLICATION

The UDJC Rules Committee is responsible for interpreting and enforcing all rules set forth in this document. Participants must adhere to these rules to ensure fair competition and maintain the integrity of the sport. The Committee shall provide clarification and guidance on rules and regulations as needed, maintaining consistency and fairness in all rulings.

ARTICLE 102 RULE UPDATES

The UDJC reserves the right to amend these rules to reflect changes in the sport and improve competition standards. Any amendments will be communicated to all members in a timely manner, with a specified effective date following notification. Members are encouraged to review updates regularly to stay informed of any changes that may impact their participation in UDJC-sanctioned events.

ARTICLE 103 DEFINITIONS OF OFFICIALS AND PARTICIPANTS

a) Member:

An individual or organization officially registered with the UDJC, granted access to participate in and benefit from UDJC activities and resources.

b) Competitor (or Rider, Athlete):

Any rider or handler participating in an UDJC-sanctioned event, responsible for adhering to competition rules and standards.

c) Judge:

An individual licensed by the UDJC to evaluate and score dressage, jumping and hunter tests, responsible for maintaining impartiality and consistency in their assessments.

d) Ground Judge:

An individual licensed by UDJC overseeing the warm-up areas.

e) Organizer:

The person or group responsible for planning and executing an UDJC-sanctioned event, ensuring compliance with all UDJC rules and guidelines.

f) Steward:

An official appointed by the UDJC to oversee the technical aspects of a competition, ensuring adherence to rules and addressing any technical issues that arise.

g) Course designer:

An individual licensed by the UDJC who is responsible for designing, planning and building the jumping courses.

h) Trainer:

An individual who is responsible for the coaching of one or more competitors or the training of competing horse(s)

i) Owner:

The person or representative of the business owning the competing horse(s)

j) Horse:

Includes ponies and other equines registered with the UDJC for competition purposes, meeting all health and eligibility requirements.

ARTICLE 104 EVENT MANAGEMENT

a) Organization:

Competitions are organized and managed by qualified individuals familiar with UDJC rules. Organizers are responsible for ensuring that all aspects of the event comply with UDJC standards and guidelines.

b) Officials:

A show manager, a secretary, and a steward must be appointed for each event to ensure smooth operation and adherence to regulations. Officials are knowledgeable, experienced and capable of addressing any issues or concerns that arise during the competition.

ARTICLE 105 LEVELS OF COMPETITION

Beginner Level B

Easy Level E* and E**

Advanced Level A* and A**

Learned Level L* and L**

Medium Level M* and M**

Supreme Level S*, S** and S***

ARTICLE 106 CODE OF CONDUCT

a) Sportsmanship:

All participants are expected to conduct themselves with integrity and respect, demonstrating good sportsmanship at all times. Participants should treat fellow competitors, officials, and spectators with courtesy and consideration.

b) Behavior:

Inappropriate or unsportsmanlike behavior, including verbal abuse, intimidation, or disruptive conduct, will not be tolerated and may result in disciplinary action.

Participants are encouraged to maintain a positive and respectful attitude, contributing to a supportive and inclusive environment.

CHAPTER 2 ELIGIBILITY AND ENTRIES

ARTICLE 107 MEMBERSHIP

a) Eligibility:

Membership in the UDJC is open to individuals, horses and organizations committed to upholding the values and objectives of the UDJC. Applicants must complete the registration process and pay the applicable membership fee.

b) Benefits:

Members gain access to UDJC resources, events, educational programs, and the opportunity to compete in UDJC-sanctioned competitions. Members receive regular updates on rule changes, upcoming events, and other relevant information.

c) Renewal:

Memberships are automatically renewed after one year. Memberships can be canceled with a 30 day notice to the end of the membership cycle.

ARTICLE 108 HORSE REGISTRATION

a) Requirements:

Horses must be registered members of the UDJC to participate in competitions.

Registration includes a negative Coggins test and up-to-date vaccinations at the day of entering the showground.

Some show grounds may require a valid health certificate.

b) Identification:

Horses must have an official UDJC registration number, which must be included on entry forms and official documents. Head numbers have to be visible during competitions to ensure accurate tracking and recording of results.

c) Age and Fitness level:

Horses should be of appropriate age and training level for the class they are competing in. Horses that are unfit or show signs of distress may be withdrawn at the discretion of the vet or UDJC officials.

d) Age Classes:

Specific classes are exclusively open for horses of a specific age.

Please check the show schedule of each show for more information.

ARTICLE 109 PONY PASSPORT

a) Each pony rider wanting to compete in classes that are open exclusively for ponies needs to

have a valid pony passport.

b) Measurement must be performed at a show by either an official and a veterinarian or an official and a judge.

c) The official competition veterinarian/judge must confirm the age of the horse or pony and that it was jogged and is serviceably sound. Upon the official competition veterinarian's/judge's verification of soundness, the steward's measurement is final.

d) The pony has to be measured on level concrete. The pony has to stand square with its head low enough to determine the highest point of the withers but not lower than that.

e) If the pony measures 148cm (149cm with shoes) or less, it receives the pony passport.

f) A pony is eligible to receive a temporary pony passport at the age of 4 but it needs to be re-measured at the age of 5yo and 6yo (at the first show it attends in

the new calendar year).

g) 7yo and older ponies will receive a final pony passport. There is no re-measurement required anymore after the age of 7.

ARTICLE 110 SHOW SPECIFICATIONS (SHOW SPECS)

Show Specs for UDJC events are specific to each individual show in addition to the UDJC rulebook.

They provide important information about the unique rules and regulations for that particular show to ensure that competitors are informed of any deviations from the standard rules that are necessary due to the nature of the venue or the event as well as venue related fees.

These rules may cover:

a) Showground Protocols:

Guidelines on parking, stable assignments, arena access, warm-up rings, and safety regulations.

b) Facility-Specific Rules:

Restrictions or regulations unique to the show facility, such as footing policies, arena dimensions, or availability of specific amenities.

c) Weather or Emergency Procedures:

Instructions for dealing with weather conditions, cancellation policies, or emergency protocols.

d) Facility specific fees:

For stalls, shavings, hay etc.

Show Specs also provide information about judges, UDJC officials, vets, farriers, paramedics, course designers, hospitals close by etc.

Show Specs can be found on the UDJC website.

(www.udjc.org/upcoming-shows)

ARTICLE 111 CLASS SPECIFICATIONS (PRIZELIST)

Class specifications are the core of each UDJC show.

They can be found at www.horsespot.net.

They are an essential tool for competitors to plan their participation and ensure they meet the requirements for the classes they wish to enter.

The specifications are released approximately one month before the registration deadline, giving riders ample time to review and choose their classes accordingly.

The Class Specs provide detailed information of all the classes offered at the show, along with specific conditions or restrictions for individual classes. The specs include:

a) Class Numbers and Titles:

Each class will have a number and title to indicate its level, type, and format (e.g., D05: Level A** Benchmark Dressage, Test A3).

b) Eligibility and Restrictions:

Some classes may have specific eligibility requirements (e.g., "D08: Level L* Ability Dressage - Open to Young Riders Only").

c) Class Fees and Prize Money:

Details on entry fees for each class, as well as the prize money paid per class.

d) Division Information:

If a class is part of a division, it will be noted in the Class Specs.

1. Timing and Publication

a) Class specifications will be posted online approximately one month before the registration deadline for each show.

b) Competitors are encouraged to review the class specifications thoroughly to ensure they understand the specific rules, schedule, and eligibility for their chosen

classes.

2. Registration Based on Class Specifications

- a) Riders will sign up for classes based on the details provided in the specifications.
- b) It is the responsibility of the rider to ensure that they meet the eligibility requirements for each class before registering.
- c) Any questions regarding class specifics should be addressed with show management prior to registration.

3. Changes to Class Specifications

In rare cases, adjustments may be made to the class specifications after they have been posted. Any changes will be communicated promptly to all participants, and the updated version of the class specifications will be made available.

4. Example of Class Schedule Specifications

Below is an example of how class specifications might look for a UDJC show:

D9

Level L* Ability Dressage

Procedure: RB, Article 204, 207

Age limit horse/pony: 5yo or older

Order of go: X

Entry Fee: \$40

Prize money in class: \$ 200

ARTICLE 112 ENTRY PROCEDURES

a) Submission:

Entries must be submitted through the UDJC website/show software ("Horse Spot")

before the deadline day of the show, with all necessary documentation included. Late entries may be accepted at the discretion of the competition management, subject to additional fees.

b) Adds and Scratches:

Riders must enter all classes before the sign-up deadline to ensure a timely and efficient competition schedule.

To minimize disruptions, only limited changes are allowed after the schedule is set. Each horse is allowed one (1) free add per day.

Additional adds incur a fee.

Adds must be requested before the designated cutoff time each day; last-minute requests may be denied.

All changes must be submitted through the horse spot app within the allowed timeframe.

c) Late entries:

Depending on availability, participants are able to enter the show later. A late fee will apply.

ARTICLE 113 ENTRY FEES

a) Entry fees are determined by the level of competition and the number of tests entered. Additional fees may apply for late entries or changes to submitted entries.

b) Fees must be paid in full at the end of the show. Payment methods and instructions are specified in the event's entry form or official documentation.

ARTICLE 114 CLASS LIMITS

a) Each horse or pony is limited to three classes per day of showing.

b) There is no class limit per day for riders.

c) Each rider can ride up to 3 horses per class.

d) Only in level Pre-B, B and E*, the same horse can be ridden by up to three riders per class.

Each ride counts towards the class limit.

e) Warm-Up rounds count towards the class limit.

ARTICLE 115 CLASS SCHEDULE

Approximately three days before the show, the final time schedule is published so every rider knows when their classes will start.

The exact order of go in a class is determined on the day of showing approximately but not later than 60 min before the class will start.

Check HorseSpot for the exact time schedule and order of go.

ARTICLE 116 CHECK IN

On the day of showing at least 60 min before the start of the class the rider or a representative has to either check in online or at the show office. This is a final confirmation for horse and rider being present and attending the class. 60 min before the class, the check-in will close and the starting order and/or ride times will be posted in the office, online and in the warm up area.

ARTICLE 117 ORDER OF GO

The order of go is determined by the horse's name or by draw:

a) Draw: All competing horses will be put in order by a computer program that draws the order of go.

b) For each class that does not state "Draw", a random letter will be assigned to determine the order of go. Horses whose names begin with the assigned letter will be the first to compete. Following these horses, the remaining horses will compete in alphabetical order by name. Example: If the order of go for a class starts is "L," the horse named Lancelot will go first, Lucy will go second, followed by Maestro and Addy.

Competitors can find the assigned letter for each class in the class specs.

c) If a rider shows two or three horses in a class the order of go will be adjusted to where these horses go in the beginning and the end of the field, respectively in the

beginning, the middle and the end of the field.

d) In case of a conflict or an unforeseen event the rider might be able to change the order of go in the show office.

ARTICLE 118 HEAD NUMBER

Every competing horse is assigned with a head number which has to be attached to the bridle, the breastplate or the saddle pad. All participants are required to have their own reusable starting numbers, which can be acquired at the show office.

UDJC does NOT provide paper numbers.

CHAPTER 3 DISCIPLINARY ACTIONS AND APPEALS

At the United Dressage and Jumping Club (UDJC), maintaining the integrity of competition and the welfare of both riders and horses is of utmost importance. Therefore, any violation of UDJC rules will be addressed with appropriate disciplinary actions. This chapter outlines the procedures for handling rule violations and provides guidelines for appeals.

ARTICLE 119 ON-SITE PENALTIES

Judges and ground judges are empowered to take immediate action if they observe a rule violation during a competition. The severity of the violation determines the penalty imposed, ranging from warnings to disqualification. The decision made by the judge, ground judge, and TD on-site is final for the event. The types of penalties are as follows:

a) Warning:

Issued for minor violations that do not impact the welfare of the horse or the fairness of the competition.

Example: Warming up without displaying the competition number or making

unsportsmanlike comments toward another competitor.

b) Point Deduction:

For more serious, but not disqualifying, violations, the rider may receive a penalty in the form of point deductions.

Example: Using the voice or clicking the tongue in a dressage test repeatedly.

c) Disqualification:

For major violations that compromise the welfare of the horse, violate the rules of fair play, or breach UDJC's ethical standards, disqualification may be enforced. Example: Competing with prohibited equipment for the category or engaging in abusive behavior towards a horse.

ARTICLE 120 SEVERE VIOLATIONS

Violations deemed severe, especially those involving the use of forbidden substances, intentional use of harmful prohibited equipment, or other behaviors that endanger the well-being of the horse, will be escalated to the UDJC Board for further review. These cases are to be addressed outside of the competition environment to ensure a thorough investigation and a fair decision.

Process for Severe Violations:

The case will be referred by the Steward to the UDJC Board within 48 hours after the violation is discovered. The Board reviews the evidence and makes a decision within two weeks after receiving the case. Depending on the severity of the violation, penalties can include suspension from future events, revocation of awards or rankings, or permanent bans from the UDJC.

ARTICLE 121 APPEALS PROCESS

Any athlete who disagrees with the decision made by the UDJC Board has the right to appeal. Appeals must be submitted within one week in writing and should include a detailed explanation of the athlete's perspective on the incident. The appeals process is as follows:

Submitting an Appeal:

The written appeal must be submitted to the UDJC within one week of receiving the Board's decision. The appeal should clearly outline the athlete's point of view and any evidence they believe supports their case.

Review of the Appeal:

Upon receipt of the appeal, the UDJC Board will review the case, considering the additional information provided by the athlete.

The Board's decision on the appeal will be communicated to the athlete within two weeks of submission.

Final Decision:

The decision made by the UDJC Board after reviewing an appeal is final. No further protests or appeals will be accepted once this final decision has been made.

ARTICLE 122 GENERAL CONSIDERATIONS

All riders, trainers, and officials are expected to uphold the rules and values of UDJC. The disciplinary process is designed to ensure fairness while maintaining the highest standards of competition integrity. All participants are encouraged to act responsibly and in the spirit of sportsmanship, understanding that penalties are not only in place to protect the fairness of competition but also to ensure the welfare of the horses involved.

Any rider, trainer, or spectator who witnesses misconduct during a competition is encouraged to report it to the ground jury or competition officials. All reports will be taken seriously and investigated thoroughly.

ARTICLE 123 PROFESSIONAL STATUS

1. Definition of a Professional

A Professional in the UDJC competition system is classified as an individual who meets any of the following criteria:

1.1 Income-Based Classification

A rider is considered a professional if they earn income from (receive payment for) activities within the equestrian industry, including but not limited to:

- Training horses
- Coaching riders
- Riding horses
- Selling horses as part of a business
- Conducting clinics

1.2 Competition-Based Classification

A rider is considered a professional if they have successfully placed four (4) or more horses at UDJC-recognized shows within one competition season.

2. Exceptions to Professional Status

The following individuals are not considered professionals under UDJC regulations:

2.1 Beginner Riding Instructors

A person who teaches beginner lessons as a salaried employee at a riding school does not qualify as a professional, provided that:

- They are employed by a riding school or lesson program.
- They do not receive payment for riding horses

2.2 Horse Industry Professionals in Non-Riding Roles

Individuals who earn income within the equestrian industry but in horse-unrelated roles are not considered professionals.

Examples include but are not limited to:

- Selling insurance for farms
- Selling horse trailers
- Developing and selling equestrian-related software

- Providing legal, financial, or administrative services for equestrian businesses
- Owning a tack shop
- Shoeing horses

2.3 Influencers & Social Media Promotions

Individuals who receive financial income, goods or products in exchange for promotion on social media are not considered professionals, provided they do not meet any of the other professional criteria outlined in Section 1.

If an influencer earns additional financial income from training, coaching, or riding, they will still be classified as a professional under UDJC rules.

3. Implications of Professional Status

3.1 Riders classified as professionals are not eligible to compete in amateur-only divisions at UDJC competitions.

3.2 Professionals must disclose their status upon registration and ensure compliance with UDJC competition regulations.

3.3 Any rider who meets professional criteria during the season must update their status accordingly. Failure to do so may result in penalties, disqualification, or suspension from UDJC-sanctioned events.

4. Duration & Reinstatement of Amateur Status

4.1 Professional Status Duration

Once a rider meets the criteria for professional status, they will retain this classification for two (2) full competition seasons.

This status applies regardless of whether the rider continues professional activities during that time.

4.2 Reinstatement of Amateur Status

A rider who ceases all professional activities and no longer meets the professional

criteria (Section 1) may apply for reinstatement of amateur status after two (2) full seasons from the last season in which they qualified as a professional.

The burden of proof is on the rider to demonstrate compliance with amateur eligibility requirements. UDJC reserves the right to review and approve reinstatement requests on a case-by-case basis.

DRESSAGE

CHAPTER 4

LEVELS OF DRESSAGE COMPETITION AND TEST COMPOSITION

The UDJC organizes competitions at various levels to accommodate different stages of training and expertise, ensuring that riders and horses can progress through increasingly challenging tests. Each level is designed to build on the skills and knowledge acquired at the previous level, promoting continuous development and mastery of dressage principles.

ARTICLE 200 PRE-BEGINNER LEVEL

UDJC offers Pre-Beginner (Pre-B) levels at assorted shows. Please check tests/score sheets for further information and details.

a) Lead line: The rider performs age specific tasks on the horse or pony that are being called out by the judge. These tasks can consist of waiving with the left or right hand, hands on helmet or standing in the stirrups. Lead line tests are limited to walk, sitting trot and/or posting trot. The maximum age limit for lead line riders is 7. The horse or pony has to be led by a ground person of at least 14 years of age.

b) Lunge line: The circle for lunge line tests has to be approximately 15m. The rider performs age specific tasks on the horse or pony that are being called out by the judge. Required movements are walk, trot and canter. Additional movements can be two-point position or sitting trot without holding the reins.

The maximum age limit for lunge line riders is 12.

ARTICLE 201 LEVEL B - BEGINNER

Purpose:

Introduces basic dressage principles, suitable for novice riders.

Emphasizes safety, control, and building confidence.

Auxiliary reins are permitted to help keep the riders focused on their seat and their lines.

Movements:

Walk, trot, canter, simple transitions, and basic figures such as circles and changes of direction. Judges call out specific movements during the test. There's no pattern.

Level B Dressage can also be held at a Walk/Trot class.

Objectives:

Establish basic control and balance, improve rhythm and relaxation, and build confidence in both horse and rider.

Encourage proper use of aids and effective communication between horse and rider.

Judging Criteria:

Judges evaluate the rider's seat, the correctness of movements, the harmony between horse and rider, and the rider's ability to maintain a steady tempo and relaxed posture. Decimal scoring applies.

Equipment:

Category C

Format:

Up to eight riders per group. All riders perform together in one ring. The judge calls out movements, no pattern. Can be held at Walk/Trot/Canter as well as Walk/Trot class.

Ring Size:

20*40 or 20*60

ARTICLE 202 LEVEL E - EASY

Purpose:

Emphasizes rhythm, relaxation, and forward movement, setting the foundation for more complex maneuvers. Auxiliary reins are permitted to help keep the riders focused on their seat and their lines.

Movements:

Walk, trot, canter, transitions, 20-meter circles, diagonals and changes of rein and serpentines.

Objectives:

Develop consistent contact, enhance rider control and coordination focussing on correct figures, improve straightness and balance, and encourage the horse to move forward with energy and purpose.

Judging Criteria:

Judges assess the general impression, the rider's seat and aids, the accurate use of the arena and the general appearance.

Decimal scoring applies.

Equipment:

Category C

Format:

One or two riders in the ring. In case of two riders being in the ring, the smaller horse/pony goes behind the bigger horse/pony. The rider in the back has to make sure to keep sufficient space in between the two horses.

Ring Size:

20*40

ARTICLE 203 LEVEL A - ADVANCED

Purpose:

Builds on the fundamentals, introducing lateral movements and improved engagement.

Movements:

Rein back, trot and canter lengthenings, 10-meter circles in the trot, 15m circles in the canter and canter-walk transitions.

Objectives:

Improve balance and straightness, increase suppleness and engagement, and refine rider aids. Encourage the development of self-carriage and lightness in the horse's movements.

Judging Criteria:

Judges assess the general impression, the rider's seat and aids, the accurate use of the arena and the horse's impulsion and submission. Decimal scoring applies.

Equipment:

Category B

Format:

One or two riders in the ring. In case of two riders being in the ring, the smaller horse/pony goes behind the bigger horse/pony. The rider in the back has to make sure to keep sufficient space in between the two horses.

Ring Size:

20*40

ARTICLE 204 LEVEL L - LEARNED

Purpose:

Introduces collection and increased hindquarter engagement through more advanced maneuvers.

Movements:

Shoulder-in, simple changes of lead, walk pirouettes, collected trot and canter, medium trot and canter, counter-canter, and collected walk.

Objectives:

Develop collection and self-carriage, enhance lateral suppleness, and increase the precision of transitions. Encourage the horse to engage the hindquarters more effectively and carry more weight on the haunches.

Judging Criteria:

Judges assess the quality of collection, the fluidity of transitions, and the horse's ability to perform lateral movements with balance and engagement. Point scoring applies.

Equipment:

Category B

Format:

One rider per ring

Ring Size:

20*40

ARTICLE 205 LEVEL M - MEDIUM

Purpose:

Prepares riders for higher-level movements, focusing on precision and athleticism.

Movements:

Half passes in trot and canter, extended gaits, flying changes.

Objectives:

Refine collection and impulsion, improve lateral movements, and introduce changes of lead through flying changes. Encourage the development of suppleness, balance, and agility in the horse's movements.

Judging Criteria:

Judges evaluate the accuracy and quality of flying changes, the horse's ability to maintain balance and self-carriage during lateral movements, and the rider's ability to maintain effective communication and control. Point scoring applies.

Equipment:

Category A

Format:

One rider per ring

Ring Size:

20*60

ARTICLE 206 LEVEL S - SUPREME

Purpose:

High degree of collection and discipline, introducing demanding movements. 20

Movements:

Advanced half passes, multiple flying changes every third or fourth stride, canter pirouettes.

Objectives:

Achieve advanced balance and coordination, perfect changes of lead, and enhance collection in all gaits. Encourage the development of strength, flexibility, and precision in the horse's movements.

Judging Criteria:

Judges assess the quality and precision of movements, the horse's ability to maintain balance and self-carriage during complex exercises, and the rider's ability to communicate effectively and maintain control throughout the test. Point scoring applies.

Equipment:

Category A

Format:

One rider per ring

Ring Size:

20*60

ARTICLE 207 ABILITY TEST COMPOSITION (* TESTS)

Ability classes of each level consist of **two parts**:

- a) The free part
- b) The standardized benchmark part (shorter version of regular benchmark test) The rider will receive several scores for each part which will add up to a total score.

Important:

The quality of the horse's gaits and impulsion does not influence the score. Horse related factors influencing the score are:

Submission, willing cooperation, suppleness, regularity of gaits (rhythm), attention, acceptance of aids and the bit, desire to move forward, lightness.

Qualification:

There is no qualification required for ability tests.

Format:

Levels E, A and L may have up to four riders in the arena at the same time. Levels M and S may have up to three riders in the arena at the same time.

Free part:

All riders ride freely in the arena and perform movements that are being called out loud by the judge or the scribe for about 8-12 minutes (check test/score sheet for exact time per level). The movements and commands are level-specific, the order of movements is to the discretion of the judge. The free part can contain all new movements of the specific level plus all movements from previous levels.

Riders must perform the different movements as commanded by the judge relatively fluidly but they can still take some time to prepare the movement. The free

part is not as “strict” as the benchmark part when it comes to timing and preparation of each movement. Short walk breaks are permitted.

Comments and advice:

After the free part, the judge talks to each participant about their performance and gives each rider tips and advice for their upcoming benchmark part. Ideally a microphone is used so the spectators can hear what the judge is saying.

Benchmark part:

Each rider individually performs a specific sequence of movements while the other competitors wait for their turn. This test is shorter than a regular benchmark test and contains only a small number of level specific movements.

Riders must perform each movement with accuracy and fluidity, adhering to the prescribed order and timing outlined in the test. The rider must demonstrate control and harmony with the horse, maintaining a consistent tempo and rhythm throughout the test. Different levels require different equipment.

See Tests/Score Sheets for detailed information about specific tests.

Prohibited Aids:

The use of voice or any other unauthorized aids during the test is not permitted unless explicitly stated in the test instructions. Riders are encouraged to use subtle and effective aids to communicate with their horse, avoiding any harsh or abrupt movements.

Scoring:

The rider will receive several different scores for the free part as well as the benchmark part depending on the level of the test that will add up to a total score. Please check tests/score sheets for exact information about scoring.

ARTICLE 208 BENCHMARK TEST COMPOSITION (TESTS)**

Each level consists of standardized tests that require specific sequences of movements, designed to evaluate the horse's training and the rider's ability to

execute precise commands. The specific benchmark tests can be found in the test booklet. Benchmark tests will start at Level E.

See Tests/Score Sheets for detailed information about specific tests.

Qualification:

In order to be eligible to ride a specific Benchmark level the rider has to qualify either by

- a) achieving three scores of 65% or 7.5 in the previous Benchmark level or by
- b) achieving three scores of 70% or higher in the same Ability level or by
- c) achieving four mixed scores of the above.

Once a rider qualifies for a specific Benchmark level, they retain that qualification for life. Riders who qualify for a specific Benchmark level exclusively through Ability test scores automatically receive qualification for all lower benchmark levels as well.

Benchmark Level E does not require qualification.

Format:

Each test includes a series of movements that are to be performed in a specific order within a marked arena. Movements must be executed at specific letters or markers within the arena, ensuring accuracy and precision.

Performance:

Riders must perform each movement with accuracy and fluidity, adhering to the prescribed order and timing outlined in the test. The rider must demonstrate control and harmony with the horse, maintaining a consistent tempo and rhythm throughout the test. Different levels require different equipment.

Prohibited Aids:

The use of voice or any other unauthorized aids during the test is not permitted unless explicitly stated in the test instructions. Riders are encouraged to use subtle and effective aids to communicate with their horse, avoiding any harsh or abrupt movements.

Scoring:

Depending on the level of the test the rider will either receive a decimal score or a point score.

ARTICLE 209 YOUNG HORSE TEST COMPOSITION

Each level consists of standardized tests that require specific sequences of movements, designed to evaluate the horse's level of training, the quality of its gaits and its perspective in the sport.

- a) The test designed for 3 year old horses and ponies is on E level
(Group class, movements are being called out by the judge.)
- b) The test designed for 4 year old horses and ponies is on A level
(Benchmark Test),
- c) The test designed for 5 year old horses and ponies is on L level
(Benchmark Test),
- d) The test designed for 6 year old horses and ponies is on M level
(Benchmark Test).

See Tests/Score Sheets for detailed information about specific tests.

Double bridles are not permitted in young horse tests.

Format:

Each test includes a series of movements that are to be performed in a specific order within a marked arena. Movements must be executed at specific letters or markers within the arena, ensuring accuracy and precision.

Qualification:

The horse qualifies for the different levels through its age: The year of birth is crucial when determining the age of the horse or pony.

Example: A horse or pony born on any day 2019 counts as a 5 yo on any day of 2024.

- a) A 3 yo horse or pony is allowed to compete in Level E.

- b) A 4 yo horse or pony is allowed to compete in Level E and A.
- c) A 5 yo horse or pony is allowed to compete in Level E, A and L.
- d) A 6 yo horse or pony is allowed to compete in Level A, L and M.
- e) A 7 yo horse or pony is allowed to compete in Level A, L and M.

Performance:

Riders and Horses must perform each movement with accuracy and fluidity, adhering to the prescribed order and timing outlined in the test. The rider must demonstrate control and harmony with the horse, maintaining a consistent tempo and rhythm throughout the test. Different levels require different equipment.

Prohibited Aids:

The use of voice or any other unauthorized aids during the test is not permitted unless explicitly stated in the test instructions. Riders are encouraged to use subtle and effective aids to communicate with their horse, avoiding any harsh or abrupt movements.

Judging Criteria:

The judges evaluate the horse's rhythm, suppleness, connection, impulsion, straightness and collection as well as future potential, general impression and level of training.

Scoring:

The horse will receive a point score.

CHAPTER 5 JUDGING AND SCORING

ARTICLE 210 SCORING SYSTEM

Scoring Range/Marks:

Each movement or test is evaluated on a scale from 0 to 10:

Half scores are permitted (5.5, 7.5, 8.5 etc)

0 = Not executed

1 = Very bad

2 = Bad

3 = Fairly bad

4 = Insufficient

5 = Marginal

6 = Satisfactory

7 = Good

8 = Very Good

9 = Excellent

10 = Outstanding

Scoring range for decimal scoring:

Scores are being displayed in decimal numbers such as 6.7, 8.2 or 5.8.

ARTICLE 211 DECIMAL SCORING

The rider receives a decimal score for the overall performance with comments on specific judging criteria as well as a final comment on the general performance.

Examples: 6.5, 7.3 or 8.8.

See Tests/Score Sheets for detailed information about the scoring of specific tests.

ARTICLE 212 POINT SCORING

The rider receives points/marks (4, 7, 8 etc) or a half points (5.5, 6.5, 7.5 etc) per movement of the test as well as the collective marks.

The collected points add up to a total score and can be reflected by percentages.

Some movements of the test can have a factor 1.5 or 2.

See Tests/Score Sheets for detailed information about the scoring of specific tests.

ARTICLE 213 COLLECTIVE MARKS

Judges assign level related collective marks in various tests.

Some of the collective marks are:

a) Gaits:

Purity and quality of the horse's movements, including walk, trot, and canter.

b) Impulsion:

The horse's energy, vigor, and engagement, demonstrating willingness to move forward with purpose.

c) Submission:

The horse's obedience and responsiveness to the rider's aids, showing willingness to perform movements with ease and confidence.

d) Rider's Seat and Aids:

The rider's effectiveness, posture, and use of aids, demonstrating balance and coordination.

e) General Impression:

Harmonious presentation of the rider/horse combination.

Please check tests/score sheets for detailed information about collective marks.

ARTICLE 214 TEST ERRORS

Penalties:

Errors in the execution of movements, such as performing the wrong movement or performing a movement at the wrong marker, will result in penalties:

- a) First error: -2 points or - 0.2 for decimal judging
- b) Second error: additional -4 points or - 0.4 for decimal judging
- c) Third error: Disqualification

Corrections and resigning:

After an error occurs, the head judge of the class rings the bell and explains the situation to the rider. The rider continues their test from the point where the error occurred. At any time the rider can raise their hand in order to resign from the test which means the test will not be scored. It's the riders choice to either leave the arena after resigning or finish the test as a training ride.

ARTICLE 215 DISQUALIFICATION

The rider/horse will be eliminated from the class under following circumstances: a)

Misrepresentation of entry or inappropriate entry.

- b) Use of illegal equipment.
- c) Unauthorized assistance.
- d) Ongoing use of voice or tongue clicking.
- e) Third error of the test.
- f) Use of illegal equipment.
- g) Late entry into the arena.
- h) All four feet of the horse leave the arena with or without the rider.
- i) Lameness.
- j) Resistance of longer than 30 seconds.
- k) Concern for the safety of the rider, other exhibitors or their entries.

- l) Concern for the welfare of the horse and/or a horse being clearly overwhelmed.
- m) The pair is not suited for the task on that day.
- n) Fall of horse and/or rider.

Blood Policy

If evidence of blood is observed on a horse inside the competition arena, the judge at "C" shall immediately stop the test and evaluate the situation.

If evidence of blood is observed outside the competition arena (warm-up, schooling, or elsewhere on the grounds), the judge present in the warm-up or the steward shall stop the ride and evaluate the situation.

- a) If the situation is determined to be minor and non-concerning (for example, caused by an insect bite etc), the rider may continue.
- a) If the situation is determined to be concerning (for example, bleeding that indicates potential injury or risk to the horse's welfare), the horse shall be eliminated from the class.

ARTICLE 216 TEST PRESENTATION

a) Arena Etiquette:

Riders must salute the judge at the beginning and end of each test. The salute should be performed with the right hand, acknowledging the judge's authority and the start and completion of the test.

b) Timing:

Tests should be completed within a reasonable time frame; excessive delays may result in penalties. Riders are encouraged to maintain a steady pace and avoid rushing through movements to ensure accuracy and precision.

c) Criteria:

Judges assess each movement based on its accuracy, quality, and the overall harmony between horse and rider. Key factors include the horse's rhythm, relaxation, connection, impulsion, straightness, and collection. Judges must consider the

difficulty of the movements and the level of competition when assigning scores.

d) Feedback:

Judges provide constructive feedback to help riders understand their strengths and areas for improvement. Comments shall be specific and provide guidance on how to improve performance in future tests.

ARTICLE 217 SCORE ANALYSIS

Each test includes a detailed breakdown of scores, with comments provided by judges to guide future improvement. Riders receive a comprehensive analysis of their performance, highlighting areas of strength and areas needing improvement.

ARTICLE 218 JUDGE'S RESPONSIBILITIES

a) Impartiality and Objectivity:

Judges are required to maintain the highest level of objectivity and impartiality in their decision-making. Their role is to evaluate each rider based solely on performance, adherence to the rules, and the welfare of the horse, without bias or personal preference. A judge's decisions must reflect fairness and consistency, ensuring that all competitors are treated equally. This commitment to objectivity is essential to preserving the integrity of the competition and fostering a respectful and trustworthy environment for all participants.

b) Qualifications:

All judges must be certified by the UDJC and maintain up-to-date knowledge of rules and standards. Judges are encouraged to participate in continuing education and training programs to enhance their skills and expertise.

c) Conflict of Interest:

It is crucial that all officials, including judges and ground judges, avoid any conflict of interest to maintain the integrity of the competition. A conflict of interest arises when a judge has a personal, financial, or professional relationship with a competitor,

trainer, or owner that could influence, or appear to influence, their judgment. In such cases, the judge must disclose the conflict and recuse themselves from judging that rider or class. Transparency and fairness are fundamental principles at UDJC, and all officials are expected to act in the best interest of the sport and its participants by upholding these standards.

Exception: Judges are allowed to judge riders who attended the judge's clinic.

CHAPTER 6 DRESS AND EQUIPMENT

ARTICLE 219 GENERAL RIDER ATTIRE

a) Helmets:

All riders must wear ASTM/SEI-certified helmets at all times during competition when mounted for safety reasons. Helmets should fit properly and be securely fastened to provide maximum protection. Helmets must be black, navy, dark brown or dark gray.

b) Jackets:

Riders are required to wear traditional dressage jackets in the ring, which may be waived or adapted in extreme weather conditions. Jackets should be well-fitted and allow freedom of movement, while maintaining a neat and professional appearance. Riders who compete in category A (Level M and S) can wear a tailcoat.

c) Breeches:

Breeches should be made of breathable material, providing comfort and flexibility for the rider. Breeches must be white, off white, beige, grey etc.

d) Boots:

Tall boots are required in category B and A.

Riders competing in Category C classes can wear tall boots but are also permitted to ride in paddock boots and half chaps of the same color.

e) Show Shirts:

Riders are required to wear traditional show shirts with tie, choker, stock tie or integrated stand-up collar. Men are required to wear a tie. Shirts should be well-fitted and allow freedom of movement, while maintaining a neat and professional appearance.

f) Gloves:

Light-colored gloves are recommended for enhanced visibility of the rider's hand movements. Gloves should fit snugly and allow the rider to maintain a secure grip on the reins.

ARTICLE 220 GENERAL HORSE EQUIPMENT

See Equipment Catalog for further details about permitted and prohibited equipment.

a) Saddles:

Only English-style saddles are permitted in competitions. Saddles should fit the horse properly, allowing freedom of movement and even distribution of the rider's weight.

b) Bridles:

Snaffle bridles or bitless bridles are required in Category C and B, while double bridles can be used in Category A. Bridles should fit comfortably, avoiding any pressure points or discomfort for the horse.

c) Bits and Nosebands:

Only bits and nosebands approved by the UDJC are allowed.

Illegal equipment will result in disqualification.

Bits should be selected based on the horse's level of training and comfort.

d) Boots and Polo Wraps:

Protective boots and polo wraps for the horse are allowed during warm-up but must

be removed before entering the competition arena unless otherwise specified. Boots and polo wraps should be properly fitted and provide adequate support and protection. White boots or polo wraps are permitted during award ceremonies.

ARTICLE 221 EQUIPMENT CHECKS

a) Inspections:

Prior to and/or right after the ride, all tack and equipment are subject to inspection to ensure safety and compliance with regulations. Inspections are conducted by designated officials, who are responsible for identifying any issues and ensuring that equipment meets UDJC standards.

b) Penalties:

The intentional use of illegal or unsafe equipment will result in immediate disqualification. Riders are encouraged to verify that all equipment is in compliance with UDJC rules before arriving at the competition venue.

ARTICLE 222 EQUIPMENT CATEGORIES

Different levels of tests belong to different equipment categories:

Category C: Level Pre-B, B and E

Category B: Level A and L

Category A: Level M and S

CHAPTER 7 ARENA AND WARM-UP ARENA

ARTICLE 223 ARENA LAYOUT

a) Specifications:

The standard competition arena size is 20 x 60 meters, with a smaller 20 x 40 meters arena permissible for the levels B, E and A.

Arenas should be clearly marked and properly maintained, providing a safe and consistent surface for competition.

b) Markers:

Clearly defined markers (A, K, E, H, C, M, B, F (R,V,P,S)) indicate the points for executing movements. Markers should be visible from a distance and positioned in accordance with the standard arena layout.

ARTICLE 224 WARM-UP ARENA

a) Preparation:

A designated area for warming up and preparing horses before entering the competition arena. The warm-up area should provide ample space for riders to practice movements and prepare their horses for competition.

b) Safety:

Riders must adhere to safe practices and maintain control over their horses at all times. Riders should be aware of other competitors and avoid crowding or interfering with other riders in the warm-up area.

c) It is not permitted to warm up a horse outside of the designated warm-up areas.

d) There is always a ground judge or a steward overseeing the warm up area.

e) Excessive schooling in the warm-up arena is discouraged.

f) Blood Policy (Article 215)

g) Any action deemed not in the best interest of the horse will not be allowed.

ARTICLE 225 WARM-UP ARENA RULES

a) Left shoulder to left shoulder, meaning the rider on the right hand has to yield to the rider riding on the left hand.

b) Walking on the track is prohibited. The rider who is walking always has to yield to riders who are trotting or cantering.

c) Every rider in the warmup arena must keep their heads up and pay attention to the other riders.

d) Riders and trainers must follow any directions given by officials.

ARTICLE 226 SAFETY PROTOCOLS

a) Requirements:

The arena must be safely enclosed, with footing maintained to minimize injury risks. Arena surfaces should be level and free of obstacles or hazards.

b) Emergency Preparedness:

Qualified personnel and emergency protocols must be present at all competitions to handle accidents or emergencies. Event organizers are responsible for ensuring that emergency response plans are in place and communicated to all participants and staff.

CHAPTER 8 AWARD CEREMONY AND PRICES

ARTICLE 227 PLACING

In each Pre-Beginner and Level B classes every competitor is placed and receives a ribbon. The award ceremony is held right after each group finishes their test. In Level E, A, L, M and S Benchmark and Ability classes, the top 30% of competitors (but not less than 4) are placed based on their performance (highest scores). Additionally the top 6 placed competitors in Benchmark classes are awarded with prize money if the class had 6 or more starters.

ARTICLE 228 AWARD CEREMONY COMPOSITION

- a) The award ceremony is held after the class. Attending is absolutely mandatory!
- b) The top three places have to join the award ceremony with horses. The additionally placed riders can join the award ceremony by foot.
- c) The head judge, an organizer-representative as well as a sponsor-representative are participating in the award ceremony.
- d) The winner is being announced and pulls forward.
- e) The judge attaches the ribbon to the horse's bridle and congratulates the rider by shaking their hand before the owner-representative and the sponsor-representative

shake the winner's hand. The same procedure is being repeated until every competitor has received a ribbon.

f) The three riders on horses start their lap of honor while music is playing. The placed competitors by foot stand outside of the arena during the lap of honor.

ARTICLE 229 PRIZE MONEY AND PRIZES

a) Competitors in Pre-Beginner and Level B classes receive prizes like tack, show equipment and toys.

b) UDJC contributes prize money to each Benchmark dressage class starting at Level E that has at least 6 starters.

Prize money is paid to the 6 highest placed riders of the class.

c) Distribution of prize money:

This table shows the minimum amount that is paid out to the top 6 placed competitors (in a class with 6 starters or more).

Show organizers can add more prize money to each class at their discretion.

	1st	2nd	3rd	4th	5th	6th
Level E** Total \$100	\$35	\$20	\$15	\$10	\$10	\$10
Level A** Total \$150	\$50	\$30	\$25	\$15	\$15	\$15
Level L** Total \$250	\$85	\$50	\$40	\$30	\$25	\$20
Level M** Total \$350	\$120	\$70	\$55	\$40	\$35	\$30
Level S** Total \$500	\$170	\$100	\$80	\$60	\$50	\$40

ARTICLE 230 SPLITTING CLASSES

The organizer of the show reserves the right to split classes that are getting too big. If a class is split into two separate groups, each group will be treated as a full, independent class with its own winner, placings, full price money and full ranking points.

There are several ways to split the class before or after the class is finished:

a) After the class is finished the first and the second place both receive first place, the third and fourth place both receive second place, the fifth and sixth place both receive third place and so on.

b) Before the schedule is published the organizer can split the class into two equal groups. There are several ways to create an equal 50/50 split:

Age of the horse (example: 8yo and younger and 9yo and older).

Age of the rider (Year of birth 1986 and older and 1987 and younger).

Starting letter of the horse's name (Horses A-L and M-Z).

Gender of the horse (mares vs. geldings) etc.

CHAPTER 9 RIDERS UNDER 25 AND DRESSAGE SQUADS

At UDJC, age classes are structured to ensure fair competition among riders of similar age and experience levels.

These classes align with the categories used in FEI Under 21 competitions. U25 compete mainly against everybody else but some shows might have special age classes or pony classes. There is also a possibility of a whole show being exclusively for riders under the age of 25 (U25) or 21 (Young Riders).

Especially at Regional and National Championships age classes become important.

The following age divisions apply to dressage competitions at UDJC:

ARTICLE 231 AGE DIVISIONS

Eligibility for each age class is determined by the rider's age in the calendar year, meaning that riders remain in their age group for the entire competition year, regardless of when their birthday falls.

a) Pony:

Riders under the age of 16 are eligible for Pony classes.

Ponies must be used in these classes, defined as horses with a maximum withers height of 148 cm without shoes and 149 cm with shoes.

Ponies require a UDJC Pony Passport to compete in official pony classes.

In order to apply for a Pony Passport the pony needs to be measured by a UDJC steward.

b) Children:

Riders under the age of 14 are eligible for Children classes.

c) Juniors:

Riders under the age of 18 are eligible for Junior classes.

d) Young Riders:

Riders under the age of 21 are eligible for Young Rider classes.

e) U25:

Riders under the age of 25 are eligible for U25 classes.

Riders are not limited to competing in age classes and may also participate in regular classes if they meet the eligibility requirements. Within regular classes, junior or young rider divisions may be offered, providing additional opportunities for riders to compete based on their age.

ARTICLE 232 SQUAD DEFINITION

At the end of the season, the best competitors of each age group who stood out through great success and extraordinary horsemanship are being invited into a squad.

Being a member of a squad comes with a lot of advantages for the competitors: They gain access to exclusive clinics and training camps, can attend UDJC squad educational events, are featured on our website and many more.

It also comes with responsibilities: Squad members have to be role models not only for younger kids but for every rider, owner and spectator at the show and at their home barn. They have to stand out through exceptional horse care, fair sportsmanship and an open and helping personality.

UDJC hosts special clinics and shows the squad members have to attend, so called “ob-clinics” and “ob-shows”.

Squad members have the honor to wear a special badge either on their left arm or their left chest so they are recognisable. They also have access to special gear like hoodies, jackets and shirts.

We see the young riders on the squads as a big part of the future of our sport.

The rider is responsible for contacting UDJC in case they reached the requirements for being on a squad.

At UDJC we differ between two squads:

The UDJC squad and the regional squad.

The UDJC squad consists of the UDJC network's best riders in the FEI age groups who are already successfully competing at the respective level.

Younger competitors who are not riding on FEI level yet have the chance to make it on the regional squad.

Regional squads differ between the age groups under 12 (U12) and under 14 (U14).

ARTICLE 233 SQUAD REQUIREMENTS

Minimum requirements for a spot on the UDJC Squad per season:

a) Pony (under 16yo):

3 times 8.0 or higher in Ability Level L,
3 times 70% or higher in Benchmark Level L
1 time 68% or higher in Pony FEI Individual Test

b) Children (12-14yo):

3 times 8.0 or higher in Ability Level L,
3 times 70% or higher in Benchmark Level L
1 time 68% or higher in Children FEI Individual Test

c) Junior (14-18yo):

3 times 8.0 or higher in Ability Level M,
3 times 70% or higher in Benchmark Level M
1 time 68% or higher in Junior FEI Individual Test

d) Young Rider (16-21yo):

3 times 8.0 or higher in Ability Level S,
3 times 70% or higher in Benchmark Level S
1 time 68% or higher in Young Rider FEI Individual Test

Young horse tests are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

Minimum requirements for a spot on the Regional Squad per season:

a) U12:

3 times 8.0 or higher in Ability Level E,

3 times 8.0 or higher in Benchmark Level E

1 time 7.0 or higher in Ability Level A

b) U14:

3 times 8.0 or higher in Ability Level A,

3 times 8.0 or higher in Benchmark Level A

1 time 7.0 or higher in Ability Level L

Young horse tests are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

CHAPTER 10 DRESSAGE MEDALS

ARTICLE 234 MEDAL REQUIREMENTS

UDJC Members have the opportunity to earn various medals for their achievements at UDJC recognized events.

Medals can be earned throughout different levels of showing.

Requirements for earning medals:

a) UDJC Bronze Medal:

5 times 8.0 or higher in Ability Level L,

5 times 70% or higher in Benchmark Level L

3 times 7.0 or higher in Ability Level M

b) UDJC Silver Medal:

5 times 8.0 or higher in Ability Level M,

5 times 70% or higher in Benchmark Level M

3 times 7.0 or higher in Ability Level S

c) UDJC Gold Medal:

5 times 8.0 or higher in Ability Level S,

5 times 70% or higher in Benchmark Level S

3 times 65% or higher in FEI Inter 2 or higher

Young horse tests and freestyles are excluded.

JUMPING

CHAPTER 11 LEVELS OF JUMPING COMPETITION

Please check class specifications for each show.

ARTICLE 300 LEVEL PRE-B PRE BEGINNER

Jump height:

40-45 cm

Objective:

Riders focus on developing basic control, learning to navigate simple courses, and achieving confidence over small obstacles in the trot. This level emphasizes the fundamentals of jumping without the pressure of speed.

Execution:

There can be up to 4 riders per group in the ring at the same time.

Free part:

All riders ride freely in the arena or in a part of the arena and perform simple basic movements that are called out by the judge or the scribe for about 5 minutes. These commands can include walk, trot, canter, two point position, posting trot, halt and circles.

Jumping part:

After the free part each rider individually performs their jumping course while the other competitors wait for their turn. After the rider completed the jumping part, the judge will talk to them on the microphone about their performance and give them some feedback and tips.

Course design:

Simple straight lines with easy, big turns and inviting jumps to encourage confidence. Typically there will be 4 jumps from the trot with a ground pole and no jumps from the canter. Additionally the course designer or the judge can ask for a simple dressage movement during the test. As an example:

"After the first cross rail from the trot, ride a circle at a specific point and continue your course."

Types of jumps:

Cross rails. All jumps from the trot with a ground pole.

Number of obstacles:

4

Judging Criteria:

Style - Judges evaluate the rider's seat, the two point position, the correctness of movements, the correctness of lines, the straightness before, over and after the jump, the harmony between horse and rider, and the rider's ability to maintain a steady tempo and relaxed posture between and over the jumps as well as the general appearance of the horse/pony and the tack.

ARTICLE 301 LEVEL B BEGINNER

Jump height:

50-55 cm

Objective:

Riders focus on developing basic control, learning to navigate simple courses, and achieving confidence over small obstacles in trot and canter. This level emphasizes the fundamentals of jumping without the pressure of speed.

Execution:

There can be up to 4 riders per group in the ring at the same time.

Free part:

All riders ride freely in the arena or in a part of the arena and perform simple basic movements that are being called out by the judge or the scribe for about 5 minutes. These commands can include walk, trot, canter, two point position, posting trot, halt and circles.

Jumping part:

After the free part each rider individually performs their jumping course while the other competitors wait for their turn.

After the rider completed the jumping part, the judge will talk to them on the microphone about their performance and give them some feedback and tips.

Course design:

Simple straight lines with easy, big turns and inviting jumps to encourage confidence. Typically there will be two cross rails from the trot and 4 verticals from the canter. Additionally the course designer or the judge can ask for a simple dressage movement during the test. As an example:

"After the first cross rail from the trot, ride a circle at a specific point and continue your course."

Types of jumps:

Cross rails and verticals, no combinations

Number of obstacles:

6

Judging Criteria:

Style

Judges evaluate the rider's seat, the two point position, the correctness of movements, the correctness of lines, the straightness before, over and after the jump, the harmony between horse and rider, and the rider's ability to maintain a steady tempo and relaxed posture between and over the jumps as well as the general appearance of the horse/pony and the tack.

ARTICLE 302 LEVEL E EASY

Jump height:

E* 60-65 cm

E** 70-75 cm

Objective:

Riders progress to more technical riding, with an emphasis on rhythm and maintaining a steady pace while navigating basic combinations and easy bending lines.

Execution:

E*: There can be up to 4 riders per group in the ring at the same time.

Free part:

All riders ride freely in the arena or in a part of the arena and perform simple basic movements that are being called out by the judge or the scribe for about 5 minutes.

These commands can include walk, trot, canter, posting trot, halt and circles.

Jumping part:

After the free part each rider individually performs their jumping course while the other competitors wait for their turn.

After the rider completed the jumping part, the judge will talk to them on the microphone about their performance and give them some feedback and tips.

E:** The riders perform the jumping course individually. There is only one rider in the ring.

Course design:

Straightforward courses with a slight increase in technicality, including bending lines and a basic combinations in E**.

Types of jumps:

Verticals and Oxers, grid in E* (optional in young horse classes)

Number of obstacles:

E*: 6-7

Each E* class starts with a small "grid" from the trot:

Two cross rails as a bounce, one stride to a vertical, two strides to an oxer.

After the bounce line, the rider will continue with the course in the canter.

E**: 7-8

Judging criteria:

Style

Judges evaluate the rider's seat, the two point position, the correctness of movements, the correctness of lines, the straightness before, over and after the jump, the harmony between horse and rider, and the rider's ability to maintain a steady tempo and relaxed posture between and over the jumps.

ARTICLE 303 LEVEL A ADVANCED

Jump height:

A* 80-85 cm

A** 90-95 cm

Objective:

Riders work on precision and accuracy over more complex courses. Courses include more frequent combinations, bending lines, and the introduction of more challenging distances.

Execution:

The riders perform the jumping course individually. There is only one rider in the ring.

Course design:

Courses at this level introduce double combinations, bending lines, and tighter turns, encouraging riders to think strategically about their track.

Types of jumps:

Verticals and Oxers.

Number of obstacles:

A* 8-9

A** 9-10

Judging criteria:

A*: Style

A** Style, Combined, Against the clock (ATC), Joker, Jump off, Two-Phases, Time *(for more information about judging criteria and/or modes see chapter 5)* Judges evaluate the rider's seat, the two point position, the correctness of lines, the straightness before, over and after the jump, the harmony between horse and rider, and the rider's ability to maintain a steady tempo and relaxed posture between and over the jumps.

ARTICLE 304 LEVEL L LEARNED

Jump height:

L* 100-105 cm

L** 110-115 cm

Objective:

Riders are expected to maintain rhythm and control over more technical courses, with tighter turns, more complex combinations, and varying distances. Riders must demonstrate consistent form and skill in their rounds.

Riders are introduced to speed classes at this level.

Execution:

The riders perform the jumping course individually. There is only one rider in the ring.

39

Course design:

A mix of verticals, oxers, and combinations (double and triple), with related distances requiring the rider to demonstrate accurate pace control and the ability to adjust their horse's stride.

Types of jumps:

Verticals, Oxers, Triple bars, Walls, Liverpools.

Number of obstacles:

L* 9-10

L** 10-12

Judging criteria:

Style, Combined, Against the clock (ATC), Joker, Jump off, Two-Phases, Time

ARTICLE 305 LEVEL M MEDIUM

Jump height:

M* 120-125 cm

M** 130-135 cm

Objective: In addition to technique, riders must focus on maintaining pace and accuracy under time pressure. Horses have to be very rideable in order to perform the bending lines, distances and combinations at this level.

Course design: More technical courses with combinations, sharper turns, and longer related distances. Courses begin to incorporate time as a bigger factor, challenging riders to find the balance between speed and accuracy.

Types of jumps: Verticals, Oxers, Triple bars, Walls, Liverpools, Open Water.

Number of obstacles:

M* 10-12

M** 11-13

Judging criteria:

Style, Combined, Against the clock (ATC), Joker, Jump off, Two-Phases, Time

ARTICLE 306 LEVEL S SUPREME

Jump height:

S* 140 cm

S** 145 cm

S*** 150 cm

Objective:

This level is designed for advanced riders who have demonstrated mastery over both technical and speed-based courses. Riders have to show their ability to combine

speed with precision over highly technical courses.

Course design:

Difficult courses requiring advanced skills in adjusting pace, executing sharp turns, and navigating complex combinations. There are no limitations on maximum number of jumps or width of oxers.

Types of jumps:

Verticals, Oxers, Triple bars, Walls, Liverpools, Open Water.

Minimum number of obstacles:

S* 12

S** 13

S*** 13

CHAPTER 12 TYPES OF CLASSES

ARTICLE 307 STYLE CLASSES (S)

Judging criteria:

In style classes (S), the performance of the rider is expressed in a score from 0 to 10 (decimal judging). The score is based on

- Position of the rider
- Rhythm and flow
- Effectiveness of aids
- Suppleness of the horse
- Observance of the correct lines
- Harmonious accomplishment of the tasks
- Overall impression of the ride.

Rails, time errors or refusals will be deducted from the score as penalty points. The

time is not a factor in a style class as long as the rider does not exceed the maximum time.

Find out more about the allowed time per class in chapter 5.

Penalty points:

Knocked down rail: -0.5 each

First refusal: -1.0

Second refusal: -2.0

Time faults: -0.1 per second

Third refusal and/or fall of rider and/or horse as well as exceeding the maximum time leads to elimination.

In group-classes (Pre-B, B and E*), penalties won't be deducted from the score.

ARTICLE 308 AGAINST THE CLOCK CLASSES (ATC)

Judging criteria:

In "against the clock" classes (ATC), placement is based on penalty points. If two or more riders have the same amount of faults the time required is decisive for placing: The lower time is placed higher.

Faults:

Rail: 4

First refusal: 4

Second ref.: 8

Time faults: 0.25 per second

Third refusal and/or fall of rider and/or horse as well as exceeding the maximum time leads to elimination.

ARTICLE 309 COMBINED CLASSES (C)

The first round is being judged like a style class. Riders who receive a total score of 7.5 or better (after subtracting penalty points for knocked down poles, refusals and time faults) make it into a jump off against the clock. The rider stays in the ring for the jump off.

Judging criteria:

Part 1: Style

Jump off: Against the clock

ARTICLE 310 JOKER CLASSES (J)

- a) Each Joker class consists of 10 jumps and no combinations.
- b) The rider collects points per jump. One point for the first jump, two points for the second jump and so on.
- c) Not clearing the fence does not add points to the rider's count.
- d) At the last jump the rider can either jump the regular fence number 10 for 10 points or risk jumping the joker, which is a higher, more airy obstacle which is worth 20 points. If the joker is not being cleared 20 points are being subtracted from the total score.
- e) If two or more riders have the same amount of points the time required is decisive for placing: The lower time is placed higher.
- f) Refusals are reflected in the total time needed to finish the course. The third refusal or exceeding the maximum time leads to elimination.
- g) 0.5 Penalty points per second for exceeding the time allowed.

ARTICLE 311 JUMP OFF CLASSES (JO)

- a) After the first round, the riders who have the equal lowest amount of faults move on to a jump off. (Penalty point equality in first place.)
- b) A rider can qualify for a jump off with .75, 2.25, 4 etc. faults as long as at least one

other rider has the same amount of faults and no other rider has less than that.

c) If only one rider has the single lowest faults they will win the class without a jump off. In that case the ranking of the class will be determined like in an ATC class.

d) The jump off is being held after every rider completed the first round.

e) The jump off is a shorter version of the regular course and can consist of jumps that have not been a part of the first round.

f) The placement is based on faults. If two or more riders in the jump off have the same amount of faults the time required is decisive for placing: The lower time is placed higher. g) To the discretion of the organizer, the jump off can be held right after the first round. In that case all riders with a clear round stay in the ring for an immediate jump off.

g) On discretion of the show organizer, every rider with a clear round can stay in the ring to ride the jump off immediately.

Faults (for first round and jump off):

Knockdown: 4

First refusal: 4

Second refusal: 8

Time faults: 0.25 per second

Third refusal and/or fall of rider and/or horse as well as exceeding the maximum time leads to elimination.

ARTICLE 312 TIME CLASSES (T)

A time class is similar to an ATC class but every rail counts as 4 seconds which are being added to the final time. The lower time is placed higher. Refusals are reflected in the total time needed to finish the course. The third refusal or exceeding the maximum time leads to elimination.

CHAPTER 13 YOUNG HORSE CLASSES

ARTICLE 313 COURSE DESIGN

Young horse jumping classes at UDJC are designed to evaluate the jumping potential of young horses and ponies as well as their perspective in the sport.

A 4 yo horse or pony is allowed to compete in Level E and A.

A 5 yo horse or pony is allowed to compete in Level E, A and L.

A 6 yo horse or pony is allowed to compete in Level E, A, L and M.

A 7 yo horse or pony is allowed to compete in Level E, A, L and M.

a) The course design of young horse classes is friendly and inviting.

Jumps are “fuller” and they can contain ground poles.

b) The turn to jump 1 must be big and the obstacle inviting, ideally towards the exit.

c) Lines and combinations are built in fair distances.

d) Each course must contain at least one long straight line to evaluate the horse's straight and forward canter.

e) If possible, jumps should not be placed directly on the wall to allow the rider to ride big lines around the jumps.

f) Liverpools or walls must be placed in the second part of the course.

g) Each course must contain at least two direction changes.

h) At the beginning of the year, courses are designed on the lower end of the height-criteria for each class whereby at the end of the year they are designed on the higher end of the scale, since the horses are older and typically more experienced.

ARTICLE 314 JUDGING CRITERIA

Each class is judged on specific criteria related to the horse's rideability, jumping technique, and canter quality. These classes focus on showcasing the natural talent

and development of young horses while emphasizing proper and correct training.

Rideability

The following aspects are considered when judging rideability:

- a) Suppleness: The horse demonstrates flexibility and the ability to move fluidly, especially when turning or adjusting.
- b) Constant Contact with Self-Carriage: The horse maintains a consistent connection with the rider's hand while carrying itself without relying heavily on the reins.
- c) Balance: The horse remains balanced through all phases of the course, including during jumps, turns, and changes of pace.
- d) Harmonic Communication with the Rider: The horse and rider work together in harmony, showing a clear partnership with effective, subtle aids.
- e) Attentiveness: The horse pays attention to the rider's cues and the course itself, showing focus and awareness.

Jumping Manners

Jumping technique is crucial in young horse classes, and horses are judged on:

- a) Willingness: The horse shows enthusiasm and a positive attitude toward jumping.
- b) Fluid and Easy Jump: The horse's jumps are smooth and relaxed, without signs of hesitation or strain.
- c) Adaptability: The horse can adjust its stride and approach to accommodate different types of jumps.
- d) Jumping Over the Back ("Bascule"): The horse arches its back over the jump, creating an efficient and effective shape.
- e) Leg Technique: The front legs are folded properly while the hind legs open up and stretch over the jump.
- f) Reaction Speed When Taking Off: The horse shows quick and timely reactions when leaving the ground for a jump.
- g) Bending of the Front Legs: The front legs should bend efficiently and evenly as the horse clears the obstacle.
- h) Opening of the Hind Legs: The hind legs should extend smoothly to complete the jump, creating an effective bascule.

- i) Balance Over the Jump: The horse remains balanced throughout the jumping effort, maintaining composure while airborne.
- j) Safe Landing: The horse lands in a safe, balanced, and controlled manner, preparing for the next movement or jump.

Canter

The canter is evaluated for the following qualities:

- a) Clear Three-Beat Rhythm: The horse maintains a steady, three-beat rhythm in the canter.
- b) Uphill Movement: The canter should have an upward trajectory, showing strength and engagement from the hindquarters.
- c) Light-Footedness: The horse's canter should be light, agile, expansive and free of heaviness.
- d) Ability to Regulate Stride Length: The horse can easily adjust the length of its strides when needed, showing responsiveness to the rider's cues.
- e) Flying Changes: Starting at Level L, horses are expected to perform clean, efficient flying lead changes when necessary.

Scoring:

Horses/Ponies receive a decimal score after completing the course.

(See Chapter 5, Art. 210 and 211.)

Penalty points:

Knocked down rail: -0.5 each

First refusal: -0.5

Second refusal: -1.0

Time faults: -0.1 per second

Third refusal and/or fall of rider and/or horse as well as exceeding the maximum time leads to elimination.

CHAPTER 14 SPECIAL CLASSES

ARTICLE 315 TEAM JUMPING

- a) The team jumping competition can either be judged in the Style format, the ATC format or the Jump Off format.
- b) Each team consists of three or four participants, each of whom is allowed to ride one horse.
- c) The placement is based on the three best participants of a team:
- d) In ATC classes the three rounds with the lowest faults and their times are added together, in style classes the three highest scores are added together, in time classes the three fastest times are added together.
- e) There can also be a team jumping class with a jump off. In that case a jump off will be required in case one or several teams have the same amount of faults or the exact same style result in first place.
- f) The jump off is being ridden by one rider per team qualified for the jump off.
- g) The exact rules for a specific show can be found in the show specs.

ARTICLE 316 RELAY JUMPING

- a) Relay jumping classes are to be judged in the ATC or T format.
- b) A relay consists of two riders.
- c) Both of them have to ride a course after each other. The time is measured from the time the first rider crosses the starting line until the second rider crosses the finish line.
- d) The duo with the fewest faults and/or the fastest time wins.
- e) A crop serves as a relay baton, which is handed over to the second rider after the first rider overcomes the last obstacle.
- f) If a rider drops the crop during the course or when handing it over, he/she must dismount, pick up the crop, mount and only then can continue riding or hand over the crop.

- g) The exclusion of a rider due to a fall or three disobediences leads to the exclusion of the duo.
- h) The exact rules for a specific show can be found in the show specs.

ARTICLE 317 JUMP 'N DRIVE

- a) A jump and drive class consists of a show jumping course followed by a course that needs to be driven with any given vehicle.
- b) Depending on the age of the participants this can be a bicycle, a scooter, a golf cart, a car etc.
- c) The jumping course is to be judged in the Time format.
- d) After the last jump the rider has to dismount in a designated area, hand the horse to a groom/partner on the ground, run to the vehicle and drive a course. The time is stopped after the participant crosses the finish line.
- e) The course designer has the freedom to add sources for penalties to the vehicle course like cones with tennis balls on top etc.
- f) The exact rules for a specific show can be found in the show specs.

CHAPTER 15 JUDGING AND RING RULES

ARTICLE 318 JUDGING CRITERIA FOR STYLE CLASSES

a) Rider's Seat and Position:

Judges look for a balanced, centered seat with correct posture, two-point position, soft hands, and appropriate use of aids. Riders should remain in control without overly relying on the reins or legs.

b) Rhythm and Impulsion:

Judges look for a nicely active and forward moving horse which is cantering and jumping in the same rhythm throughout the course. Without disturbing the rhythm judges want to see the rider shortening and lengthening the horse's strides if needed.

c) Submission:

Judges look for a willingly cooperating, attention spending horse which is confidently accepting the rider's aids as well as the bit.

d) General Appearance: Judges look for a clean horse/pony as well as clean tack. The rider's and the horse's outfit/equipment is supposed to fit correctly and look nice.

ARTICLE 319 JUMPING FAULTS

a) 4 faults

- For knocking down the top line of an obstacle or a standard with any portion of horse, rider or equipment (excluding the horse's shoe when not attached), when jumping that obstacle.
- For knocking down the top rail placed over a water obstacle.
- For knocking down the automatic timing equipment or other designated markers on start and finish lines, as long as they are a part of the course being jumped. -
- Open water: One or more feet in the water or on the lath.

b) Refusal:

- 4 faults for the first refusal.
- 8 faults for the second refusal.
- Elimination for the third refusal.

If the horse refuses to jump without damaging the obstacle, the time continues to run. If the obstacle or any part of it needs to be rebuilt, the time is paused. Once the course crew has completed the repairs, the time resumes as soon as the horse is one canter stride away from the jump. Additionally, 10 penalty seconds will be added to the rider's time.

Definition of refusal:

- Stopping in front of the jump counts as a refusal
- Crossing the "ideal line" of the course counts as a refusal.

- Riding a circle counts as a refusal.
- The horse stepping backwards counts as a refusal
- Disobedience anywhere on course counts as refusal

In case the horse refuses to jump any jump that is a part of an obstacle (typically combinations) the whole obstacle needs to be ridden again.

c) Time faults: 0.25 per second

Exceeding Time Allowed (for each commenced second over the time allowed)

ARTICLE 320 ELIMINATION

List of incidents that lead to elimination of the rider/horse combination:

- a) Third refusal
- b) Horse resisting for more than 45 seconds
- c) Fall of horse or rider anywhere in the ring
- d) Starting before judge's signal to proceed
- e) Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not
- f) Rider being off course (jumping the wrong obstacle)
- g) Rider or Horse leaving the arena before finishing the course, after they crossed the start line. Leaving the arena through the in/out gate (voluntarily or involuntarily) before passing the start line does NOT lead to elimination
- h) Any competitor at the end of their round who does not leave the arena through the designed gate (e.g. jumping out of the arena)
- i) Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena.)
- j) Exceeding the Time Limit
- k) Jumping out of the ring before, during, or after their round

- l) Violating the Code of Conduct for the Welfare of the Horse
- m) Blood Policy (Article 215)
- n) Concern for the welfare of the horse and/or a horse being clearly overwhelmed.
- o) The pair is not suited for the task on that day.

ARTICLE 321 MISCELLANEOUS RING RULES

a) Salute

After entering the ring the rider is supposed to salute the judge.

b) Start Signal

After the judge rings the bell the rider has 45 seconds to cross the starting line and start the course. After 45 seconds the time will start running in case the rider did not start yet. In case the horse passes manure before crossing the start line the rider can raise their hand in order to stop the timer until the horse is done.

c) Crossing the start line

In case the rider crosses the start line multiple times after the judge rang the bell, each additional crossing counts as a refusal (Backwards and forwards respectively the correct and/or the wrong way around).

d) Number, Letters, Flags

Every jump always needs to be marked with a number.

Combinations always need to be marked with the letters A, B (and C).

Each jump needs to be marked with white flags on the left standard(s) and red flags on the right standard(s).

e) Obstruction and incomplete obstacles

In case the rider is hindered to go over a jump (typically but not exclusively by a free running dog or course staff) they can stop and raise their hand. After the removal of the hindrance the rider can finish the course and will automatically receive a time of 0 seconds.

In a style class the whole process is being ignored and it is not having any impact on the score.

The same ruling applies for a jump that is not completely built (typically but not

exclusively a top pole on the ground that has been forgotten to be picked up).

f) Enter and exit ring

If not differently advised by an official the next rider is not allowed to enter the ring until the previous rider did pass the finish line. The previous rider is supposed to exit the ring in a timely manner.

g) After elimination due to refusals, the rider is permitted to execute one correctional jump. The correctional jump must be taken over an obstacle that the rider has already successfully jumped prior to elimination.

CHAPTER 16 DRESS AND EQUIPMENT

ARTICLE 322 GENERAL RIDER ATTIRE

a) Helmets:

All riders must wear ASTM/SEI-certified helmets at all times during competition for safety reasons. Helmets should fit properly and be securely fastened to provide maximum protection. Helmets must be black, navy, dark brown, dark green or dark gray.

b) Jackets:

Riders are required to wear traditional jumping jackets, which may be waived or adapted in extreme weather conditions. Jackets should be well-fitted and allow freedom of movement, while maintaining a neat and professional appearance.

c) Breeches:

Breeches should be made of breathable material, providing comfort and flexibility for the rider. Breeches must be white, tan, grey or off white. Jodhpur breeches are permitted in Category C and prohibited in Category B and A.

d) Boots:

All riders have to wear tall boots or paddock boots combined with half chaps in Category B and A. Paddock boots with Jodhpur breeches are allowed in Category C.

e) Show Shirts:

Riders are required to wear traditional show shirts with tie, choker, or integrated stand-up collar. Men are required to wear a tie. Shirts should be well-fitted and allow

freedom of movement, while maintaining a neat and professional appearance.

ARTICLE 323 GENERAL HORSE EQUIPMENT

See **Equipment Catalog** for further specifications and detailed information!

a) Saddles:

Only English-style saddles are permitted in competitions. Saddles should fit the horse properly, allowing freedom of movement and even distribution of the rider's weight.

b) Bridles:

See Equipment Catalog.

c) Bits and Nosebands:

See Equipment Catalog.

d) Boots and Bandages:

Protective horse boots and bell boots are permitted.

They should be properly fitted and provide adequate support and protection.

Bandages and Polo wraps are prohibited. Anything added to the leg of the horse (excluded horse shoe) is not permitted to weigh more than 500 gram. Please see Equipment Catalog for details.

ARTICLE 324 EQUIPMENT CHECKS

a) Inspections:

During the warm-up and immediately after the ride when exiting the ring, all tack and equipment can be subject to inspection to ensure safety and compliance with regulations. Inspections are conducted by designated officials, who are responsible for identifying any issues and ensuring that equipment meets UDJC standards.

b) Penalties:

Use of illegal or unsafe equipment will result in immediate disqualification. Riders are encouraged to verify that all equipment is in compliance with UDJC rules before arriving at the competition venue. Competitors are supposed to check the UDJC equipment catalog. If equipment, tack or parts of equipment are not listed they are

not permitted!

ARTICLE 325 EQUIPMENT CATEGORIES

Please check the Equipment Catalog for details.

Different levels of classes belong to different equipment categories:

Category C: Level B and E

Category B: Level A and L

Category A: Level M and S

CHAPTER 17 SHOW RING AND WARM-UP RING

ARTICLE 326 RING DIMENSIONS AND LAYOUT

The competition arena must meet UDJC standards for size and safety. Arena dimensions vary depending on the level and type of competition but must be large enough to accommodate multiple jumps, turning maneuvers, and a safe distance for galloping or trotting between obstacles.

a) Minimum sizes:

Category C:

The arena should be rectangular, with a minimum size of 65 x 130 feet for all jumping classes in category C.

Category B:

The arena should be rectangular, with a minimum size of 90 x 150 feet for all jumping classes in category B.

Category A:

The arena should be rectangular, with a minimum size of 100 x 250 feet for all jumping classes in category A.

b) Footing:

The arena must have well-maintained, class appropriate footing that provides good traction and cushion. Sand and fiber footing or well-maintained grass is preferred. Hard or slippery surfaces are prohibited for safety reasons.

c) Warm-up arena requirements:

The warm-up arena should be at least 65 x 130 feet, with at least two practice jumps (one vertical and one oxer) available. The warm-up ring should provide ample space for riders to practice movements and prepare their horses for competition.

ARTICLE 327 WARM-UP RING

a) The warm-up arena is a designated area for warming up and preparing horses before entering the competition arena. The warm-up area should provide ample space for riders to practice movements and prepare their horses for competition.

b) Riders must adhere to safe practices and maintain control over their horses at all times.

c) Riders should be aware of other competitors and avoid crowding or interfering with other riders in the warm-up area. Officials reserve the right to limit warm-up time if necessary to prevent overcrowding.

d) It is not permitted to warm up a horse outside of the designated warm-up areas.

e) There is always a judge or a UDJC official overseeing the warm up area.

f) Excessive schooling in the warm-up arena is discouraged.

g) Blood Policy (Article 215)

h) Riders may only jump obstacles set at or below the height of the class they are competing in.

ARTICLE 328 WARM-UP RING RULES

a) Left shoulder to left shoulder, meaning the rider on the right hand has to yield to the rider riding on the left hand.

b) Walking on the track is prohibited. The rider who is walking always has to yield to riders who are trotting or cantering.

- c) Every rider in the warmup arena must keep their heads up and pay attention to the other riders.
- d) Calling out jumps: Riders have to loudly shout “vertical” or “oxer” when they are on the way towards a warm-up jump.
- e) Riders and trainers must follow any directions given by officials.
- f) Obstacles must be flagged and jumped in the proper direction.
- g) No one may hold a rail or touch a standard while it is being jumped.
- h) All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
- i) If a rail is placed on the edge of a cup, it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail
- j) Walk rails are not permitted. Horses are not permitted to walk over cross or slant rails.
- k) Any jump 1.30 m or higher must have a minimum of 2 rails, in cups, on the takeoff side of the jump, regardless of whether a ground line is used. The lower rail must always be below 1.30 m.
- l) Oxer poles are never allowed to be lower than the front pole.
- m) Guide rails can only be used during the warm-up for category C classes. If guide rails are used on the landing side of a jump, the closest part of the rail must be a minimum of 3 m from the jump.
- n) If a trot/canter/placement rail is used it may only be used at a vertical which may not exceed 1.30m in height. If a rail is used on the takeoff side of a jump, it may be no closer than 2.50m. If a rail is used on the landing side of a jump, it may be no closer than 3 m. Any rail placed 6m or further from the takeoff or landing side of a jump is not to be considered a placement rail and is allowed.
- o) If space and available fence material allows and safety conditions permit, combinations may be built using correct distances.
- p) Bounce jumps may only be used with verticals and may consist of a maximum of three obstacles not exceeding 1 m in height.
- q) It is prohibited to place items (coolers, blankets etc.) on top of/under/over the jumps. Only designated and from the show provided jump equipment can be used during the warm up.

r) Any action deemed not in the best interest of the horse will not be allowed.

ARTICLE 329 SAFETY PROTOCOLS

a) Requirements:

The arena must be safely enclosed, with footing maintained to minimize injury risks. Arena surfaces should be level and free of obstacles or hazards.

b) Ground Jury and UDJC Officials:

The ground jury is responsible for overseeing the setup and maintenance of the competition arena, ensuring that the course is safe and properly designed. The stewards oversee the warm-up arena and ensure that all riders follow the rules. The ground jury, the stewards and the course designer have the authority to stop a competition if there is a safety concern.

ARTICLE 330 COMPETITION FLOW

a) Order of Go:

Riders will be assigned a starting order by random draw, horse name or qualification rank. This order will be posted before the start of the competition. Riders must be ready to enter the arena when their number is called. If the rider does not enter the ring 60 seconds after the previous rider left the ring unexcused they will be eliminated.

An excused absence would be a lost horse shoe as an example. In that case the ground judge moves the rider further to the back of the field.

b) Timing and Pacing:

If not differently advised by an official, the next rider is not allowed to enter the ring until the previous rider did pass the finish line. The previous rider is supposed to exit the ring in a timely manner.

c) Course Walks:

Riders will be allowed to walk the course before the start of each class to familiarize themselves with the layout, distances, and turns. Course walks are conducted without horses, and riders may not alter the placement of jumps or markings.

In special classes (mainly for four year old horses and beginner kids classes) the riders might be allowed to enter the ring mounted in the walk.

The course will be free to walk after the judge rang the bell and the participants have to leave when the judge rings the bell again. That typically happens a few minutes before the first rider enters the ring.

Additionally there will be a course plan posted at the board close to the entry of the ring.

d) Withdrawals:

Riders may withdraw from a class if they feel that they or their horse are not fit to compete. Withdrawals must be communicated to the show office or ground jury as early as possible. Riders who withdraw without proper notification may face penalties, including disqualification from future events.

CHAPTER 18 AWARD CEREMONY AND PRICES

ARTICLE 331 PLACINGS

In Level Pre-B and B classes every competitor is placed and receives a ribbon. In Level E, A, L, M and S classes, the top third of competitors (but not less than 4) are placed based on their performance (best results).

Additionally the top 6 placed competitors are awarded with prize money if the class had 6 or more starters.

ARTICLE 332 AWARD CEREMONY COMPOSITION

a) The award ceremony is held after the class. Attending is absolutely mandatory!

b) The top three places have to join the award ceremony with horses.

The additionally placed riders can join the award ceremony by foot.

c) The head judge, an organizer-representative as well as a sponsor-representative are participating in the award ceremony.

d) The winner is announced and pulls forward.

e) The judge attaches the ribbon to the horse's bridle and congratulates the rider by shaking their hand before the owner-representative and the sponsor-representative

shake the winner's hand. The same procedure is being repeated until every competitor has received a ribbon.

f) The three riders on horses start their lap of honor while music is playing. The placed competitors by foot stand inside the ring during the lap of honor.

ARTICLE 333 PRIZE MONEY AND PRIZES

a) Competitors in Level B classes receive prizes like ribbons, tack, show equipment and toys.

b) UDJC contributes prize money to each jumping class starting at Level E that has at least 6 starters. Prize money is paid to the 6 highest placed riders of the class.

c) Distribution of prize money:

This table shows the minimum amount that is paid out to the top 6 placed competitors (in a class with 6 starters or more).

Show organizers can add more prize money to each class at their discretion.

	1st	2nd	3rd	4th	5th	6th
Level E Total \$100	\$35	\$20	\$15	\$10	\$10	\$10
Level A Total \$150	\$50	\$30	\$25	\$15	\$15	\$15
Level L Total \$250	\$85	\$50	\$40	\$30	\$25	\$20
Level M Total \$350	\$120	\$70	\$55	\$40	\$35	\$30
Level S Total \$500	\$170	\$100	\$80	\$60	\$50	\$40

ARTICLE 334 SPLITTING CLASSES

The organizer of the show reserves the right to split classes that are getting too big. If a class is split into two separate groups, each group will be treated as a full, independent class with its own winner, placings, full prize money and full ranking

points.

There are several ways to split the class before or after the class is finished:

a) After the class is finished, the first and the second place both become first, the third and fourth place both receive second place, fifth and sixth place both receive third place and so on.

b) Before the schedule is published the organizer can split the class into two equal groups. There are different ways to create an equal 50/50 split:

Age of the horse (example: 8yo and younger vs. 9yo and older)

Age of the rider (Year of birth 1986 and older vs 1987 and younger)

Ranking points (2197 points and higher vs. 2196 and lower)

Gender of the horse etc. (mares vs. geldings)

CHAPTER 19 RIDERS UNDER 25 AND JUMPING SQUADS

At UDJC, age classes are structured to ensure fair competition among riders of similar age and experience levels.

These classes align with the categories used in FEI Under 25 competitions. U25 compete mainly against everybody else but some shows might have special age classes or pony classes. There is also a possibility of a whole show being exclusively for riders under the age of 25 (U25) or 21 (Young Riders).

Especially at Regional and National Championships age classes become important. The following age divisions apply to dressage competitions at UDJC:

ARTICLE 335 AGE DIVISIONS

Eligibility for each age class is determined by the rider's age in the calendar year, meaning that riders remain in their age group for the entire competition year, regardless of when their birthday falls.

a) Pony:

Riders under the age of 16 are eligible for Pony classes.

Ponies must be used in these classes, defined as horses with a maximum withers height of 148 cm without shoes and 149 cm with shoes.

Ponies require a UDJC Pony Passport to compete in official pony classes.

In order to apply for a Pony Passport the pony needs to be measured by a UDJC steward.

b) Children:

Riders under the age of 14 are eligible for Children classes.

c) Juniors:

Riders under the age of 18 are eligible for Junior classes.

d) Young Riders:

Riders under the age of 21 are eligible for Young Rider classes.

e) U25:

Riders under the age of 25 are eligible for U25 classes.

Riders are not limited to competing in age classes and may also participate in regular classes if they meet the eligibility requirements. Within regular classes, junior or young rider divisions may be offered, providing additional opportunities for riders to compete based on their age.

ARTICLE 336 SQUAD DEFINITION

At the end of the season, the best competitors of each age group who stood out through great success and extraordinary horsemanship will make it into a squad.

Being a member of a squad comes with a lot of advantages for the competitors:

They gain access to exclusive clinics and training camps, can attend UDJC squad educational events, are featured on our website and many more.

It also comes with responsibilities: Squad members have to be role models not only for younger

kids but for every rider, owner and spectator at the show and at their home barn.

They have to stand out through exceptional horse care, fair sportsmanship and an open and helping personality.

UDJC hosts special clinics and shows the squad members have to attend, so called “ob-clinics” and “ob-shows”.

Squad members have the honor to wear a special badge either on their left arm or their left chest so they are recognisable. They also have access to special gear like hoodies, jackets and shirts.

We see the young riders on the squads as a big part of the future of our sport.

At UDJC we differ between two squads:

The UDJC squad and the regional squad.

The UDJC squad consists of the UDJC network's best riders in the FEI age groups who are already successfully competing at the respective level.

Younger competitors who are not riding on FEI level yet have the chance to make it on the regional squad.

Regional squads differ between the age groups under 12 (U12) and under 14 (U14)

ARTICLE 337 SQUAD REQUIREMENTS

Minimum requirements for a spot on the UDJC Squad per season:

a) Pony, 16 and under:

2 times 8.0 or higher in Level L* Style,

3 times Top 3 placings in Level L**

1 time Clear round in Level M*

b) Children, 14 and under:

3 times 8.0 or higher in Style Level L,

3 times Top 3 placings in Level L**

1 time Clear round in Level M*

c) Junior, 18 and under:

3 times Top 3 placings in Level M*,

3 times Top 3 placings in Level M**

1 time Clear round in Level S*

d) Young Rider, 21 and under:

3 times Top 3 placings in Level M**

3 times Top 3 placings in Level S*

1 time Clear round in Level S**

Young horse classes and special classes (Chapter 13) are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

Minimum requirements for a spot on the Regional Squad per season:

a) U12:

3 times 8.0 or higher in Level E*

3 times 8.0 or higher in Level E**

1 time 7.0 or higher in Level A*

b) U14:

3 times 8.0 or higher in Level A*,

3 times 8.0 or higher in Level A**

1 time 7.0 or higher in Level L* Style

Young horse classes and special classes (Chapter 13) are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

CHAPTER 20 JUMPING MEDALS

ARTICLE 338 MEDAL REQUIREMENTS

UDJC Members have the opportunity to earn various medals for their achievements at UDJC recognized events.

Medals can be earned throughout different levels of showing.

Requirements for earning medals:

a) UDJC Bronze Medal:

5 times 8.0 or higher in Level L* Style

5 times Top 3 placings in Level L**

1 time Victory in Level L**

b) UDJC Silver Medal:

5 times Top 3 placings in Level M*

5 times Top 3 placings in Level M**

1 time Victory in Level M**

c) UDJC Gold Medal:

5 times Victory in Level S*,

5 times Top 3 placings in Level S**

1 time Victory in Level S**

Young horse classes and special classes (Chapter 13) are excluded.

COMBINED DIVISIONS

CHAPTER 21 COMBINED DIVISIONS

Divisions at UDJC provide an opportunity for riders to demonstrate their proficiency across multiple classes and disciplines. A division is a combination of dressage and style jumping classes at the same level, where the rider's scores from these classes are combined to determine a final divisional score. Riders must participate in all the

classes included in the division to be eligible for divisional rankings.

Divisions are designed to encourage riders to develop a strong foundation in both dressage and jumping, rewarding versatility and well-rounded performance.

ARTICLE 339 COMBINED DIVISION STRUCTURE

- a) Divisions may consist of two or more classes, including multiple dressage tests and multiple style jumping rounds at the same level.
- b) Each division has to be a mix of dressage and jumping classes.
- c) The exact number and type of classes included in a division will be announced in the Class Specs of each show and will vary depending on the level and competition format.
- d) These classes are regular, scheduled classes available to all riders at the event but only riders who have signed up for the division and completed all of the classes within the division will be eligible for a divisional ranking.
- e) There can be several divisions per show, catering to different levels of competition (e.g., B-Division, E-Division or A-Division).

ARTICLE 340 COMBINED DIVISION ELIGIBILITY

- a) Competitors must register for the division in advance of the show.
- b) Riders may enter both individual classes and divisions simultaneously, but to qualify for a divisional ranking, they must complete every class that is part of the division.
- c) Each rider must meet the qualification criteria for the level of dressage and jumping within the division, as specified elsewhere in the UDJC Rulebook.
- d) Competitors may enter multiple divisions if they qualify for the levels and classes, though they must ride each class in full as per divisional requirements.
- e) Each rider has to pay the division fees.

ARTICLE 341 COMBINED DIVISION SCORING

The rider's score for each class in the division is calculated as follows:

- a) Dressage Test(s): Scored according to the standard dressage scoring rules outlined in the UDJC Rulebook.
- b) Style Jumping Classes: Scored based on style criteria, with penalties for faults as defined in Article 307 and 316.
- c) The total score for the division is the sum of all dressage and style jumping scores. For example, if a division consists of two dressage tests and one style jumping class, the scores from all three classes are added to determine the total score.
- d) Placings within the division are determined by the highest total combined score. In the case of a tie, the highest score from the highest dressage test will serve as the tiebreaker.

ARTICLE 342 AWARDS AND RECOGNITION

- a) The top three riders who complete all required classes in a division will be eligible for divisional awards, which may include ribbons, trophies, and prize money.
- b) Division placings will be announced at the conclusion of all relevant classes, and overall division champions will be recognized.

HUNTERS

UDJC Hunters emphasize correct riding, effective communication with the horse, and technical courses that require both horse and rider to demonstrate skill, adjustability, and natural ability.

The foundation for competing in hunter classes should be developed through dressage and style jumping classes.

CHAPTER 22 LEVELS OF HUNTERS

COMPETITION

ARTICLE 400 OVERVIEW OF LEVELS AND DIVISIONS

UDJC Hunter Divisions start at 2'6" and progress to 3'3" and Derby classes.

UDJC also offers a 2'3" Pony Division.

ARTICLE 401 HUNTER DIVISIONS AND HEIGHTS

1. 2'3" Pony Hunter Division (Level E)
2. 2'6" Hunter Division (Level A)
3. 2'9" Hunter Division (Level L)
4. 3'0" Hunter Division (Level M)
5. 3'3" Hunter Division (Level S*)
6. Hunter Derby 3'6" (Level S**)
7. Hunter Derby 4'0" (Level S***)

ARTICLE 402 STRUCTURE OF REGULAR DIVISIONS

Each regular division (Level E-S*) consists of five classes per competition:

- One Flat Class

(Under Saddle – Judged on the horses' movement and rideability)

- Two Regular Over-Fences Classes

(Judged on the horse's quality as well as the rider's skill)

- Two Handy Hunter Classes

(Judged on the horse's quality as well as the rider's skill)

ARTICLE 403 DERBY'S

Derby's consist of two rounds:

- One Regular Over-Fences Class

(Judged on the horse's quality as well as the rider's skill)

- One Handy Hunter Class

(Judged on the horse's quality as well as the rider's skill)

CHAPTER 23 TYPES OF CLASSES

1. FLAT CLASS (Under Saddle)

- Horses are judged on natural movement, balance, and rideability.
- Artificial movement (exaggerated frame, overly slow paces) is penalized.

Riders must show:

- Walk, trot, and canter in both directions
- Smooth, balanced transitions
- Ability to lengthen and shorten stride on request

2. REGULAR OVER FENCES CLASS

- 10-12 fences per course.

Courses require:

- Bending lines
- Rollbacks
- Unrelated distances
- Natural fences (walls, brush, logs, etc.)
- Striding variations (riders must decide correct approach)

3. HANDY HUNTER CLASS

- Tests rider's control, adjustability, and decision-making.
- 12+ fences per course

Courses can include:

- Trot fences
- Tight rollback turns
- Halts and rein-backs
- Counter Canter fences
- Inside turns
- Bold, effective riding is rewarded.

CHAPTER 24 COURSE DESIGN

ARTICLE 404 GENERAL COURSE RULES

UDJC Hunter Courses are longer and more technical than regular Hunter courses.

1. All obstacles must be set at required height.

The required height may have a variance of no more than 2" over or under.

2. If one or more original obstacles are rendered unusable during a class and no duplicate exists, management may substitute obstacles which approximate as nearly as possible the originals.

3. In all Hunter sections, at least two different courses are required.

At least one change of lead is required in every course.

4. In over fences classes, crossing a track between obstacles and/or required tests shall constitute a disobedience and will be penalized by the judge(s)

Exceptions: A course diagram that requires a rider to cross their track.

ARTICLE 405 TYPES OF JUMPS

1. Obstacles must simulate those found in the hunting field such as natural post and rail, brush, stone wall, white board fence or gate, chicken coop, aiken, hedge, oxer, etc.

2. Every course must have at least four different types of obstacles.

3. Triple bars and hogs back (not wider than high), red and white striped rails (imitating railway barriers), small bounces below 2' and obstacles without wings are permitted.

A Liverpool underneath a jump is permitted.

4. Jump Cups:

FEI approved safety cups must be used for the back rail of all oxers.

5. A minimum 1" difference is required for the back element of an obstacle.

ARTICLE 406 OVER-FENCE CLASSES

Courses for regular Over-Fences Classes include:

a) 10-12 fences per round.

b) Bending lines – Riders must adjust stride to maintain balance.

c) Unrelated distances – No fixed striding between some jumps.

d) Rollback turns – Requires control and precision.

e) Natural fences – Logs, walls, hedges, and brush obstacles.

f) Options – Certain classes have fences where bolder choices earn higher scores.

g) Combinations

ARTICLE 407 HANDYS

Minimum of 12 fences.

Tests rider's control, adjustability, and decision-making.

In Handy classes, the course must have at least two changes of direction, at least one "in and out" (An in and out is two jumps set for one or two strides. The distance

may be adjusted during a class requiring different fence heights), as well as three of the following:

- a) Trot fence
- b) Tight rollback turn
- c) Halt and rein-back
- d) Counter Canter jump
- e) Hand gallop a jump
- f) Halt
- g) Open a gate while mounted

Bold, effective riding is rewarded.

Options – Certain classes have fences where bolder choices earn higher scores. Handiness is defined as time and ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style. Hand Gallop is defined as a significant lengthening of the canter stride without sacrificing performance or style.

CHAPTER 25 JUDGING ARTICLE

408 JUDGING CRITERIA

Hunter classes are based on the tradition of fox hunting, adapted to a controlled, closed setting. The judging of these classes shall reflect the qualities expected of a successful hunting partnership: forwardness, rhythm, balance, adjustability, and smooth execution. The horse must demonstrate consistent forward movement, an uphill balance, adjustability between fences, and a scopey, attentive jumping style. Its attitude should be confident, calm, and workmanlike. The rider is expected to guide the horse invisibly, using correct and effective seat and aids, maintaining a quiet and balanced position throughout the course. Track planning and decision-making must reflect forethought, precision, and the intention to make the horse's job easier.

Harmony between horse and rider, as well as the suitability of the combination for the hunter discipline, are fundamental to all judging decisions.

ARTICLE 409 SCORING FLAT CLASSES

In flat classes, the total maximum score is 100 points (10.0).

This score shall be the sum of the following three components:

a) Rider's Seat and Aids (Max 40 points):

Correct rider position, invisible and effective use of aids, stability and alignment of the upper body, and correct use of the seat.

b) Rideability of the Horse (Max 40 points):

Thoroughness, connection between leg and hand, engagement of the hindquarters, relaxation, uphill balance, smooth transitions and responsiveness to the rider.

c) Quality of the Horse (Max 20 points):

Natural movement, freedom of the shoulder, correctness of conformation, type, and general suitability as a hunter.

The sum of the three scores yields the final result out of 100 points, published as a final decimal score (7.9, 8.3 or 8.6)

ARTICLE 410 SCORING OVER FENCE CLASSES AND HANDY ROUNDS

In over-fence and handy rounds, the total possible score is 100 points (10.0).

Each round shall be judged according to the following four categories:

a) Rider's Seat and Aids (Max 30 points):

Correct position over fences and between fences, balance, timing and invisibility of aids, allowing the horse to jump freely while maintaining soft control.

b) Rhythm and Balance (Max 30 points):

Consistent hunting pace, correct lead, forward impulsion from behind, adjustability while maintaining balance and impulsion throughout the course.

c) Track and Planning (Max 20 points):

Effectiveness of turns and approaches, appropriate striding in lines, accuracy and straightness of the path, and the intelligent use of the arena.

d) Horse's Jumping Form (Max 20 points):

Bascule, symmetry of legs, attention to the jump, willingness, and suitability as a safe and effective hunter over fences.

High Options: In courses where height options are available, the rider may earn two (2) bonus points for each high option successfully completed. These points are added after the base score has been calculated.

Final Scores: The final result is expressed as a decimal score by dividing the total points by 10. For example, a round scoring 87 points will be published as 8.7.

ARTICLE 411 FAULTS

a) Minor Faults:

Minor faults do not automatically result in point deductions but may influence the judge's scoring within the affected categories at their discretion. Examples of minor faults include, but are not limited to:

- Jumping off the center of a fence
- Light contact with a rail (without knockdown)
- Late or awkward lead change
- Swapping leads before the jump
- Adding or eliminating strides in a related line Judges must consider the context of the round and the harmony between horse and rider before penalizing a minor fault.

b) Major Faults (Point Deductions):

Major faults result in deductions from the final total score after the base round score has been determined. The following deductions apply:

- Knockdown of a rail: -5 points
- Missing lead change completely: -5 points

- First refusal: -10 points
- Second refusal: -20 points
- Third refusal: Elimination

c) Elimination Criteria:

The following situations shall result in immediate elimination from the class:

- Third refusal
- Fall of horse or rider
- Horse refusing to move or resisting for more than 45 seconds
- Off-course (failure to follow course as posted or instructed)
- Horse or rider exiting the arena before completion
- Excessive use of the whip, spurs, or reins
- Any action considered in violation of the Welfare Code of Conduct
- Combination appearing overwhelmed, unsafe, or mentally/physically unfit to continue
- Entering the arena and jumping the course before the judge has signaled the start
- Stopping the course due to lost shoe or broken equipment
- Blood Policy (Article 215)

ARTICLE 412 ORDER OF GO

- a) The jumping order must be created by the show office and/or at the gate.
- b) The starting list must be posted at least 30 min before the start of each class.
- c) The order has to be followed by the riders.
- d) Failure to enter the ring within one minute after an audible signal to proceed is given incurs elimination.
- e) Management may permit a rider to compete out of order to minimize delays and in case of class conflicts.

CHAPTER 26 QUALIFICATION REQUIREMENTS

To ensure that riders progress through the UDJC Hunter Divisions with the necessary skills and experience, a structured qualification system is in place. This system guarantees that “young riders” under the age of 21 move up only when they demonstrate consistent competence, control, and correct riding.

ARTICLE 413 QUALIFICATION CRITERIA

Starting in 2026, riders must have Performance Level 3 in order to compete in the Hunters.

(More info 2026)

CHAPTER 27 DRESS AND EQUIPMENT

ARTICLE 414 GENERAL RIDER ATTIRE

See Equipment Catalog for further details about permitted and prohibited equipment!

Judges must eliminate riders that compete in wrong attire.

a) Helmets:

All riders must wear ASTM/SEI-certified helmets at all times during competition when mounted for safety reasons. Helmets should fit properly and be securely fastened to provide maximum protection.

b) Coats and Shirts:

Formal Attire. Riders are required to wear coats and show shirts with white collars.

Tail coats are permitted in Hunter Derby's.

c) Breeches:

Breeches may be buff, canary, tan, rust or white.

d) Boots:

Tall boots are required starting at 2'6". Riders in Pony Hunters are permitted to ride in Judhpur pants and paddock boots.

e) Spurs:

Well rounded, up to 3.5cm permitted.

f) Whips:

Up to 75cm permitted.

ARTICLE 415 GENERAL HORSE EQUIPMENT

See Equipment Catalog for information about permitted and prohibited equipment! Judges must eliminate horses or ponies that compete in illegal bits or tack.

CHAPTER 28 WARM-UP RING

The warm-up ring is an essential part of preparing both horse and rider for the competition. To ensure safety, fairness, and smooth flow, the following rules must be observed:

ARTICLE 416 WARM UP RING RULES

- a) Jumps in the warm-up ring must not exceed 4 inches above the class height. For example, if the class height is 2'6", the warm-up jumps may not exceed 2'10".
- b) Lunging is not permitted in the main warm-up ring. Designated areas for lunging will be provided.
- c) Lunging is limited to 20 minutes per horse and day.
- d) Trainers may not school horses for riders in the warm-up ring. Riders should be

prepared to warm up and manage their own horses. Trainers can offer guidance and set jumps.

e) Riders must remain aware of others and ride courteously.

Always yield the right of way to riders making a jump approach. Keep a safe distance from other riders when jumping, and avoid cutting off other riders in the ring. Right hand riders yield to left hand riders.

f) No walking on the rail.

g) Riders must maintain a controlled pace and refrain from speeding through the warm-up ring. Excessive galloping or unbalanced riding is discouraged.

h) Riders should enter the warm-up ring, observe a proper jumping order, and take turns jumping the obstacles.

i) Do not jump the same fence repeatedly or excessively. Each rider should get the chance to warm up with adequate time at each jump.

j) Riders should not overuse the jumps in the warm-up ring. The jumps are intended for getting the horse warmed up and should not be used for training purposes during this time.

k) Riders must ensure their horses are tacked up properly and are wearing appropriate equipment (helmet, boots, etc.).

l) Riders should keep their horses calm and focused in the warm-up ring. Horses that are acting overly excitable or unruly may be asked to exit the ring and come back when calm.

CHAPTER 29 AWARD CEREMONY AND PRIZES

ARTICLE 417 CLASS PLACINGS

a) In each class, ribbons (placings) will be awarded to the top 30% of starters.

b) The minimum number of placed horses is 4.

Example: If the class had 22 starters, 8 would be placed.

If the class had 7 starters, 4 would be placed.

ARTICLE 418 DIVISION PLACINGS

- a) In each Division, the top 6 horses will be placed.
- b) For the division ranking, all scores of the five classes will be added. The horse-rider combination with the most points (total score) will place the highest and will be awarded "Champion". The horse-rider combination with the second most points will be awarded "Reserve Champion".
- c) In case of a tie, the higher placing will be awarded to the horse/rider combination who accumulated a higher score in the two Handy classes.
- d) In case there is still a tie, the horse-rider combination who accumulated a higher score in the two regular over fences classes will receive the higher placing.

ARTICLE 419 PRIZE MONEY

Prize money will be awarded for individual Classes.

Prize money may be increased, or more horse/rider combinations may be placed per division, depending on the show specifications. Management has the discretion to adjust these numbers if a sponsor wishes to contribute.

- a) UDJC contributes prize money to each Hunter class starting at 2'6", that has at least 6 starters.
- b) Prize money is paid to the 3 highest placed riders of the division.
- c) Distribution of prize money:

This table shows the minimum amount that is paid out to the top 3 placed competitors

(in a division with 6 starters or more).

Show organizers can add more prize money to each division at their discretion.

	1st	2nd	3rd
Level A (2'6") Total \$60 (\$300 per Division)	\$25	\$20	\$15
Level L (2'9") Total \$75 (\$350 per Division)	\$30	\$25	\$20
Level M (3'0") Total \$90 (\$450 per Division)	\$35	\$30	\$25
Level S* (3'3") Total \$100 (\$500 per Division)	\$40	\$35	\$25
Level S** (Derby) Total \$250 (\$500 per Division)	\$120	\$80	\$50
Level S*** (Derby) Total \$500 (\$1,000 per Division)	\$240	\$160	\$100

CHAPTER 30 YOUNG HORSE HUNTER

CLASSES/DIVISIONS

ARTICLE 420 ELIGIBILITY

Generally eligible for UDJC Hunter young horse classes/divisions are horses of the age of 4-6yo. Please check the show specs of each show for further information. Some special classes might only be open for specific ages.

ARTICLE 421 CLASS FORMAT

The Young Hunter Class is designed to evaluate a horse's potential and natural ability as a hunter.

- a) Horses enter the competition ring one at a time in the walk.
- b) The arena will be set with a variety of fences, ranging in height from X-rails up to 3'3", including verticals, oxers, bending lines, straight lines, bounces and in-and-outs.
- c) Each horse will have three (3) minutes to perform in the ring.
A visible timer will count down the allotted time after the judge gave the signal to start.
- d) The rider may use the full three minutes to showcase the horse's strengths in a manner that best presents its potential as a hunter. There is no minimum or maximum limit of jumps. The rider can walk, trot or canter in between jumps (Walk-breaks are allowed and even encouraged).
- e) There is no specific course to follow; however, riders should aim to demonstrate a variety of skills to give the judge a comprehensive assessment of the horse's abilities.
- f) The rider may demonstrate additional skills that highlight the horse's potential, including but not limited to:

- Trot jumps
- Counter-canter jumps
- Hand-gallop jumps

g) At the expiration of the three-minute time limit, the rider must walk promptly. The rider must stay in the ring while the judge is commenting on the performance.

The class format allows riders to present their horse's skills within a structured but flexible environment.

ARTICLE 422 JUDGING

1. The judge(s) evaluate the horse's overall ability and suitability as a (future) Hunter with emphasis on:

- a) Jumping technique (form, bascule, straightness).
- b) Movement and expression (fluid, forward-moving gaits).
- c) Even rhythm, balance and hunting pace (natural, not artificial).
- d) Rideability and responsiveness to rider's aids.
- e) Suppleness
- f) Manners
- g) Horses displaying exaggerated slowness, stiffness, or excessive head lowering will be penalized.

2. The judge has the discretion to score and provide feedback based on how well the horse demonstrates the qualities of an ideal hunter.

3. The judge(s) use decimal scoring. (7.4, 6.8, 8.2 etc)

4. Faults may reduce the overall impression but don't necessarily lower the score by a lot. It depends on the amount and severity of fault(s) as well as

the horses' age and/or level of training.

5. The judge's decision is final, and scoring is based on the horse's overall quality as a hunter prospect rather than completion of a set course.

CHAPTER 31 RIDERS UNDER 25 AND HUNTER SQUADS

At UDJC, age classes are structured to ensure fair competition among riders of similar age and experience levels.

U25 compete mainly against everybody else but some shows might have special age classes or pony classes. There is also a possibility of a whole show being exclusively for riders under the age of 25 (U25) or 21 (Young Riders).

Especially at Regional and National Championships age classes become important. The following age divisions apply to hunter competitions at UDJC:

ARTICLE 423 AGE DIVISIONS

Eligibility for each age class is determined by the rider's age in the calendar year, meaning that riders remain in their age group for the entire competition year, regardless of when their birthday falls.

a) Pony:

Riders 16yo and younger are eligible for Pony classes.

Ponies must be used in these classes, defined as horses with a maximum withers height of 148 cm without shoes and 149 cm with shoes.

Ponies require a UDJC Pony Passport to compete in official pony classes.

In order to apply for a Pony Passport, the pony needs to be measured by a UDJC steward.

b) Children:

Riders 14yo and younger are eligible for Children classes.

c) Juniors:

Riders 18yo and younger are eligible for Junior classes.

d) Young Riders:

Riders 21yo and younger are eligible for Young Rider classes.

e) U25:

Riders 25yo and younger are eligible for U25 classes.

Riders are not limited to competing in age classes and may also participate in regular classes if they meet the eligibility requirements. Within regular classes, junior or young rider divisions may be offered, providing additional opportunities for riders to compete based on their age.

ARTICLE 424 SQUAD DEFINITION

At the end of the season, the best competitors of each age group who stood out through great success and extraordinary horsemanship, will make it into a squad.

Being a member of a squad comes with a lot of advantages for the competitors:

They gain access to exclusive clinics and training camps, can attend UDJC squad educational events, are featured on our website and many more.

It also comes with responsibilities: Squad members have to be role models not only for younger kids but for every rider, owner and spectator at the show and at their home barn.

They have to stand out through exceptional horse care, fair sportsmanship and an open and helping personality.

UDJC hosts special clinics and shows the squad members have to attend, so called "ob-clinics" and "ob-shows".

Squad members have the honor to wear a special badge either on their left arm or their left chest so they are recognisable. They also have access to special gear like hoodies, jackets and shirts.

We see the young riders on the squads as a big part of the future of our sport.

At UDJC we differ between two squads:

The UDJC squad and the regional squad.

The UDJC squad consists of the UDJC network's best riders within the age groups who are already successfully competing at the respective level.

Younger competitors who are not riding on FEI level yet have the chance to make it on the regional squad.

Regional squads differ between the age groups Under 12 (U12) and Under 14 (U14).

ARTICLE 425 SQUAD REQUIREMENTS

Minimum requirements for a spot on the UDJC Squad per season:

a) Pony, 16 and under:

3 times 8.0 or higher in a Level A Division

3 times Top 3 placings in a Level A Division

2 time Top 3 placing in a Level L Division

b) Children, 14 and under:

3 times 8.0 or higher in a Level L Division

3 times Top 3 placings in a Level L Division

2 time Top 3 placing in a Level M Division

c) Junior, 18 and under:

3 times 8.0 or higher in a Level M Division

3 times Top 3 placings in a Level M Division

2 time Top 3 placing in a Level S Division

d) Young Rider, 21 and under:

3 times 8.0 or higher in a Level S Division

3 times Top 3 placings in a Level S Division

2 time Top 3 placing in a S** Derby

Young horse classes and special classes (Chapter 30) are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

Minimum requirements for a spot on the Regional Squad per season:

a) 12yo and under:

3 times 7.5 or higher in a Level A Division

b) 14yo and under:

3 times 7.5 or higher in a Level L Division

Young horse classes and special classes (Chapter 30) are excluded.

In addition, the rider must not have attracted attention due to unsportsmanlike behavior, violations of the horses' welfare, doping and/or other violations.

Severe rule violations of squad members can lead to exclusion from the squad especially if the violations are concerning the welfare of the horse.

CHAPTER 32 APPENDICES

APPENDIX 1: Equipment Catalog

APPENDIX 2: Overview Jumping Classes: Heights and Measurements

APPENDIX 3: Overview Dressage Levels