



UIPM

Union Internationale
de Pentathlon Moderne



MODERN PENTATHLON 2017 COMPETITION RULES

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4. EVENT RULES – RIDING

PART A THE EVENT

4.1 PRESENTATION OF THE EVENT

4.1.1 Type and Speed

The Riding event is a show jumping event, with a penalty table specific to modern pentathlon, organised both for Individuals and for Relays at a target speed of 375 m/minute in an arena larger than 2500 square metres. In an arena smaller than 2500 square metres the speed will be 350m/min.

4.1.2 The Course and Riding Course Plan

- i) At Individual competitions on a riding course of 400-450m length consisting of 12 obstacles, a combination of two elements (a double) and another of three elements (a triple) must be included. A minimum of 5 elements must be set at the maximum height relevant to the status of the competition. The height of the course obstacles must be made in accordance with the standard of the horses.
- ii) In Category A Relay competitions, the course consists of 8 obstacles without a combination on a 2 x 260-300m course.
- iii) The LOC must provide the riding course plan. This plan must include:
 - the positions of the start and finish lines;
 - the relative positions of all obstacles and their dimensions, their type and order;
 - any compulsory turning points;
 - the length of the course as it was measured;
 - the track marked either by a continuous line to be followed precisely by the pentathletes or by a series of arrows showing the direction in which each obstacle must be jumped, then the track to be chosen freely by the pentathlete. Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan;
 - the time allowed and the time limit;
 - the judges' box.

4.1.3 Fields of Play - Arenas

- i) The LOC must provide an enclosed warm-up arena for jumping with one upright and one spread obstacle duly lined by red and white flags and a separate area for flatwork without jumps. The warm up arena for jumping must be a minimum of 30m x 40m. If the event is in a FOP where space is limited or no area is close by for warm-up of horses, the LOC can allow the pentathletes to warm-up en mass in the competition arena. Immediately prior to each pentathlete's competition ride, they may take one designated jump in the arena.
- ii) The two warm up obstacles in the warm-up arena must be jumped in the same direction.
- iii) A big digital clock, must be in the mounting area and visible by the pentathletes and coaches also from the warm-up arena. If the competition arena is at more than 200 metres from the warm-up arena, in the entrance there must be another clock.
- iv) The competition arena must be enclosed and be a minimum 50m x 50m. The TD/NTO can decide otherwise depending on local conditions. The height of the borders must be a minimum of 1m. Whilst a horse is in the competition arena during a competition, all entrances and exits must be closed.
- v) In individual competitions the start line must not be more than 15m nor less than 6m from the first obstacle. In relay competitions the start line must be not more than 30m nor less than 10m from the first obstacle.
The finish line, for individual and relay competitions must not be less than 6m nor more than 15m from the last obstacle. Each of these 2 lines must be marked with an entirely red flag on the right and entirely white flag on the left.
- vi) For the Relay Competition, behind the start line a zone for changeover will be marked for about 20m in length and 10m width (minimum) where the Relay team is placed, awaiting the start. The changeover zone is an inseparable and integrated part of the competition arena. It must be clearly marked. The Exit of this zone is the Start line; the Entrance is



the Finish line.

4.1.4 Provision of Horses

- i) In Individual and team competitions, depending on the availability, one horse is provided by the LOC for one or two or three or four pentathletes. In all cases the LOC must also provide one reserve horse for each five pentathletes starting in the last round.
- ii) At all official UIPM Category "A" competitions the same number of horses as the number of athletes in each of the riding rounds must be provided by the LOC.
- iii) If in a Category "B" or "C" competition one horse is provided for four pentathletes, the event, individual or team, must be organised on two consecutive days in two rounds per day.

4.2 AUTHORITIES

At all official UIPM competitions the following officials must be appointed: Riding Director, Deputy Director, Referee, Secretary, Timekeepers, Course Builder, Course Builder Assistants, Start and Finish Judge, Warm-up Judge, Judge for the Horses Distribution, Judge for the Equipment, the Veterinary Adviser ("the Veterinarian"), and Auxiliary people. An Announcer must also be appointed, but is not a member of the Jury.

4.2.1 The **Riding Director**, or his Deputy who must be qualified to replace him, has overall authority of the riding event and is responsible for:

- i) managing and coordinating the activities of all officials appointed;
- ii) supervising the building of the course and of the warm-up arena;
- iii) ensuring a sufficient number of horses for the "Jumping Test" and the competitions;
- iv) in cooperation with the UIPM TD/NTO selecting the horses suitable for the events;
- v) requesting the certificate of the Veterinarian that the horses are fit to participate in the event;
- vi) ensuring the draw and presentation of the horses;
- vii) preparing and directing the work of the Announcer so the public is continuously informed on the event and the whole Modern Pentathlon competition.

4.2.2 The **Referee** is tasked to assess the achieved results accurately. He is responsible for:

- i) allowing the pentathletes on the course in accordance with time schedule;
- ii) giving the signal by using a bell to start, interrupt and resume the event or, eventually, if the pentathlete is not able safely to complete the course, to bring it to a premature end;
- iii) verbally evaluating the achieved results and faults of a pentathlete on the individual obstacles, during the jumping test and the ride on the course, including the faults during interruption of the event and assessing the final result of the pentathlete;
- iv) any additional drawing of lots for reserve horses and ensuring that the system of re-schooling horses is functioning.

4.2.3 The **Secretary** takes care of the paperwork in the Jumping Test and during the event and is responsible for:

- i) preparing the necessary requisites for drawing lots;
- ii) recording the number and name of each drawn horse;
- iii) issuing a note to the pentathletes with the number and name of each drawn horse and the mounting and start times for each respective pentathlete;
- iv) during the event, recording the oral commentary of the Referee in the event protocol;
- v) recording the time achieved by each pentathlete according to the information from the Timekeepers;
- vi) compiling the final points evaluation of each pentathlete.

4.2.4 The **Timekeepers** are responsible for:

- i) measuring every 30-second period after the signal for the start of a pentathlete and the 20 second period to resume the course after an interruption to rebuild an obstacle;
- ii) stopping and starting timekeeping in accordance with the advice of the Referee;
- iii) measuring the time of the pentathletes by stopwatch in case no electronic timekeeping system is available.
- iv) recording the times reached by each pentathlete.

4.2.5 The **Announcer** informs pentathletes, teams and spectators on progress in the event and is



responsible for:

- i) announcing the pentathletes' names, the number and name of each drawn horse and calling for presentation of the horses;
- ii) presenting each pentathlete and horse before the start of the event;
- iii) after each pentathlete finishes the event, announcing time, deduction of points and the result of the pentathlete in the riding event as well as total points and placing in the light of the preceding events.

4.2.6 The **Course Builder** prepares the course before the event and maintains the course during the event and is responsible for:

- i) building the course for the event in compliance with these Rules;
- ii) completing inspection of the course with the UIPM TD/NTO and making amendments in accordance with instructions of the TD/NTO;
- iii) announcing by use of a visible red sign the knock-down of an obstacle or flags or other faults on the course;
- iv) carrying out the correct repositioning of the knocked-down obstacles or flags;
- v) announcing by use of a visible sign (drop down the red flag) that the course is O.K. and that the Referee may give a signal for resuming the competition.

4.2.7 The **Course Builder Assistants** are present on the arena during the competition and carry out all instructions of the Course Builder.

4.2.8 The **Starter** has the obligation of announcing that the pentathlete may start the ride by hoisting or waving a flag. Waving the flag announces that the pentathlete has passed the start/finish line. In the Relay competition, the starter checks the start of the 2nd pentathlete and announces any false start.

4.2.9 The **Warm-up Judge** is responsible for:

- i) recording the number of finished jumps;
- ii) making a pentathlete aware when he has reached the last permitted jump;
- iii) informing the Riding Director and Referee of any faults committed by the pentathlete or by a member of his entourage on the warm-up arena;
- iv) warning the pentathlete sufficient time in advance of their obligation to go to the entrance to the competition arena;
- v) in Relay competitions, collecting the start order from the team leader at a minimum 4 minutes before the relevant warm up time is finished.
- vi) in agreement with the Technical Delegate, forbidding a pentathlete, for safety reasons, to continue the riding event.

4.2.10 **Horse Distribution Judges** are responsible:

- i) to check that the horse equipment and saddles are prepared for the event;
- ii) that the pentathletes receive the appropriate drawn horse;
- iii) to hand the appropriate drawn horse to the pentathlete in accordance with the time space schedule and give the order to mount.

4.2.11 The **Equipment Judge** is located at the warm-up area(s) and is responsible for checking any whip, spurs and hat of the pentathletes before they enter the warm-up arena.

4.2.12 **The Veterinarian** must:

- i) present a written statement before the draw that all the horses are fit to participate;
- ii) assist at the drawing procedure and certify the abilities of the horses;
- iii) be available during the competition in the warm-up area ready to check that no injured horses are entering the competition and that after the previous round, the horses are not lame and able to perform the next round;
- iv) immediately inform the UIPM TD/NTO in case a horse is lame.

4.3 ORGANISATION AND SCHEDULE

4.3.1 Building the Course

- i) The LOC must appoint a course builder to design and build the course. At Olympic Games and World Championships the LOC must inform the UIPM about this appointment in advance. The course builder must plan and prepare the course adjusting the size of the



obstacles to the quality of the horses and in such a way that capable pentathletes will benefit from their skill. The UIPM TD/NTO must inspect the preliminary course not later than 2 days before the Jumping test.

- ii) At all other official UIPM Category “A” competitions and at UIPM Category “B” competitions the UIPM TD/NTO must ensure that the conditions are observed by inspecting the course and the horses at the riding venue at least 1 day before the start of the riding event.
- iii) The course is the track in the arena, which each pentathlete must follow after crossing the start line up to the finish line. The length must be measured accurately to the nearest meter taking into account, particularly in the turns, the normal line to be followed by the horse. This measurement line must pass through the middle of each obstacle.
- iv) The start line must be located so as to encourage a timely start.

4.3.2 **Jumping Test**

The official inspection of the horses takes place in the form of a “Jumping Test” at the competition riding arena. Horses must not start the Riding event without being previously inspected.

- i) At the Jumping Test all horses must have their start numbers painted with indelible paint on their fore left hooves. The same horse numbers, visible from the spectator stands, must be also attached to the bridle. These marks must remain on the horse throughout all riding events at any UIPM Competition.
- ii) At Olympic Games and World Championships the UIPM TDs must inspect the passports or blue books of all the horses that will be presented at the jumping test.
- iii) During the official inspection officials, coaches, trainers, pentathletes and spectators are free to attend but do not have any right to interfere with the inspection. The LOC must provide to the coaches a riding protocol sheet with numbers and names of the horses.
- iv) The horse equipment in the jumping test must be of the same kind as that used in the competition, especially in relation to the martingale and mouth piece. Fixed martingales are forbidden in all cases.

4.3.3 **Official Course**

- i) Immediately after the inspection of the horses, the UIPM TDs/NTOs must re-inspect the course together with the Course Builder and the Riding Director, after which they may decide to change obstacles and/or the plan of the course.
- ii) Only after this procedure has been respected does the course become the Official course. Except in a case of force majeure, no change whatever may take place after this decision. The TDs/NTOs must check that the Course Builder or his assistants mark the height on all obstacles.
- iii) Should force majeure make it necessary to alter the plan of the course after it has been posted, team representatives must be advised of the alterations.

4.3.4 **Inspecting the Course on Foot**

- i) Pentathletes and team representatives are shown the course on foot before the competition. The course will be open for 45 minutes after the time of the inspection of the horses following the TD/NTO approval of the course.
- ii) In addition, pentathletes and team representatives are given at least 20 minutes to inspect the course at any time during the competition programme according to the organiser's schedule.

4.3.5 **Horse Selection**

The horses must be selected with utmost care in order to secure equality among them. They must all be capable of completing the course at least twice in a day, without disobedience and with few faults, if any, for time or over obstacles.

- i) English saddles with safety stirrup leathers will be supplied by the LOC, one saddle for each horse. Pentathletes may use their own reins. Provided the Riding Director permits it they may also use own saddle. If the LOC will not authorise the use of a pentathlete's own saddle, this information must be clear in the invitation. Otherwise no part of the saddlery may be changed unless it is of inferior quality, which is for the UIPM TD/NTO and Riding Director to decide. In the interests of safety, stirrup leathers and irons may not be attached to the girth and the foot may not be attached to the stirrup in any way.
- ii) A martingale with ring is compulsory if it is so prescribed on the list of the horses.



Otherwise the martingale is forbidden. Blinkers and hoods are prohibited.

4.3.6 **The Draw**

- i) The list of competition and reserve horses must be given to the pentathletes a minimum of 1 hour before the start of the draw of the horses. This list must include:
 - a) Horse's numbers, name, sex, age, colour, temperament and other characteristics, special task or equipment, martingale, etc.;
 - b) The results of the test of the horses (errors at each obstacle as well as times).
- ii) The UIPM TD/NTO checks that one number for each horse is placed in a container on a table in the front of the pentathletes and that the numbers are well shuffled after being placed in the container.
- iii) If more than one athlete withdraws from riding before the draw takes place, a new horse list will be drawn up and distributed. The TD together with the Riding Director will decide which horse will be removed from the competition list and placed with the reserves. The withdrawn athletes will not appear on the riding start list anymore.
- iv) Once the draw has taken place, there will be no other draw.

4.3.7 **Conduct of the Draw**

After Fencing and Swimming, the pentathlete/team ranked N°1 will draw a horse. If it is a Relay competition one pentathlete draws on behalf of the team. On the basis of this single draw, all the horses (that have been previously numbered) will be automatically distributed to all the other pentathletes/teams.

The results team must produce immediately an update output with the numbers of all horses to be used by the Announcer, with the athletes ordered according to the order of presentation of athletes and horses. This output must include the mounting time and the starting time and must be distributed to the coaches and judges.

4.3.8 **Start Order Preparation**

In all competitions the start order is the reverse of the rank after the previous events. In a competition of 2 rounds the top 50% of pentathletes after two events will ride on the second round; with 3 rounds the top 33% in the third round; with 4 rounds the top 25% in the fourth round. In case of an uneven number of athletes or teams registered, for example 35 athletes, the first series will be with more athletes or teams.

4.3.9 **Assembling the Horses**

Before the first pentathlete mounts, the competition horses are paraded in numerical order, (wearing the same number for all the riding events at any UIPM Competition since the Jumping Test), one groom for each horse. The reserve horses must be also present. The horses are prepared with equipment and in the arena ready to trot when announced.

4.3.10 **Horse inspection**

The horse drawn must be trotted on a long rein in front of the pentathletes, coaches and judges before mounting. If the UIPM TD/NTO, the Riding Director and the Veterinarian consider that the horse is not fit to start, a reserve horse will be drawn.

4.3.11 **Organisation of Horse Groups for Relay**

For each different Relay competition, the horses are classified according to the average of their previous performances (Jumping Test, Individual Competitions, Relay Competitions). The TD and Pentathlon Director must disregard the "athletes' mistakes" – jumps in the wrong direction, falls, etc. – in order to "qualify" the horses. The horses are then, using this "quality" numeration, grouped as follows:

At an example for the Relay with 20 teams, in 2 rounds:

- 1st group: horses nr 1 and nr 20,
- 2nd group: horses nr 2 and nr 19,
- 3rd group: horses nr 3 and nr 18,
- 4th group: horses nr 4 and nr 17,
- 5th group: horses nr 5 and nr 16,
- 6th group: horses nr 6 and nr 15,
- 7th group: horses nr 7 and nr 14,
- 8th group: horses nr 8 and nr 13,



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9th group: horses nr 9 and nr 12,
10th group: horses nr 10 and nr 11.

4.3.12 **Accompanying Drawn Horses**

Pentathletes are authorised to watch the drawn horse in the warming up arena at the beginning of the warm-up during the trotting session. The International Judges and the members of the Jury of Appeal will also observe the horses.

4.3.13 **Confirmation of a Horse's Ability**

Before mounting, a pentathlete may ask for an examination of their horse if they think it is not fit to start. After consultation with the Veterinarian, the UIPM TD/NTO may decide to permit a change of the horse.

- i) The pentathlete concerned will then draw a new horse from the reserve horses. After having mounted, no change is permitted, except a horse that had passed the examination proves to be lame when under the weight of the pentathlete having just mounted and just begun warm up. In this case the UIPM TD/NTO, after consultation with the Veterinarian, is the only person authorised to permit a change.
- ii) Once the warm-up has started and a horse becomes lame, the UIPM TD/NTO together with the Veterinarian must decide not to permit the pentathlete to enter the arena with the horse.

4.3.14 **Limited Number of Horses**

If the Riding is the final event, the UIPM TD/NTO and the Riding Director may limit the number of pentathletes for the draw and start by points after four events depending on the number of good horses.

4.3.15 **Scheduled Start Time**

The LOC must prepare the schedule of the event with particular attention, especially if there is a direct TV broadcast, ensuring some reserve time for unexpected situations, but avoiding "dead" times.

- i) Once the event has started, its conditions must not be altered and the course and the obstacles must not be changed.
- ii) If it becomes necessary to interrupt the event, e.g. because of a storm or problems with light, it must subsequently be continued using the same course and obstacles and as far as possible under the same conditions and at the exact point where it was interrupted.
- iii) Desirably, there is no rest interval between the successive rounds. However, about 20 minutes rest for the horse must be granted.
- iv) In the Individual competition the pentathletes start preferably at 2 minute intervals depending on the size of the warm up arena (e.g. 2 warm up areas allowing 10 athletes and horses warming up together). The maximum time between riders is 3 minutes.
- v) In the Relay competition and competitions with 1 or 2 horses per team, the teams start at 3 minutes intervals.

4.3.16 **Changing Horses**

- i) If a horse makes 4 refusals or run-outs (total of 4 either refusals and/ or run-outs) during the entire course in the first round, the pentathletes that has drawn that horse in the following rounds has the option of riding a reserve horse. Any pentathlete that chooses to ride a reserve horse must immediately inform the UIPM TD/NTO and the Referee and then draw from the reserve horses; otherwise he will ride his assigned horse.
- ii) If a rider has been eliminated for 2 falls in the first round, the pentathlete that has drawn that horse in the following rounds has the option of riding a reserve horse. Any pentathlete that chooses to ride a reserve horse must immediately inform the UIPM TD/NTO and the Referee and then draw from the reserve horses otherwise he will ride his assigned horse.
- iii) If a horse makes 4 refusals or run-outs in the last round of the Individual competition the horse can only be selected for the next division or Relay event if it has been successfully re-schooled over the obstacle in question. The re-schooling will take place when the competition is over.
- iv) In the system of re-schooling the re-schooled horse must be shown to be obedient at the obstacle(s) concerned. But if the horse has one refusal, it must not be accepted. The UIPM TD has the right to decide which horses may be re-schooled and which cannot be



accepted for the following round.

4.4 CONDUCT OF THE COMPETITION

4.4.1 Treatment of Horses

Pentathletes must treat the horses with care, fairly and without cruelty. A pentathlete committing any act of cruelty as regards a horse will be penalised.

4.4.2 Mounting and Warm-up

Pentathletes may mount 20 minutes before their start time in the warm-up arena after receiving permission from the Judges for the Horse Distribution. They must collect the horse, prepared and ready to be mounted, in a special horse distribution area organised by the LOC, where at least the first 3 horses to be mounted must be present.

- i) It is permitted to adjust saddlery and other accessories before mounting.
- ii) In Individual competitions each pentathlete has the right to take 5 jumps in the warm-up arena. The Warm-up Judge must warn every pentathlete when they have jumped 4 times. Should the pentathlete nevertheless jump more than the allowed times they will be penalised.
- iii) In Relay, each horse has the right to take 5 jumps in the warm-up arena. The team representative determines the preparation of the horses in the warm up arena and the number of jumps for each pentathlete.
- iv) A pentathlete jumping an obstacle in the wrong direction in the warm-up arena will be eliminated.
- v) A pentathlete may be helped by a member of their team to adjust the height of an exercise obstacle in the warm-up arena, but never over the maximum height. Nobody may hold any part of an obstacle while the pentathlete is jumping.

4.4.3 Entering the Arena on Foot

Entry into the arena is prohibited as long as a notice "Arena Closed" is placed at the entrances or conspicuously displayed in the middle of the arena. Permission to enter the arena is given by the Referee ringing the bell and by displaying a notice "Arena Open". No one must enter the arena on foot once the competition has started. If this happens the Referee must ring the bell to stop the competition and the time and must order such undesirable person out of the arena. After that the Referee must order resumption of the riding. A pentathlete entering the arena during the competition on foot will be penalised.

4.4.4 Entering the Competition Arena

A pentathlete must enter the competition arena immediately after the previous pentathlete has crossed the finish line. If a pentathlete does not enter upon call, the call is repeated twice at 30 seconds interval, after which the pentathlete or team will be penalised.

4.4.5 Communication with the Pentathlete

Pentathletes must be attentive to the bell which is used by the Referee, in a manner to be heard in all corners of the arena, to permit pentathletes to enter the arena for inspection of the course and for the competition, to stop the event, to continue the event after interruption, to indicate the replacement of an obstacle or elimination of a pentathlete. The elimination is indicated by prolonged and repeated ringing of the bell. Any pentathlete who does not obey the signal to stop or who after an interruption attempts to jump an obstacle without waiting for the bell, will be penalised. Athletes must also be attentive to the orders or information transmitted through the loud speaker.

4.4.6 Saluting

- i) The pentathlete enters the arena and must greet the Referee. The Referee can refuse to allow a pentathlete or team to start if no salute is made.
- ii) The bell is rung immediately after the salute.

4.4.7 The Start

- i) The signal to start is given by using the bell. A start can be postponed, but it must not be made earlier than indicated. After hearing the bell, the pentathlete must cross the start line within the next 30 seconds, when the time of the course will start. But if a horse has not crossed the start line 30 seconds after the signal of the bell to start, the time of the round will be taken from that moment.



- ii) A pentathlete starting before the start signal or jumping the first obstacle without having crossed the start line will be eliminated.
- iii) The athlete records a DNS if he/she does not cross the start line and starts (or attempts) the course after the bell has rung.

4.4.8 Execution of the Course

Pentathletes must respect the concept of the Modern Pentathlon Riding event and pass between the flag(s), red on their right side and white on their left side at the start line, all obstacles and the finish line. Pentathletes must complete the whole course in compliance with the plan and must jump over each obstacle in the prescribed order. Pentathletes must cross the finish line mounted before leaving the arena: otherwise the pentathlete will be eliminated. The Referee and the Technical Delegate acting together have the right to terminate the round if the pentathlete or the horse is unable to perform the course. The pentathlete must, after two consecutive disobediences at an obstacle, continue to the next obstacle or the finish line.

4.4.9 Unauthorised Assistance

Any physical intervention by a third person during the course of a round, whether solicited or not, with the aim of helping the mounted pentathlete or their horse, except being handed headgear and/or spectacles, is considered as an unauthorised assistance and will be penalised. Verbal guidance is permitted.

4.4.10 Assistance inside the Competition Arena

Only the Course Builder Assistants may provide assistance to a dismounted pentathlete. They may help the pentathlete to catch the horse and to mount the horse.

4.4.11 Lost Headgear when Mounted

If a pentathlete, for any reason, loses his protective headgear, the Referee must ring the bell and the pentathlete must stop. If they do not, they will be penalised. The clock will be stopped. The pentathlete is always obliged to put their lost headgear on properly (with chin strap firmly closed around the chin) before continuing. If the pentathlete does not do this, the Referee must ring the bell again and the pentathlete will be eliminated. Accepting the lost headgear by an official on the course is permitted. For safety reasons, the same applies in the warm up-arena, including penalties.

4.4.12 Exiting the Arena

Pentathletes are not permitted to exit from the arena dismounted. If they do, they will be penalised, except in case of an injured athlete or horse.

4.4.13 Knock-down

An obstacle is considered to have been **knocked down** through a mistake of the horse or pentathlete if:

- i) the whole or any part of it falls, even if the part which falls is arrested in its fall by any part of the obstacle;
- ii) at least one of its ends no longer rests on any part of its support;
- iii) any arrangement intended to maintain the stability of the obstacle and forming an integral part of its support falls.
- iv) If any part of an obstacle that has been knocked down is likely to impede a pentathlete in jumping another obstacle, the bell must be rung and the clock stopped while this part is picked up and the way is cleared.
- v) If a pentathlete correctly jumps an obstacle, which has been improperly rebuilt, they incur no penalty, but if they knock down this obstacle they will be penalised.
- vi) When an obstacle or a part of an obstacle consists of several pieces placed one above the other and positioned in the same vertical plane (upright obstacle), only the fall of the top part is penalised.
- vii) When an obstacle which requires only one effort consists of parts which are not positioned in the same vertical plane (spread obstacle), the fall of one or several top parts only counts as one fault, whatever the number and position of the parts which have fallen. A top part of an obstacle includes any walls, trees, hedges, etc., which do not have a horizontal pole placed vertically above them.



4.4.14 **Knock-down after Crossing the Finish Line**

If any obstacle on the course, which has been struck by the horse or by the pentathlete when jumping it, reaches the ground after the finish line has been crossed, the pentathlete is not penalised. But if this obstacle (single or a combination) is the last on the course and it starts to fall before the pentathlete has crossed the finish line, it counts as a fault even if the obstacle reaches the ground after the finish line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the pentathlete has left the arena.

4.4.15 **Disobediences**

The following are considered as **disobedience** and are penalised as such:

- i) Refusal;
- ii) Run-out;
- iii) Resistance;
- iv) More or less regularly circling, no matter when this occurs on the course or for whatever reason;
- v) Crossing back over the track between the last obstacle jumped and the next obstacle on the course, unless allowed on the plan of the course.

4.4.16 **Exceptions to Disobedience:**

The following are considered as exceptions to disobedience:

- i) a horse circling without penalty in order to get into position to jump after a run-out or a refusal;
- ii) coming to an obstacle, the finish line or a compulsory turning point at an angle or while zigzagging or turning sharply to take it without going past it.

4.4.17 **Refusal**

It is a **refusal** when a horse halts in front of an obstacle that it must jump, whether or not the horse knocks it down or displaces it. Provided that:

- i) Stopping in front of an obstacle without knocking it down and without backing up, immediately followed by a standing jump, is not penalised.
- ii) If the halt is prolonged or if the horse steps back either voluntarily or not even a single pace, it counts as a refusal.
- iii) If a pentathlete has knocked down the obstacle in stopping, jumps it or tries to jump it after the bell has been rung and before it has been rebuilt, he will be penalised.
- iv) If a horse slides through an obstacle, the Referee must decide immediately if it is to be counted as a refusal or as an obstacle knocked down. If the referee decides that it is a refusal, the bell is rung at once and the pentathlete must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Referee decides that it is not a refusal, the bell is not rung and the pentathlete must continue the round. The pentathlete is then penalised as for an obstacle knocked down.
- v) If the bell has been rung and the pentathlete jumps other elements of the combination in their stride, it does not entail any penalty, should this part of the combination be knocked down.
- vi) The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, leads to penalty.
- vii) Attempting to jump an obstacle after two attempts on that obstacle leads to a penalty.

4.4.18 **Run-out**

A **run-out occurs** when the horse escapes the control of its pentathlete and avoids an obstacle, which it has to jump.

- i) It is considered to be a run-out, and is penalised as such, for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or past the extended line of an element of a combination, or of the finish line or of a compulsory turning point.
- ii) When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The pentathlete is penalised as for a run-out and they must jump the obstacle again correctly.
- iii) If the run-out is the consequence of a fall between two elements of a combination after the jump of the preceding element, the run-out is not penalised.

4.4.19 **Resistance**

A **resistance** occurs when the horse refuses to go forward, halts, or makes one or several



more or less regular or complete half-turns, rears or steps back for whatever reason.

4.4.20 **Faults in Combinations**

In a combination, each element as a whole must be jumped separately and consecutively.

- i) Faults committed at any element of a combination are penalised separately.
- ii) When there is a refusal, run-out or fall, the pentathlete must retake all the jumps. Failure to do so incurs a penalty.
- iii) Penalties for faults made at each element and during the different attempts, are counted separately, and then added together.
- iv) The knockdown or displacement of the second or third element and/or a flag at these elements of a combination obstacle, following a fall of the pentathlete and/or horse after having jumped the preceding element, is not penalised, only the fall is penalised. The same applies if the refusal or run-out of the horse at the second or third element of a combination obstacle is the consequence of the fall of the pentathlete after having jumped the preceding element.

4.4.21 **Particular Fault Situations**

- i) Whereas knocking-down of a flag, wherever it may be on the course, does not incur any penalty, it will be penalised as disobedience leading to the knock down if it is a flag defining the limits of an obstacle, the start line or a compulsory turning point as a result of any form of disobedience. In these cases the bell is rung and the clock is stopped until replacement of the flag.
- ii) Touches and displacements of any part of an obstacle or its flags, in whatever direction, while not in the act of jumping, do not count as a knockdown. If in doubt the Referee shall decide in favour of the pentathlete.
- iii) The knockdown or displacement of an obstacle (and/or a flag) as a result of disobedience is penalised as a refusal only.
- iv) In the case of the knockdown or displacement of an obstacle (and/or a flag) as a result of disobedience and if the pentathlete needs to attempt for the second time that obstacle the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. A penalty for disobedience is imposed.

4.4.22 **Falls**

- i) A pentathlete is considered to have fallen when separated from the horse, which has not fallen, in such a way that they touch the ground or find it necessary in order to get back into the saddle, to use some form of support or outside assistance.
- ii) A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- iii) A fall of a horse or a pentathlete or both is penalised wherever it takes place after crossing the start line and before crossing the finish line, whatever the cause.
- iv) When a horse or a pentathlete falls in knocking down an obstacle or in refusing to jump an obstacle, the results of these circumstances are added together.
- v) Should a riderless horse fall, jump an obstacle, go the wrong side of a flag, or pass through the start or finish line, no penalty will be incurred.
- vi) If a riderless horse leaves the arena before the end of the course, the pentathlete's ride is terminated and the pentathlete will be penalised with elimination
- vii) At the second fall the pentathlete is eliminated. In Relay at the team's second fall the team's ride is eliminated.
- viii) If there is a knock-down and a fall of the pentathlete and/or horse with a disobedience at a single obstacle or in a combination the pentathlete must remount and continue the course only when the obstacle has been rebuilt in time. The bell will be rung and the clock stopped only in case the obstacle has not been rebuilt after the athlete has remounted. If there is no disobedience, the pentathlete will be penalised for the fall and for knocking down the obstacle.

4.4.23 **Timing**

The time of a round is the time taken by a pentathlete to complete the round. The measured time, in seconds, is taken from the instant the forepart of the mounted horse crosses the start line to the moment when the mounted pentathlete arrives at the finish line. For the purpose of calculating the score, time will be recorded in completed seconds, whereby all positions below a second are rounded off.



4.4.24 **Timekeeping**

An automatic timekeeping system capable of registering time in 1/100 second is obligatory at Category A competitions and is recommended at all other official UIPM competitions.

- i) At all official UIPM competitions three stopwatches, which can be stopped and restarted without the hands returning to zero, must be provided. Two watches are required in case the automatic timing breaks down and one watch to measure the time to start after the bell has been rung, for disobediences and interruptions. The Referee and the Timekeepers must have a stopwatch.
- ii) In case of interruption, the Referee must take great care that the clock is stopped and restarted in such a manner that an interrupted time can be subtracted from the total time taken for the round. The timing equipment must be such that this procedure can be followed.

4.4.25 **Time Allowed**

The time allowed in Individual competitions will be calculated according to the speed of the event, depending on the distance of the course. In special circumstances the UIPM TD/NTO may determine "Time allowed". In Relay with one horse per team 10 seconds will be added.

4.4.26 **Time Interruptions**

If the pentathlete or the horse is not able to continue the round for any reason, the bell must be rung to stop the pentathlete. As soon as it is evident that the pentathlete is stopping, the clock will be stopped. As soon as the course is ready again the bell will be rung, and the clock will be restarted.

- i) If the pentathlete stops voluntarily to signal to the Referee that the obstacle to be jumped is wrongly built or rebuilt the clock must be stopped and the obstacle in question must be checked. If it is found that the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the pentathlete will be penalised as for a disobedience.
- ii) If the obstacle or a part of the obstacle needs to be rebuilt or if the flags have to be put back in place, the pentathlete will not be penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the pentathlete takes up their track at the point where they had stopped. Any delay incurred by the pentathlete must be taken into consideration and an appropriate number of seconds deducted from their recorded time.
- iii) While the clock is stopped, the pentathlete may move about freely until the bell signals for them to continue the round.
- iv) Falls of the horse or pentathlete during the time that a round is interrupted will still be penalised, but disobedience will not. The rules regarding elimination will be applied during the interrupted time.
- v) If the pentathlete falls from the horse in the changeover zone and the horse becomes riderless, the pentathlete being on the course will be stopped for safety reasons by the bell, the time will be stopped, and the riderless horse must be caught with the help of the Course Builder Assistants. The team will be penalised for a fall. The Referee will give the restart signal only when the riderless horse has been led back in the changeover zone and the pentathlete has re-mounted. If a horse, which became riderless in the changeover zone, leaves the riding arena, the whole team will be eliminated.

4.4.27 **Time Limit**

Time Limit is double the Time Allowed for the course.

4.4.28 **Transition in Relay Competitions**

- i) 5 minutes prior to the start of the event in the competition arena the coach must inform the horse distribution within his team. The first pentathlete starts from the changeover zone at the signal of the bell and must start from inside the changeover zone. The time will start when he crosses the Start Line (exit of the changeover area). The second pentathlete starts independently after the preceding pentathlete's horse has crossed the finish line, coinciding with the entrance of the changeover zone, with its nose.
- ii) The pentathlete that has completed the course must remain in the saddle in the zone for changeover. If a pentathlete leaves the changeover zone the pentathlete must re-enter it immediately. Starting from outside the changeover zone and exiting the changeover zone



out of turn are penalised as false starts. After the second pentathlete has finished the course, both pentathletes may leave the arena.

- iii) The member athletes of the team may help each other in the changeover area when the competition is held with 1 horse for 2 athletes but they must not assist during the round.

4.5 SCORING POINTS

4.5.1 The Score

A clear round in the time allowed shall give the pentathlete and/or team in Relay 300 points. All penalty points are deducted from this amount.

4.5.2 Positions

Positions are decided solely on the points scored. If there is a tie the optimal time is decisive. The "optimal time" is the time which is the nearest one to the Time Allowed.

4.6 INFRINGEMENTS AND PENALTIES

4.6.1 Types of Penalties

Infringements of these Rules will be penalised by deduction of time penalties, deduction of 7 points or 10 points, elimination or disqualification.

4.6.2 Time Penalties

Pentathletes will be penalised by deduction of 1 point for each second exceeding the time allowed in Individual competition and Relay.

4.6.3 Incorrect Dress Penalties

In Individual and Relay, pentathletes will be penalised by deduction of 10 points for each infringement for not being correctly dressed.

4.6.4 Obstacle Penalties

- i) In all competitions pentathletes will be penalised by deduction of 7 points for each element knocked down while jumping;
- ii) In all competitions, pentathletes will be penalised by deduction of 10 points:
 - for each disobedience;
 - for each disobedience leading to the knocking down of an element or a flag defining an obstacle, the limits of the starting line or of a compulsory turning point;
 - for each forbidden attempt of jumping the same element.

4.6.5 Particular Relay Penalties

There will be a deduction of 10 points for not communicating the start order or for exiting the Relay zone out of turn.

4.6.6 Other 10 Point Penalties

The following incur 10 point penalties:

- i) each occasion of jumping more than the allowed number of jumps in the warm-up arena;
- ii) not stopping when the bell is rung during the round;
- iii) all unauthorised assistance;
- iv) entering the arena on foot after the beginning of the event;
- v) exiting the arena dismounted except in cases where the pentathlete or horse is injured;
- vi) for the first fall of the athlete from the horse or both fall;
- vii) for incorrect use of the whip, after or without warning.

4.6.7 Elimination

The following incur elimination:

- i) jumping an obstacle in the wrong direction;
- ii) starting before the signal is given and/or jumping an obstacle before the start of the round;
- iii) jumping the first obstacle of a competition without having crossed the starting line;
- iv) jumping an obstacle which had been knocked down before it has been rebuilt;
- v) jumping an obstacle without waiting for the bell;
- vi) jumping an obstacle after two refusals or run-outs at the same obstacle;
- vii) a pentathlete and/or horse leaving the arena before the end of the round;
- viii) a pentathlete or horse being unable to continue the course;



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- ix) the second fall;
- x) retiring from the competition during the ride;
- xi) exceeding the time limit;
- xii) not jumping in prescribed order and direction or omitting to jump an obstacle
- xiii) jumping out of the competition arena;
- xiv) after the first refusal or run-out, not attempting to jump an obstacle or all the elements of a combination the second time before attempting the next one;
- xv) not crossing the finish line mounted before leaving the arena;
- xvi) after 4 refusals and/or run-outs;
- xvii) not entering the arena on the third call;
- xviii) continuing the warm-up or the competition without headgear.
- xix) false start in the Relay change-over.

4.6.8

Disqualification

A pentathlete or team is disqualified for:

- i) unsportsmanlike or contempt of officials;
- ii) rapping or beating a horse and all other cases of cruelty and/or ill treatment of a horse;
- iii) using an unauthorised whip or spurs or hat after the control in the arena, warm-up arena or elsewhere in the proximity of the arena.


POINTS PENALTY TABLE
RIDING
Appendix: 4A

(Note: for explanation and application, please refer to Chapter 4.6)

<u>The pentathlete infringes the rules and is penalised for:</u>	<u>Article</u>	<u>Penalty</u>
Each second that exceeds the time allowed	4.6.2	1 point
Each element knocked down while jumping	4.6.4 i)	7 points
Contravening clothing regulations	4.6.3	10 Points
Disobedience (each occasion)	4.6.4 ii)	
Each disobedience leading to the knock-down of an element or a flag defining an obstacle, the limits of the starting line or of a compulsory turning point	4.6.4 ii)	
Each forbidden attempt of jumping the same element	4.6.4 ii)	
Coach not informing the Relay start order	4.6.5	
Exiting the Relay changeover zone out of turn	4.6.5	
First fall of the pentathlete from the horse or both fall	4.6.6 vi)	
Each occasion of jumping over the allowed number of jumps in the warm-up arena	4.6.6 i)	
Not stopping when the bell is rung during the round	4.6.6 ii)	
All unauthorised assistance	4.6.6 iii)	
Entering the arena on foot after the beginning of the event	4.6.6 iv)	
Exiting the arena dismounted, except for injury of horse	4.6.6 v)	
Incorrectly using the whip	4.6.6 vii)	

<u>The pentathlete infringes the rules and is penalised for:</u>	<u>Article</u>	<u>Penalty</u>
Jumping an obstacle in the wrong direction	4.6.7 i)	Elimination (0 points in Riding Event)
Starting before the signal is given and/or jumping an obstacle before the start of the round	4.6.7 ii)	
Jumping the first obstacle of a competition without having crossed the start line	4.6.7 iii)	
Jumping an obstacle which had been knocked down before it has been rebuilt	4.6.7 iv)	
Jumping an obstacle without waiting for the bell	4.6.7 v)	
Jumping an obstacle after two refusals or run-outs at the same obstacle	4.6.7 vi)	
A pentathlete and/or horse leaving the arena before the end of the round	4.6.7 vii)	
A pentathlete or horse being unable to continue the course	4.6.7 viii)	
The second fall	4.6.7 ix)	
A pentathlete retiring from the competition during the ride	4.6.7 x)	
A pentathlete or team for exceeding the time limit	4.6.7 xi)	
Not following the plan of the course; not jumping in prescribed order or omitting to jump an obstacle	4.6.7 xii)	
Jumping out of the competition arena	4.6.7 xiii)	
After the first refusal or run-out not attempting to jump an obstacle or all the elements of a combination the second time before attempting the next one	4.6.7 xiv)	
Not crossing the finish line mounted before leaving the arena	4.6.7 xv)	
After 4 refusals and/or run outs	4.6.7 xvi)	
Not entering the arena at the third call	4.6.7 xvii)	
False start in the Relay Change-over	4.6.7 xix)	
Continue the warm up and the competition without headgear	4.6.7 xviii)	



unsportsmanlike behaviour or contempt of officials	4.6.8 i)	Disqualification
rapping a horse and all other cases of cruelty and/or ill treatment	4.6.8 ii)	
using an unauthorised whip or spurs or hat after the control in the arena, warm-up arena or elsewhere in the proximity to the show ground	4.6.8 iii)	
Inappropriate use of the whip * only applicable before or after the course	4.8.4	Warning * or 10 Points or Disqualification

TIME POINTS TABLE

 Arena >2500m²:
 target speed of 375 m/minute

RIDING

 Arena <2500m²:
 target speed of 350 m/minute

Appendix 4B

Length of Course	Time allowed	Time Limit		Length of course	Time allowed	Time Limit
400m	64 sec	128 sec		400m	69 sec	138 sec
405m	65 sec	130 sec		405m	69 sec	138 sec
410m	66 sec	132 sec		410m	70 sec	140 sec
415m	66 sec	132 sec		415m	71 sec	142 sec
420m	67 sec	134 sec		420m	72 sec	144 sec
425m	68 sec	136 sec		425m	73 sec	146 sec
430m	69 sec	138 sec		430m	74 sec	148 sec
435m	70 sec	140 sec		435m	75 sec	150 sec
440m	70 sec	140 sec		440m	75 sec	150 sec
445m	71 sec	142 sec		445m	76 sec	152 sec
450m	72 sec	144 sec		450m	77 sec	154 sec

TIME PENALTY for Individual Competition and Relay +1sec = -1 point

+1s = - 1 p	+16 = - 16	+31 = - 31	+46 = - 46	+62 = - 62
+2 = - 2	+17 = - 17	+32 = - 32	+47 = - 47	+63 = - 63
+3 = - 3	+18 = - 18	+33 = - 33	+48 = - 48	+64 = - 64
+4 = - 4	+19 = - 19	+34 = - 34	+49 = - 49	+65 = - 65
+5 = - 5	+20 = - 20	+35 = - 35	+50 = - 50	+66 = - 66
+6 = - 6	+21 = - 21	+36 = - 36	+51 = - 51	+67 = - 67
+7 = - 7	+22 = - 22	+37 = - 37	+52 = - 52	+68 = - 68
+8 = - 8	+23 = - 23	+38 = - 38	+53 = - 53	+69 = - 69
+9 = - 9	+24 = - 24	+39 = - 39	+54 = - 54	+70 = - 70
+10 = - 10	+25 = - 25	+40 = - 40	+55 = - 55	+71 = - 71
+11 = - 11	+26 = - 26	+41 = - 41	+56 = - 56	+72 = - 72
+12 = - 12	+27 = - 27	+42 = - 42	+57 = - 57	+73 = - 73
+13 = - 13	+28 = - 28	+43 = - 43	+58 = - 58	+74 = - 74
+14 = - 14	+29 = - 29	+44 = - 44	+59 = - 59	+75 = - 75
+15 = - 15	+30 = - 30	+45 = - 45	+60 = - 60	+76 = - 76
			+61 = - 61	+77 = - 77

For Calculation of Time Penalties:

Time: 70.1 seconds is recorded as 70 seconds.

Time: 70.9 seconds is recorded as 70 seconds.