

**Rules for ~~2018~~ FEI Jumping Children's Classics Final ~~2019~~**  
**Tashkent (UZB) Hong Kong (HKG)**  
**~~17-21 April 2019~~ 12 January 2020**

The Gold Tour qualifiers will culminate in a Final.

### **1. Venue**

The Final may be held either indoors or outdoors.

### **2. Age of Participants**

This Final is open to Children from the year in which they reach the age of 12 until the end of the year in which they reach 14 years of age.

It is the responsibility of NFs to ensure that their Athletes are of the correct age. Proof of age will be requested and verified before the Event commences (if the Final is held in the year after the qualifying competitions Athletes that have qualified but who are no longer of the correct age at the time of the Final will be permitted to take part in the Final, that is those born in ~~2004~~2005).

### **3. Participation**

3.1 Twenty Athletes will be qualified to participate in the Final: 4 Athletes from the host country (or host region – to be defined in consultation with the OC and FEI – should there not be enough suitable Athletes from the host country) and 16 foreign Athletes.

3.2 The 16 foreign Athletes selected to participate are the best placed 10 Athletes on the Gold Tour final standings list on ~~8~~7 October ~~2018~~2019, plus the best Gold Tour Athlete from each FEI Group not already represented in the best 10.

If the total number of foreign competitors cannot be filled according to the above system, competitors will be selected in descending order of the final overall individual classification (maximum 2 participants per foreign NF).

3.3 The FEI will notify foreign Athletes of their qualification through their NF.

3.4 The host country is responsible for the selection of its own Athletes.

3.5 With the exception of the host country (or host region), no country shall be represented by more than 2 Athletes.

### **4. Travel**

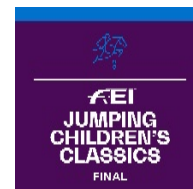
The FEI will subsidise the travel costs (economy class) of qualified foreign Athletes. Foreign Athletes will be responsible for purchasing their own flight ticket, but the FEI must give its approval of ticket costs prior to the purchase of the ticket. Notification of approval for the purchase of tickets will be given by the FEI to the NFs of foreign Athletes.

### **5. Borrowed Horses**

This event will be organised with borrowed Horses. Horses must be at least six years old. The OC will provide 20 horses (plus 5 reserve horses – ref. Art. 6.5)

### **6. The Draws:**

Three draws will be required; one for the Starting Order, one for the Horses and one for the Teams. The first draw should be to pair the Athletes with the Horses. It is the OC's responsibility to provide the balls with names of Athletes and Horses and the numbers, as well as the bowls for the draw. All Athletes and their representatives must be present for the three draws. The exact time of the draws will be established by the OC and communicated to all involved. The draws must take place well in advance of the first training session.



### 6.1 Draw for Horses

The names of all Athletes (home and foreign) are placed in a bowl and the names of the twenty Horses in another bowl. The President of the Ground Jury or the FEI Director Jumping (to be determined by the FEI prior to the Event) picks an Athlete's name from one bowl and a representative from the OC or the host NF picks a Horse's name from the other bowl until all Athletes and Horses have been drawn.

In case one or more Horses are provided by a home Athlete instead of the OC, a separate draw is done first for the home Athlete(s) in question by removing the name(s) of the Horse(s) in question from the Horses' bowl and removing the name(s) of the home Athlete(s) in question from the Athletes' bowl. The representative from the OC or the host NF picks a Horse's name from the Horses' bowl until the home Athlete(s) in question is/are paired with a Horse provided by the OC. Following this first draw the name(s) of the Horse(s) in question is/are being put back in the Horses' bowl to continue the initial draw with the remaining Athletes and Horses.

### 6.2 Draw for the order of starting

Once the draw for the Horses has been completed the second draw will take place. This time, the host Athletes' names are placed in one bowl and the numbers from one to twenty are placed in the other bowl. The top placed foreign Athlete in the final rankings picks an Athlete's name from the bowl and a host Athlete (to be chosen by the OC/NF) picks a number from the other bowl until all names and numbers have been drawn and the starting order for the first Qualifying Competition is established.

### 6.3 Draw for the teams

The names of all Athletes are placed in one bowl. The top placed foreign Athlete in the final rankings picks one name from the bowl followed by the President of the Ground Jury or FEI Director Jumping (to be determined by the FEI prior to the event), then a host Athlete (as for the draw of the starting order) picks one name from the bowl followed by the OC or NF representative. Four Athletes make up one team. The process is repeated until all 5 teams are created. The OC will give each team a name.

### 6.4 Draw for substitute Horses

For each substitution a draw is performed at the time of the substitution request. The names of all substitute Horses are placed in a bowl. The President of the Ground Jury or FEI Director Jumping (to be determined by the FEI prior to the event) picks one name from the substitute Horse bowl. This process is repeated at the time of the next substitution request.

### 6.5 Substitution of horses

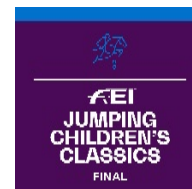
The OC must provide at least 5 Horses in the case of injury or illness or in the case of incompatibility between Horse and Athlete. Injury and illness must be verified by the FEI Veterinary Delegate. Horses may only be substituted in agreement with the Ground Jury. Once the decision has been taken to substitute a Horse it is not possible for the Athlete involved to switch back to his/her originally drawn Horse. In the case of substitution of Horse after the 1<sup>st</sup> Qualifying Competition, points scored in this Competition may not be carried forward and the Athlete in question will start with zero points in the 2<sup>nd</sup> Qualifying Competition with the substitute Horse. If a substitution is made between the 2<sup>nd</sup> Qualifying Competition and the Final Competition the Athlete in question may take part in the Final Competition but must start first. A second substitution involving the same Athlete is not allowed.

## 7. Dress

Dress is in accordance with the rules for International Jumping Events. It is compulsory for participants to wear long boots.

## 8. Training Sessions

8.1 There will be two 30-minute stewarded training sessions in the practice or competition arena: the first on the day of the Draw, the second on the day of the official Warm-up.



8.2 Both 30-minute training sessions are compulsory.

8.3 No more than six obstacles with a maximum height of 1m00 may be jumped in total during each training session. Cross poles are not included in this total. Three attempts at jumping an obstacle count as one obstacle jumped. One double or one triple counts as one obstacle.

8.4 The Horse's trainer or any other person, providing he has received the owners' authorisation, may school the horse during the 30-minute training period. If the trainer jumps the Horse, the number of times jumped will be deducted from the number of times permitted for the athlete to jump his Horse during the training session.

#### 8.5 The official Warm-up in the main competition arena

On the second day the Athletes will have the possibility to familiarize the Horses in the main arena during an official Warm-up. A ten-obstacle course with a maximum height of 1m00 will be placed in the arena; the Athletes each have 90 seconds counted from the time the Ground Jury rings the bell, the obstacles are numbered 1 to 10 but may however be jumped more than once and in a non-specific order. The starting order for this official Warm-up will be established according to the alphabetical order of the Athlete's last name. Dress is informal; boots, breeches, shirt and protective headgear must be worn.

#### 8.6 Warm-up prior to each competition

No more than six obstacles may be jumped in total during the warm-up prior to each competition. Cross poles are not included in this total. Three attempts at jumping an obstacle count as one obstacle jumped. Obstacles may not exceed the height of the obstacles in the competition in question.

8.7 Horses must be ridden with the bit in which they are usually worked and presented at the time of the Horse Inspection. The bit may be changed only with the agreement of the owner. The Ground Jury must be informed of any such changes.

### **9. Starting Order**

#### 9.1 1<sup>st</sup> Qualifying Competition

The order of starting in the 1<sup>st</sup> Qualifying competition is according to the initial draw (ref. Art. 6.2).

#### 9.2 2<sup>nd</sup> Qualifying Competition

Competitors will commence with start number 11 from the 1<sup>st</sup> Qualifying Competition (11 to 20, followed by 1 to 10).

#### 9.3 Final Competition

The starting order for the Final Competition will be in the reverse order of points received in the 1<sup>st</sup> and 2<sup>nd</sup> Qualifying Competitions. In the event of equality of points for any place, the starting order will be decided by taking into consideration the result in the 2<sup>nd</sup> Competition of those Athletes concerned.

#### 9.4 Team Classification

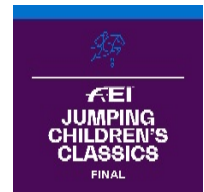
Teams of four Athletes will be formed by a draw (ref. Art. 6.3). Teams will be placed according to their score in the 1<sup>st</sup> and 2<sup>nd</sup> Qualifying Competitions, excluding the jump-off in the 2<sup>nd</sup> Qualifying Competition. Each team has one drop score in each round, providing the team has four competitors. In case of a tie on penalties for any place, the times of the best three athletes of each team in the 2<sup>nd</sup> Qualifying Competition will be the deciding factor.

### **10. Points System for the Final**

The following competitions will be organised during the Final:

<i>90-second official Warm-up</i>		1m00
<i>1<sup>st</sup> Qualifying Competition</i>	Art. 238.2.1	1m05
<i>2<sup>nd</sup> Qualifying Competition</i>	Art. 238.2.2	1m05
<i>Final Competition</i>	Art. 238.2.2	1m10

10.1 All participants may compete in the Final Competition.



10.2 The following point system will be used for the 1<sup>st</sup> and 2<sup>nd</sup> Qualifying Competitions to determine the Athletes' starting order for the Final Competition. The winner receives points equal to the number of Athletes in the 1<sup>st</sup> Qualifying Competition, plus one point. The 2<sup>nd</sup> placed competitor receives points equal to the number of Athletes, minus one. The 3<sup>rd</sup> placed competitor will receive points equal to the number of Athletes, minus two, and so on:

*Example with 20 starters:*

1 <sup>st</sup>	21 points
2 <sup>nd</sup>	19 points
3 <sup>rd</sup>	18 points
4 <sup>th</sup>	17 points etc.

In case of a tie among Athletes for any place in the 1<sup>st</sup> Competition or 2<sup>nd</sup> Competition, points are added together, divided by the number of competitors concerned and distributed equally among those in question (fractions up to 0.5 are rounded down, fractions of 0.5 and above are rounded up).

For the 2<sup>nd</sup> Competition the results of the Jump Off count for the distribution of points. If there is a tie for points among competitors following the 1<sup>st</sup> and 2<sup>nd</sup> Qualifying Competitions, the results of the 2<sup>nd</sup> Qualifying Competition count.

10.3 Any competitors eliminated or retiring during any Competition will not receive points for the competition in which they have been eliminated or from which they have retired.

10.4 For the Final Competition, Athletes start on zero points.