

Rules

FEI Jumping Children's Classics Final



Effective for the season 2024

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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 2010).

3. PARTICIPATION

1. 32 Athletes will be qualified to participate in the Final: 16 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.
2. The 16 foreign Athletes selected to participate are the best placed 10 Athletes on the Gold Tour final standings 2024, 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. The FEI will notify foreign Athletes of their qualification through their NF.
4. The host country is responsible for the selection of its own Athletes.
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. Each host Athlete will provide two Horses. Horses must be at least six years old. A draw will be carried out for each participant of the host country to determine which of their Horses the Athlete will ride.

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.

1. Draw for Horses

This draw will take place in two stages. The first stage will determine with which of the two Horses each host Athlete will compete. The names of the host Athletes should be listed alphabetically and the names of their two Horses prepared. A separate draw for each Athlete will take place. The names of both Horses are placed in a bowl and the President of the Ground Jury or the FEI Director Jumping (to be determined by the FEI prior to the Event) picks one name. This will be the Horse with which the home Athlete will compete. The remaining Horse's name should be placed in a separate bowl ready for the second stage of the draw.

For the second stage of the draw two bowls are required. All of the names of the remaining Horses (that have not been drawn for the home athletes) will be placed in one bowl. The names of the foreign Athletes will be placed 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 Horses and Athletes have been drawn.

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 odd numbers from one to 32 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. The same is repeated for the foreign Athletes, but this time the even numbers from one to 32 are placed in a bowl. Once all Athletes have been drawn the starting order for the first Qualifying Competition is established.

3. Draw for the teams

The names of all host Athletes are placed in one bowl and the names of the foreign Athletes in another. The top placed foreign Athlete in the final rankings picks one name from the host Athlete 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 foreign Athlete bowl followed by the OC or NF representative. Four Athletes make up one team, two host Athletes and two foreign Athletes. The process is repeated until all eight teams are created. The OC will give each team a name.

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

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.
2. Both 30-minute training sessions are compulsory.
3. No more than six obstacles with a maximum height of 1m10 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.
4. The Horse's trainer or any other person, providing this person 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 their Horse during the training session.

5. The official Warm-up in the main competition arena

On the second day the Athletes will have the possibility to familiarise the Horses in the main arena during an official Warm-up. A ten-obstacle course with a maximum height of 1m10 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.

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.

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. COMPETITIONS AND POINTS SYSTEM FOR THE FINAL

The following competitions will be organised during the Final:

<i>90-second official Warm-up</i>		1m10
<i>1st Qualifying Competition</i>	Art. 238.2.1	1m15
<i>2nd Qualifying Competition</i>	Art. 238.2.2	1m15
<i>Farewell Competition</i>	Art. 238.2.1	1m15
<i>Final Competition</i>	Art. 238.2.2	1m20

- Athletes placed 1st to 16th are qualified for the Final Competition. Those Athletes not qualified for the Final Competitions are to take part in the Farewell Competition.
- The following point system will be used for the 1st and 2nd Qualifying Competitions to determine which Athletes will qualify for the Final Competition. The winner receives points equal to the number of Athletes in the 1st Qualifying Competition, plus one point. The 2nd placed competitor receives points equal to the number of Athletes, minus one. The 3rd placed competitor will receive points equal to the number of Athletes, minus two, and so on:

Example with 32 starters:

<i>1st</i>	<i>33 points</i>
<i>2nd</i>	<i>31 points</i>
<i>3rd</i>	<i>30 points</i>
<i>4th</i>	<i>29 points etc.</i>

In case of a tie among Athletes for any place in the 1st Competition or 2nd 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 2nd Competition the results of the jump-off count for the distribution of points. If there is a tie for points among competitors following the 1st and 2nd Qualifying Competitions, the results of the 2nd Qualifying Competition count.

- 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.
- The host country (or host region) may not have more than eight Athletes in the Final Competition.
- For the Final and Farewell Competitions, Athletes start on zero points.

6. If the total number of participants is uneven, the number of athletes in the Final Competition will be increased by one.

10. STARTING ORDER

1. 1st Qualifying Competition

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

- 1st Host Athlete
- 2nd Foreign Athlete
- 3rd Host Athlete
- 4th Foreign Athlete etc.

2. 2nd Qualifying Competition

Competitors will commence with start number 17 from the 1st Qualifying Competition (17 to 32, followed by 1 to 16).

3. Final and Farewell Competitions

The starting order for the Final and Farewell Competitions will be in the reverse order of points received in the 1st and 2nd 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 2nd Competition of those Athletes concerned.

11. 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 1st and 2nd Qualifying Competitions, excluding the jump-off in the 2nd 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 2nd Qualifying Competition will be the deciding factor.

12. 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 their originally drawn Horse. In the case of substitution of Horse after the 1st Qualifying Competition, points scored in this Competition may not be carried forward and the Athlete in question will start with zero points in the 2nd Qualifying Competition with the substitute Horse. If a substitution is made between the 2nd Qualifying Competition and the Final Competition the Athlete in question may no longer take part in the Final Competition but must start in the Farewell Competition. A second substitution involving the same Athlete is not allowed.

1. 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.