Rule	Tracking	Draft	Proposal Type	Effective Date	Proponent	Status
JP 149.1	187-25	1	Standard	12/1/2026	USHJA	Approved (6/16/2026)

JP149.1 Tracking #187-25 Draft #1 Approved

Rule Change Type	Effective Date	Draft Received	Board Action
Standard	12/1/2026	1/30/2026	Approved 6/16/2026

Rule Change Intent

Current optimum time classes result in horses that go over time by a small increment are penalized a lot more than horses that go under time by a much larger increment. This rule change proposal rewards horses that are truly closest to the optimum time, regardless of being over or under, creating a fairer system and better fulfilling what the class is meant to do.

Proponent Details

USHJA

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Linked Rules

Comments

Arabian

Draft 1: Recommends Approval 03/16/2026

Council - Intl Discipline

Draft 1: Recommends Approval 05/26/2026

Council - Natl Breed & Discipline

Draft 1: Recommends Approval 05/27/2026

Jumper

Draft 1: Recommends Approval 12/16/2025

Member Comments

JP149 TABLE IV - OPTIMUM TIME CLASSES

Classes are scored on Faults; however, all ties are broken on the basis of Optimum Time.

1. Optimum time in First Round (Table IV Sec. 1) – The first round is decided by adding together faults incurred over the course ~~and any penalties for exceeding the time~~ ***allowed no time penalties will be assessed for exceeding the Time Allowed.*** In case of equality of faults ties will be broken on the following basis: an Optimum Time (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time closest to this Opt. Time (over or under) will prevail in the tie, next closest next, etc.
2. Optimum Time in First Jump-Off
   a. Table IV Sec.2(a)- The first round ~~and the jump-off~~ will be decided by adding together faults incurred over the course and any penalties for exceeding the time allowed. Clear rounds will return for a Jump-Off which will be scored as follows: In case of equality of faults, ties will be broken on the following basis: an Optimum Time (defined as 4 seconds less than the Time Allowed Those with the time closest to the Optimum Time (over or under) will prevail in the tie, next closet next etc***. NO TIME PENALTIES WILL BE ASSESSED FOR EXCEEDING THE TIME ALLOWED IN THE JUMP-OFF ROUND.***
   b. Table IV Sec. 2(b) The first round ~~and the jump-off~~ will be decided by adding together the faults incurred over course and any penalties for exceeding the Time Allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal commence the designated jump-off course. In the case of a fall of a Rider and/or Horse after crossing the finish line of the first round, the Rider/Horse combination may not continue to the jump-off, and will be placed according to their Score in the first round. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin their round, the competitor is responsible to adhering to the 45 second rule as per JP137.3. A competitor who leaves the after a cleat round(before or after the tone) will be considered to have withdrawn from the jump-off (exception JP138.1). In the case of equality of faults in the jump-off, ties will be broken on the following basis: an Optimum Time (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time on course closest to the Optimum Time (over or under) will prevail in the tie, next closest, next, etc. ***NO TIME PENALTIES WILL BE ASSESSED FOR EXCEEDING THE TIME ALLOWED IN THE JUMP-OFF ROUND.*** If there are no rounds in the first round and a tie exists, the results will be determined by the scores and time from that round. It is recommended that no more than twelve numbered obstacles be included in the first round when the class is scored under this table.
   c. Table IV Sec. 2 (c) – Two Phase Competitions – The first phase to consist of 8-10 jumping efforts and the second phase of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clear in the first phase, they will, upon crossing the finish line, commence the second phase course. Time starts as the horse crosses the finish line of the first phase. In the case of equality of faults in the second phase ties will be broken on the following basis: an Optimum Time (defined as 4 seconds less than the Time Allowed for the course) will be posted on the course plan; the horse with the time closest to this Optimum Time (over or under) will prevail in the tie, next closest, next, etc. ***NO TIME PENALTIES WILL BE ASSESSED FOR EXCEEDING THE TIME ALLOWED IN THE SECOND PHASE.*** If there are no clear rounds in the first phase, the results will be determined by the scores and time in the first phase ~~using the basis described above.~~