Rule	Tracking	Draft	Proposal Type	Effective Date	Proponent	Status
JP 146.0	184-25	1	Standard	12/1/2026	Jumper	Approved (6/16/2026)

JP146 Tracking #184-25 Draft #1 Approved

Rule Change Type	Effective Date	Draft Received	Board Action
Standard	12/1/2026	1/28/2026	Approved 6/16/2026

Rule Change Intent

The FEI is removing the tables for Fault and Out, Knock Out, Take Your Own Line, and Relays since they are not used anymore, and this proposal follows that reasoning.

Proponent Details

Jumper

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Linked Rules

Comments

Council - Intl Discipline

Draft 1: Recommends Approval 05/26/2026

USHJA

Draft 1: Recommends Approval 12/11/2025

Member Comments

JP146 TABLE II—Classes scored on Faults and Time

~~5. Fault and Out (Table II, Sec. 4)—These competitions are timed and take place over medium sized single obstacles (combinations are not permitted). The competitor's round finishes with the first fault incurred under Table II. Points are awarded instead of faults, two points being awarded for each obstacle jumped clear and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points.~~

~~a. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the rider is credited with obstacles cleared.~~

~~b. When an obstacle is knocked down or the Time Allowed, if there is one, has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.~~

~~c. When a fault constitutes a disobedience or fall, or when the rider is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.~~

~~d. Fault and Out classes can be conducted in one of two ways; which must be designated on the course plan as either:~~

~~1. Once Around, in which case the maximum number of obstacles to be jumped is fixed, and the clock is stopped when the competitor crosses the finish line, or~~

~~2. With a Fixed Time Allowed which must not be set at less than 50 seconds, nor more than 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, they start around the course again but is not required to go back through the start markers.~~

JP147 TABLE II—Classes scored on Faults Only

~~1. Knock Down and Out (Table II, Sec. 5) The winner to be the competitor clearing the most obstacles without a fault.~~

JP150 Special Classes

2. Take Your Own Line. This competition takes place over a course of about ten obstacles scored under Table 2 or 3 as stated in the prize list. After crossing the start line, the competitor must jump each obstacle in either direction, in any order and cross the finish line.

a. If a competitor incurs a refusal, they may proceed to another obstacle. However, if the standard or flag is knocked down or displaced, the judge gives an audible signal, the clock is stopped and six seconds added to the time taken by the competitor to complete their round. The time is restarted at the moment when the horse leaves the ground at its next obstacle. Upon signal to proceed, the competitor may continue their round, re-attempting the obstacle refused or any other obstacle on the course not previously jumped.

b. A first refusal is penalized only by time. The second refusal incurs elimination. (Exception, see JP145.4 and .5)

JP150 Special Classes

4. Match Race. This class is run under Table III, faults converted into seconds, with each knockdown and the first refusal penalized by the addition of three (3) seconds. A competitor may ride only one horse. See JP Appendix B for Order of Starting in Qualifying Rounds. The following conditions apply:

a. Two competitors will compete against each other simultaneously over two identical courses, with each competitor timed separately. Combinations are not allowed. If a particular competitor finds that their opponent has withdrawn from any round, the competitor remaining in the class must complete the round in question alone. If one competitor enters the other competitor's course and as a result interferes with that competitor, the competitor responsible for the interference will be eliminated.

b. In each round in the case of a first refusal with or without a knock-down the competitor will continue their round without jumping that obstacle or waiting until it has been rebuilt, however 3 seconds will be added to their time. The second refusal will eliminate a competitor. A competitor passing an obstacle without attempting to jump it will be eliminated.

c. The competitor who has the fastest time will be qualified for the next round and so on until the two finalists meet to decide the winner. Losing competitors in corresponding rounds will be placed equal.

d. A member of the judge's panel must be stationed at the starting line to give the starting signal.

e. If there is a dead heat between two competitors, the round must be started again.

5. Rotating Pair Relay. This competition is for teams of two. A horse can only compete once in this class, but a rider may compete on more than one horse. The entire course must be jumped twice in the correct order by either competitor. The competitor who crosses the start line must jump the first obstacle and the competitor who jumps the last obstacle must cross the finish line.

a. One change is mandatory. Competitors may change over as often as they wish. A change is obligatory whenever a fault is incurred. A fault is indicated by an audible signal at which time the other competitor continues the course from the next obstacle. In the event of a disobedience, the other competitor must first jump the obstacle which has not been jumped by their partner and then continue the course.

b. Faults incurred are penalized by adding four seconds for each occurrence to the time of the round. The first two disobediences are penalized only by time, the third disobedience incurs elimination. Should a competitor jump an obstacle before their partner has landed over preceding obstacle, the pair will be eliminated.

c. The fastest overall time wins. In case of a tie for first place only, there will be a compulsory jump off over a shortened course.

6. Other Relays—See the FEI Rules for Jumper Events.