

JP145 Table of Jumping Faults

1.	Knockdown: a. Of obstacle or standard with any portion of horse, rider or equipment (excluding the horse's shoe/s when not attached), when jumping that obstacle, b. one or more feet in the water or on the lath, when the lath is being judged, c. or knockdown of rail placed over a water obstacle.	4 Faults
2.	Knockdown of automatic timing equipment, other designated markers on start and finish lines, so long as they are a part of the round being jumped.	4 Faults
3.	First disobedience anywhere on course	4 Faults
4.	Second cumulative disobedience anywhere on course (Exception: classes designated for horses five years of age and under where penalty is 4 faults)	Elimination
5.	Third cumulative disobedience anywhere on course in classes designated for horses five years of age and under	Elimination
6.	Exceeding Time Allowed (for each commenced second over the Time Allowed)	1 Fault
7.	A horse resisting for 45 consecutive seconds	Elimination
8.	Taking more than 45 seconds to jump the first obstacle after the time of the round has begun	Elimination
9.	Taking more than 45 seconds to jump the next obstacle on course	Elimination
10.	Fall of horse and/or rider (except Fault and Out Classes and other classes with special rules) A fall of the Rider and/or Horse after crossing the finish line does not incur Elimination.	Elimination
11.	Jumping an obstacle before it is reset, or without waiting for signal to proceed	Elimination
12.	Starting before judge's signal to proceed	Elimination
13.	Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not	Elimination

14.	Off course	Elimination
15.	Leaving the enclosure of a closed obstacle incorrectly	Elimination
16.	Rider and/or horse leaving the arena before finishing the course (Exception: JP138.1)	Elimination
17.	Any competitor at the end of their round who does not leave the arena through the designed gate (e.g. jumping out of the arena)	Elimination
18.	Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena.)	Elimination
19.	Exceeding the Time Limit	Elimination
20.	Jumping out of the arena before, during, or after their round	Elimination
21.	Leaving the arena through the in/out gate before beginning their round, voluntarily or involuntarily, whether or not the tone to begin has sounded.	No Penalty