

## SECTION 3

Please ensure you have read the SANESA general Rules and Regulations Section 1 and 2



### CORE LEAGUE DISCIPLINE SPECIFIC

The SAEF is the National Federation which is overseeing the Technical Discipline Rules for the following disciplines comprising the **CORE LEAGUE** of SANESA:

1. Show Jumping
2. Dressage
3. Showing – Performance Riding (Lev 7 SAEA Show Riding class)
4. Showing - Working Riding
5. Showing - Working Hunter
6. Equitation
7. Extreme Equitation
8. Prix Caprilli
9. In Hand Utility

Although SANESA will endeavor to adhere to all SAEF Technical Discipline Rules including special dispensations noted in this document, SANESA Rules and Regulations will be final.

## 1 SHOW JUMPING

### 1.1 SANESA JUMPING RULES

*Jumping Rules as per SASJ National Technical Discipline committee rules, including/excluding the following:*

- 1) Level 0 Lead Rein and Off Lead may compete in Jumping.
- 2) There may be no cross entry of horse-rider combination between levels at any one show.
- 3) No horse or pony may do more than 2 show jumping classes per day.
- 4) All ponies/horses in Jumping are to be clean and neatly turned out.
- 5) Jumping classes to consist any one of the following:
  - Ideal time (please consult schedule for description) *Both Level 0 SJ classes will run on Ideal Time*
  - Normal Competition (FEI Art. 238.2.2)
  - Accumulator (FEI Art. 269.5) (8 fences with a joker – 1 round against the clock)
  - 2 Phase (FEI Article 274.2.5)
  - A2 (FEI Art 238.2.1)
- 6) All schedules shall include the SANESA Competition and a choice of one of the other classes mentioned in point 6 above for the second class.
- 7) All team selection for National Teams, if and when applicable, will be from the SANESA Competition class.
- 8) The onus is on the rider to ensure that he/she and his/her horse/pony are correctly registered and have entered in the correct classes to be considered for grading points. It is on the onus of the rider/parent to submit results to the relevant discipline structure.

### 1.2 JUMPING DISPENSATIONS GIVEN TO SANESA:

- 1) A horse or pony may compete in the same class with two different riders.
- 2) Learner judges may judge all non-graded classes.

### 1.3 QUALIFYING ROUNDS

The Rider shall only qualify for grading points at the level and on the horse for which they are appropriately registered with the Discipline Association. To align with SASJ rules regarding moving from one grade to another SANESA riders will be required to acquire the necessary QR (Qualifying Rounds) to move into the next height/level. QR points are defined as follows: A QR point, shall be obtained by jumping a clear round in the first round of SASJ Graded competition, with full score or clear round. QR points are required for Pony Riders from 90cm up to 120cm and for Junior riders Juniors – 90cm up to 1.30.

Qualifying points are required as per table below:

Subscription – Category & Grade	QRs Required
Pony rider 90cm to 100cm	5
Pony rider 1.00 to 110 (Open)	10
Junior 90cm to 100cm	5
Junior 100cm to 110cm	5
Junior 110cm to 120cm	5
Junior 120cm to 130cm (Open)	10

Please note no QRs are required for Pony Riders & Juniors up to 90cm, these are regarded by SASJ as recreational classes.

### 1.4 PRIMARY SCHOOLS JUMPING LEAGUE

#### 1) Newcomers' Challenge Classes

Level 0 – On and Off Lead: Ideal Time 30cm courses *(8 jumps only, simplistic course with minimum fillers, no Combinations)*

Level 0 – On and Off Lead: Ideal Time 40cm courses *(8 jumps only, simplistic course with minimum fillers, no Combinations)*

#### 2) Normal League Classes

Level 1: 50cm courses *(max of 10 jumps, simplistic course with minimum fillers)*

Level 2: 60cm courses *(normal course and equipment, excluding water tray)*

Level 3: 70cm courses *(normal course and equipment, excluding water tray)*

Level 4: 80cm courses *(normal course and equipment, excluding water tray)*

Level 5: 90cm courses

Level 6: 100cm courses

Level 7: 110cm courses

### 1.4 HIGH SCHOOL JUMPING LEAGUE

#### 1) Newcomers' Challenge Classes

Level 0: Ideal Time 50cm courses *(8 jumps only, simplistic course with minimum fillers)*

#### 2) Normal League Classes

Level 1: 60cm courses *(max of 10 jumps, simplistic course with minimum fillers)*

Level 1: 70cm courses *(max of 10 jumps, simplistic course with minimum fillers)*

Level 2: 80cm courses *(normal course and equipment, excluding water tray)*

Level 3: 90cm courses *(normal course and equipment, excluding water tray)*

Level 4: 100cm courses

Level 5: 110cm courses

Level 6: 120cm courses

Level 7: 130cm courses