

Article 270 – Top Score Competition

1. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.
2. The obstacles must be built so that they can be jumped in both directions
3. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
4. The athlete is credited with the number of points carried by each obstacle that he/she has jumps correctly. No points are awarded for an obstacle that is knocked down.
5. A fixed time of 45 seconds (minimum) to 90 seconds (maximum) is allocated in this Competition. During this time, the athlete may jump all any of the obstacles he/she wishes in any order and in any direction. He/she may cross the starting line in either direction. (The starting line must be provided with four flags; a red and a white flag at each end of the line). During the athlete's round, the Athlete is permitted to cross the starting and finishing lines in either direction, as often as he wishes.
6. The bell is rung to declare the end of the fixed time during which points may be obtained. The athlete must then cross the finishing line in one direction or the other in order for his time to be recorded; if he does not cross the finish line he is eliminated. The finishing line must be provided with four flags; there must be a red and a white flag at each end of the line.
7. If the fixed time is reached at the moment when the horse is already taking off at an obstacle, this obstacle is included in the Athlete's Score if it is jumped correctly.
8. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the athlete. The same applies for knocking down an obstacle as a result of a disobedience or for displacing a lower part of an obstacle, which is positioned in the same vertical plane as the highest part. In the case of disobedience without a knock-down, the athlete may jump that obstacle or continue to another obstacle.
9. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the athlete does not score the points allotted to this obstacle.
10. All disobediences are penalised by the time lost by the athlete; A fall of Horse or Athlete is penalised by Elimination (see JRs ART 241.3.25).
11. The athlete who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the start of the fixed time and the crossing of the finishing line after the bell has rung will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds provided that this is mentioned in the Schedule (see JRs Art 245.6). If not mentioned, the Athletes with equal points and time will share the prize.
12. There are two options for using a Joker:
 - 12.1. An obstacle may be provided as part of the course, duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the athlete.
 - 12.2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the athlete's round. The athlete must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker Only one attempt at the joker is allowed. Two-hundred points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the athlete.