

## **JUMPERS**

221 – Junior Jumpers

222 – Senior Jumpers

Riders wishing to compete in this class must successfully complete a similar class in a recognized event (examples: VHSA, BHSA, USEF, USEA, CDCTA, BREA, SWVAHJA). Proof of this must be submitted with entry into the show through the Jumper Qualifying Form found in the rulebook. This form must be fully filled out and signed by the show manager. **Successful completion** is defined as a horse and rider that completes all jumping efforts **without disqualification** in the class for any reason. **This qualifying form applies to those youth that are entering the Jumper Class. This form is not required for youth solely entered in Hunter Classes.**

**If either class in this section has less than 8 entries, the classes will be combined and run as one class.**

Schooling for youth in this class (and not another hunter class) will take place on Thursday. Schooling will NOT be allowed on Friday for exhibitors in the class. There will be warm up fences but no other schooling other than the time outlined above.

**Rider Attire:** Riders shall wear formal show attire for Jumping.

**Tack:** Tack can include an ear bonnet and square show pad. Figure 8 nosebands and martingales (standing or running) are allowed.

### **Class Rules**

1. Jumpers are scored and placed on a mathematical basis and penalty faults, which includes disobediences, falls and knock-downs.
2. **Horses and ponies will compete in the same class.**
3. Both a starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet beyond the last obstacle must be indicated by markers (at least 12 feet apart) at each end of the lines. Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line. Time shall be taken out while a knocked down jump is being replaced - that is, from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been replaced. It shall be the rider's responsibility to be ready to continue the course when the signal is given.
4. **Class Procedure:**
  - A. Class will be scored as written in Table II, section 2(b) of the USEF Rules for Jumpers.
  - B. The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in

the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. 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 his/her round, the competitor is responsible to adhering to the 45 seconds rule. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults.

- C. All class entries will participate over the posted course.
  - D. Fences will be set at a **minimum of 2'6" and a maximum of 2'11"**. Fences must be set at the required height indicated, within a two-inch variance.
5. Jumper Courses:
- A. All courses must be set according to USEF standards.
  - B. Obstacles should be attractive, varied and appropriate to their setting. They and/or their components must be capable of being knocked down and should be neither so light or poorly supported that they fall at a slight touch, nor so heavy or firmly supported that they can hardly be dislodged.
  - C. All suspended elements (i.e., gates, panels, etc) must be hung not more than 4" from their top edges.
  - D. At least 3 out of the first 10 efforts must be spreads.
  - E. There must be at least one change of direction in every course, including jump-off courses.
6. Scoring:
- A. Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner.
  - B. Penalty faults include disobediences, falls, knockdowns, touches and time penalties.
  - C. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may retire.
  - D. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.
  - E. Failing to complete-A competitor failing to complete a particular round shall have the reason recorded as follows:
    - (1) Withdrew (WD) or did not start (DNS) indicated that the competitor failed to enter the arena within one minute of being called. The time for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time for entering the ring.
    - (2) Retired (RT) indicates the competitor voluntarily retired prior to completing the round.
    - (3) Eliminated (E or EL) indicates that during his/her round the competitor was eliminated by the judge for any of the various reasons indicated in these rules.

7. Starting and Finishing: In order to receive a score other than “Withdrew (Did not start)”, “Retired”, or “Eliminated”:
  - A. The horse must cross the start line between the markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting does not incur penalty.
  - B. The horse must cross the finish line between the markers in the proper direction and with the rider mounted.
  - C. The horse must jump all of the required fences between the start and finish markers.
  - D. The horse must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun or take more than 45 seconds to jump the next obstacle on course.
8. Entering the Arena: Failure to enter the arena within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. Management may extend the time limit for entering the ring.
9. Time to Start: An exhibitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
10. Use of Audible Signal: An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
  - A. To give the signal to start
  - B. To stop a competitor in the event of an unforeseen incident
  - C. To interrupt the 45-second period which a rider has to begin the course in the event of an unforeseen incident
  - D. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal
  - E. To give the signal for a competitor to continue his/her round after an interruption
  - F. To indicate by repeated and prolonged ringing that the exhibitor has been eliminated
11. Timing
  - A. Starting and Stopping-time is taken from the instant the horse’s chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until it reaches the finish line. The judge may interrupt the 45-second countdown if unforeseen circumstances occur. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction are not penalized.
  - B. Time out-If as a result of a disobedience a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately and remains stopped while the obstacle or flag marking the limits of an obstacle is rebuilt. Regardless of which fence

on the course this occurs at, a penalty of four seconds will be added to the time the horse takes to complete the course.

- C. Time out at combinations-If a competitor knocks down or dislodges one of the parts of a combination or a flag marking the limits of an obstacle, and then refuses or runs out at the next park without knocking it down, the clock is stopped as for a knockdown resulting from a disobedience. Regardless of at which fence on the course this occurs, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course. Elements knocked down preventing a horse from jumping the next obstacle must be removed.
- D. Time Faults-One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.
- E. Exceeding the time limit-Any competitor whose time including penalty seconds which might have been assessed for time-out(s), as described above, exceeds the time limit is eliminated. The time limit is defined as double the time allowed.

12. Disobediences:

- A. Refusal: Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
- B. Run-out: Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
- C. Resuming the Course: After a run-out or refusal, the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he/she must await the signal to start or be eliminated.
- D. Loss of Forward Movement: Halting or stepping backward after crossing the start line will be penalized as a disobedience.
- E. Circling on Course: Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), or stops advancing toward or turns at least 180 degrees away from the next fence, or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call.

13. Falls:

- A. The first fall of horse or rider results in elimination.
- B. A rider is considered to have fallen when he/she is separated from this horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- C. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.
- D. A courtesy fence is not permitted following the fall of the horse or rider.

14. Knockdowns: An obstacle is considered knocked down when in jumping an obstacle, a horse or rider by contact:

- A. Changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle, OR
  - B. Moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed.
15. Off Course: A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

16. Table of Jumping Faults

- A. Knockdown of obstacle or standard with any portion of the horse, rider or equipment, when jumping an obstacle..... 4 faults
- B. Knockdown of automatic timing equipment, other designated markers on start and finish lines, or flags standing alone marking the limits of banks, ditches and water jumps ..... 4 faults
- C. First disobedience (anywhere on course) ..... 4 faults
- D. Second cumulative disobedience (anywhere on course) ..... Elimination
- E. Exceeding time allowed (for each second over time allowed)..... 1 Fault
- F. A horse resisting for 45 seconds, taking more than 45 seconds to jump the first obstacle after the time of the round has begun, or taking more than 45 seconds to jump the next obstacle on course ..... Elimination
- G. Fall of the horse and/or rider ..... Elimination
- H. Jumping obstacle before it is reset or without waiting for signal to proceed ..... Elimination
- I. Starting before judge's audible signal to precede..... Elimination
- J. Jumping an obstacle before crossing the 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
- K. Off course..... Elimination
- L. Leaving the enclosure of a closed obstacle incorrectly ..... Elimination
- M. Rider and/or horse leaving the arena before finishing the course ..... Elimination
- N. Any competitor at the end of his/her round who does not leave the arena through the designated gate ..... Elimination
- O. Actions against a horse deemed excessive (for example: excessive use of whip or spurs at any time within the arena)..... Elimination