

Hunter/Jumper Division



Jumper – Unlike Working Hunters, Jumpers are not evaluated on form and manners only on their ability to jump a clean round, or pick up as few penalty points as possible within a specified time limit. In the case of a tie, a jump-off is required. As a result, both horse and rider may be more aggressive and speedier in tackling fences, since in the final jump-off the horse with the fastest time and fewest penalties wins. Penalties are subtracted for knockdowns, refusals, and run-outs.

Certain penalties — falls, exceeding the time limit, and third refusal, etc. — will result in elimination. Knocking down poles, refusals and going over the time limit are the most common source of faults in the first round and jump-off. The order of go for the first round is determined by random draw. In the jump-off, the fastest horse from the first round will go last, and the slowest horse goes first.