



Hunter & Jumper Classes

INTRODUCTION

- For those Stewards who do not routinely work Hunter Jumper shows, officiating at an event with an over fences division can be intimidating.
- This learning module will help to simplify the rules, as well as give you the tools to be able to confidently monitor the schooling area.



HUNTER RULES

- Hunter classes at Arabian shows are governed by the rules in USEF AR-14 Working Hunter
- For judging of Hunter classes, see USEF HU- 6
- For course descriptions see USEF HU-4



HUNTER RULES

- Tack and attire refer directly to HU105. A “D” ring snaffle is the most commonly used bit in the open Hunter world.



HUNTER RULES

- Also refer to the AHA Handbook for specifics on Regional and National classes



HUNTER COURSES



- Hunter courses must simulate those found on the hunting field. Rails must be white or natural in color.
- No striped poles.



HUNTER SECTIONS

A Section is a minimum of two over fences classes and one under saddle.

- It can be expanded to three over fences classes.



HUNTER SECTIONS

- Horses can only show in the under saddle class if they have entered at least one over fences class in the section.
- A show must hold at least two over fences and one under saddle class in order to award a championship, which is determined by points.



HUNTERS

- In any Hunter division with soundness as a requirement, the horses are brought in and jogged after the over fences rounds.
- They are jogged in the order the judge has tentatively placed them.
- The saddles are removed but the horses are jogged in bridles.



JUMPER RULES



- Jumper classes at Arabian shows are governed by the rules in USEF AR-15 Jumper
- For courses, see JP-5
- For staffing, see JP106



JUMPER TABLES

A Jumper “table”, found in JP145-148, is the rule that determines how the class is run.

JP145 TABLE II—Classes scored on Faults and Time

1. Clear Round (Table II) - The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clear rounds or equal faults remain equal.
2. Time First Round (Table II, Sec. 1)—The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clear rounds or equal faults are classified according to their time taken to complete the course. (Note: it is recommended that Table II Sec. 1 be conducted over a Table II course rather than a Table III course.)
3. Time first jump-off
 - a. Table II, Sec. 2 (a)—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. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.
 - b. Table II, Sec. 2 (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 clear 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 as per JP136.3. **In case of a fall of a Rider and/or Horse after crossing the finish line of the first round, the Rider/Horse combination may not continue to the jump-off, and will be placed according to their**



JUMPER TABLES

- The jump-off courses are a shorter version of the first round.
- The most commonly used tables at breed shows are Table II, 1; Table 2, Section 2(a) and Table 2, Section 2(b).



JUMPER TABLES

- The table for each Jumper class must be noted in the prize list if the discipline refers to the JP rules. See JP107.1

finished had completed the round. Horses entered will not be required to jog for soundness. Any unsoundness during the competition will be reflected in the scores from the judges (GR 1034.7).

JUMPER CLASSES

No qualifications are required.

Jump Order; First go-round will be determined by random selection.

Jumper Attire: USEF JP111.8

Tables: Refer to USEF JP 145 - JP148

1149 A/HA/AA Speed Jumper

JP145 Table II, Sec. 1 - 1M (Time First Round)

1801 A/HA/AA Jumper

Stake JP145 Table II, Sec. 2 (a) - 1.1M (Time First Jump-Off, leave the ring)

1803 A/HA/AA Jumper ATR

JP145 Table II, Sec. 2 (b) - 1M (Time First Jump-Off, stay in the ring)

1805 A/HA/AA Novice Jumper

JP148 Table IV. Sec 1 - .9M (Optimum Time First Round)

SPORT HORSE IN-HAND CLASSES



JUMPER TABLES

- Table II.1: Horses jump one round against the clock. The fastest round with no penalties wins. This table is also called a “speed round”.
- Table II.2(a): All horses compete in the first round. If a horse has no jumping or time faults, they return for the jump-off after all competitors have completed their first round. The jump-off order is the same as the original order, taking out the competitors who did not go clear.
- Table II.2(b): After a rider completes their round and is clear, they stay in the ring. A buzzer will sound and they will go directly into their jump-off round.



WHO CAN JUDGE?

- Comp. 504.2(a) specifies that current USEF judges who have an Arabian card can judge Hunters and Jumpers.
- Also, a judge who holds a USEF Hunter card or Jumper card can judge those respective divisions.
- For a Regional or National show, check the handbook to ensure the judge holds the correct license for that competition.



WHO CAN JUDGE?



- Often a show will hire a judge with a Hunter card to officiate all of the over fences divisions.
- But if they don't hold a Jumper card, which many do not, they will need a USEF Guest Card in order to judge the Jumper class(es).



EQUIPMENT: JUMP STANDARDS

- Standards can be made of wood or synthetic materials.
- There are two basic types: those with keyhole tracks and those with holes.
- Different types of jump cups are needed for the different standards.



JUMP CUPS

There are several types of jump cups, which can be made of metal or synthetic and are made in various colors.

- Jump cups for standards with drilled holes need a pin to keep them in place.
- Jump cups for keyhole standards will simply slide into the keyhole opening.



JUMP CUPS

In addition to regular jump cups, there is a another type, built with a quick release. These are called safety (or “breakaway”) cups .

Safety cups are required in several instances.

- The use of FEI safety cups on the back rail of all spread obstacles in the warmup area is mandatory.
- The use of FEI safety cups on the back rail of all spread obstacles in the competition ring is mandatory.



SAFETY CUPS

A safety cup is distinguished from a regular cup because there is a sleeve, a separate component, from the jump cup itself.

- This sleeve contains a small spring, which, when the rail is hit, allows the cup holding the rail to drop and ideally prevent the horse from falling.



SAFETY CUPS



- The picture on the left is of metal jump cups in a standard with holes. The top cup is a safety cup, the bottom one is not.
- On the right, we see the same configuration, but with a keyhole standard.



SAFETY CUPS IN THE COMPETITION RING

Safety cups are required in the competition arena on the back rail of all oxers in Hunter, Jumper and Equitation classes. (HU112.5, JP123.2(a) and EQ108.14.)

It is difficult to see the safety cups in this picture but the arrows show the back rail in this oxer.



REQUIREMENTS FOR HUNTER & JUMPER SCHOOLING

Arabian rules refer to Appendix A in both the USEF Hunter & Jumper Schooling rules, found at the end of HU and JP

- Required are a trotting fence, a vertical and an oxer.



TYPES OF JUMPS IN THE SCHOOLING RING

Trotting jumps: A trotting jump is any jump set to trot over.

- There is no height specified for a trotting jump.
- It is often a crossrail.



TYPES OF JUMPS IN THE SCHOOLING RING

Vertical: A jump made with a single set of standards.

- Although there is another set of standards in the second picture, there is no rail being used.



TYPES OF JUMPS IN THE SCHOOLING RING

Oxer: An oxer is a jump made with two sets of standards and two sets of rails. The distance between the two standards is called the spread.



TYPES OF JUMPS IN THE SCHOOLING RING

Swedish oxer: A Swedish oxer is a spread jump where the rails slant in opposite directions. There are very specific rules as to when a Swedish can and cannot be used. They may be used in the competition ring.



TYPES OF JUMPS IN THE SCHOOLING RING

- A Swedish oxer may not be used for Jumper schooling
- A Swedish oxer may be used for Hunter schooling, but only if there is not more than an 18” difference in low to high points for horses, and 6” difference for ponies
- A Swedish oxer may be used for Equitation schooling, but only if there is not more than 12” difference in low to high points



GROUND LINES

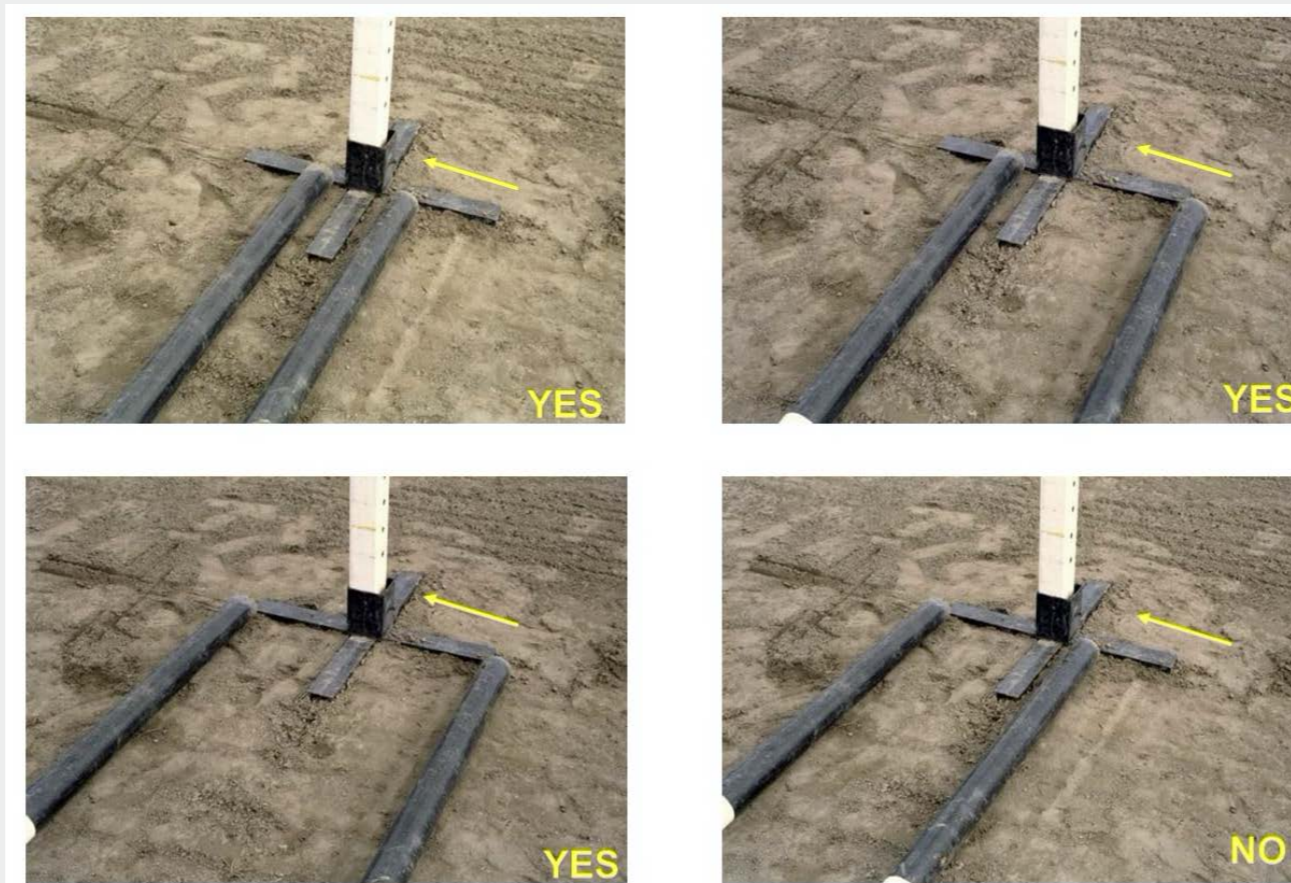
- Ground Line: A rail placed on the take-off side of the jump.
- They must always jump in the direction the ground line is set.
- Refer to the USEF Hunter and Jumper Schooling Manual for specifics on when a ground line can or cannot be used.



REQUIREMENTS FOR HUNTER & JUMPER SCHOOLING

There are numerous rules that govern schooling jumps. These rules have been made for safety.

Setting a ground line behind the standards, for example, could create a false ground line, and make it more difficult for the horse to gauge distance.



THE ROLE OF THE STEWARD

When over fences classes are being held, the steward is responsible for monitoring the schooling ring.

They should:

- Confirm that the required number of schooling jumps are available.
- Confirm that the required safety cups were available and being used in the schooling area.
- Watch to ensure the schooling fences are all set in a legal and safe manner during warm-up.



THE ROLE OF THE STEWARD

Read the USEF Hunter & Jumper Schooling Manual to learn what is legal.



THE ROLE OF THE STEWARD

- Be familiar with any course requirements for the show ring.
- Look at courses to ensure they have the correct amount of elements.
- Know that at Arabian shows the course designer may or may not be a licensed, professional course designer.
- Confirm that safety cups are being used in the competition rings on the back element of all oxers.



THE ROLE OF THE STEWARD

- If you see a jump set illegally in the schooling area at a breed show, there is a strong possibility whoever set it did not know the rules, rather than deliberately broke them.
- Explain that the jump is set incorrectly.
- Again, be familiar with the USEF Hunter and Jumper Schooling Manual.
- The more you know about the types of jumps, the more confidence you will have in the over fences arena.



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