

# JUMPER



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# JUMPER

The Jumper class is a test of the horse's athletic ability, quickness, agility and bravery. Jumpers are very exciting classes where the horses are asked to jump over brightly colored obstacles, often quite tall or wide, set at peculiar angles in the arena demanding very quick and tight turns. The Jumpers must be very careful not to knock down a jump and must be fast enough to beat the clock against the other competitors.

Jumpers are expected to jump, run, turn and jump again. These horses are very athletic horses that are powerful and very well trained. A good jumper must be able to collect itself together then explode in a big jumping effort. Upon landing it must wait for direction from the rider then run with a burst of speed to the next obstacle or make a quick turn around to another obstacle. This horse must always be balanced, obedient and responsive.

In the end the Jumper that challenged the course and proved to be the bravest, the most agile and the strongest, the quickest and most careful is the winner. Good jumpers are fun, thrilling and exhilarating to watch.

## JUMPER CLASSES

The Jumper Chapter in the USEF Rulebook gives specifics for classes in the Arabian Division and for jump heights. Chapter JP - Jumper Division actually explains the judging, scoring, timing and other information needed to judge Jumper classes.

## CONDUCT

1. For rules governing the class conditions refer to JP, Subchapter JP-5 Course Requirements.
2. For rules regarding personnel and timing equipment, refer to JP106 Equipment and Personnel.
3. The course and the order in which the horses are to jump, if a posted order of go is mandated, must be posted in a conspicuous place, at least one-half hour prior to the start of the class. The jumping order should be legible to a mounted rider. For rules regarding jumping order, refer to JP112 Starting Order.
4. For rules regarding schooling, refer to AR107.15 and JP103 with the exception of JP103.2, JP103.3 and JP103.8. If these sections are in conflict AR107.15 takes precedence.

NOTE: JP103.9. The use of any device with ear bud(s) while mounted is prohibited in all jumper schooling areas.

5. Championships are not recommended in Jumper sections of the Arabian Division, but if offered, must be conducted in accordance with Jumper Rule, JP110 Show Championships.

## APPOINTMENTS

- Horses may be shown with a braided mane and tail
- For rules governing appointments, refer to JP111 with the exception of JP111.3. In the Arabian Division, draw reins are prohibited except in the schooling area.
- Tack. Type of English saddle is optional. Any type of bridle is allowed, including, but not limited to gag bits and mechanical hackamores. Martingales, tie-downs, boots and bandages are allowed
- If a rider stops to fasten his chin strap, he must indicate to the judge that there is an issue with his chinstrap. The rider is not penalized for halting to refasten the chin strap, but the clock will not be stopped. (JP137.2)
- Attire – see JP111.8
- Electronic communication devices – See JP111.8
- Tied stirrups – see JP111.5

## **CLASS SPECIFICATIONS**

All classes must be set as per JP122.1a. For a conversion chart to the equivalent in English Units, refer to JP122.2. Changing the level of difficulty from that published in the Prize List must be done in accordance with JP122.6

1. OPEN. Classes may be offered at the following heights: 0.8M, 0.9M, 1.0M, and 1.1M. Spreads as per JP122.3.
2. AMATEUR, AMATEUR OWNER. classes may be offered at 0.8M, 0.9M, 1.0M, and 1.1M. Spreads as per JP122.3
3. NOVICE, SELECT. Classes may be offered at 0.7M, 0.8M, and 0.9M. Spreads not to exceed the width of the height of the fences.

## **SCORING TABLES and FAULTS**

The prize list must specify, for each class, the Table and Section for which it is to be scored; however, classes must be scored as per Chapter JP, Subchapter JP-6 and Subchapter JP-7. It is recommended for classes 2'6" and greater that classes be scored on Faults and Time, as per JP145, Table II. For classes held at heights less than 2'6", it is recommended that JP148 Table IV Optimum Time Classes be utilized.

## **HORSE WELFARE (JP102)**

1. Conduct in the competition ring:
  - a. Any action against a horse by a competitor in the ring, deemed excessive by the judge, may be penalized by any one or combination of the following: official warning, or elimination from the class.
  - b. Such action(s) could include, but are not limited to, excessive or improper use of the whip, spurs, reins, rider's weight or rider's hands.
  - c. In addition, after consultation with the Competition Manager and a Competition Steward, additional penalties, including one or more of the following: the issuance of an official warning card, disqualification from competing within the upcoming 24-hour period, disqualification from the balance of the competition. d. All such violations must be recorded in the Steward's Report and, if cruelty or abusive behavior is evident, a charge must be filed against the individual.
2. Conduct outside of the competition ring: Any action(s) against a horse by an exhibitor, deemed excessive by a judge, Federation Steward, Certified Jumper Schooling Supervisor or Competition Veterinarian anywhere on the competition grounds may be punished by official warning or elimination from the class. Such action(s) could include, but are not limited to, excessive or improper use of the whip, spurs, reins, rider's weight or rider's hands. In addition, after consultation with the Competition Manager and a Competition Steward, additional penalties, including one or more of the following: the issuance of an official warning card, disqualification from competing within the upcoming 24-hour period, or disqualification from the balance of the competition. All such violations must be recorded in the Steward's Report and, if cruelty or abusive behavior is evident, a charge must be filed against the individual.
3. Disqualified competitors will forfeit all entry fees for disqualified classes.
4. The imposition of any of the above penalties will not preclude additional charges being filed in accordance with GR839 Cruelty and Abuse.
5. Soundness: In a case of unsoundness sufficiently severe to be considered abusive, the judge(s) must eliminate the competitor from that class and inform the competition manager, who in conjunction with the Official Veterinarian and the Steward, will evaluate disqualifying the horse from further participation in the competition.

## **SCHOOLING – see JP103 for additional information**

- Manual poling and use of offsets are prohibited.
- Schooling over obstacles in any competition area is permitted only at the time designated by the Show Committee. All other schooling over obstacles is permitted only within clearly identified areas and only at times designated by the Show Committee. Schooling over obstacles in any other area of the competition ground or at any other time is prohibited.
- Schooling areas for jumpers must contain sufficient equipment to construct at least one vertical and one spread fence. Standards, jump cups and safety cups must also be made available. Breakable pins such as wooden dowels are permitted when no safety cups are available. Schooling areas at competitions offering more than \$2,500 should use equipment with the same height increments and cup system used in the competition ring.
- NOTE: JP103.9. The use of any device with ear bud(s) while mounted is prohibited in all jumper schooling areas.
- ***New for 2019: JP103.7. The use of FEI Approved Safety Cups to support the back rails of all spread obstacles and all warm-up and schooling areas is mandatory.***

## **AUDIBLE SIGNAL**

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 (which also designates a time-out);
- 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 (designating a time-out);
- e. to give the signal for a competitor to continue his round after an interruption. See JP137.2 and .3.
- f. to indicate by repeated and prolonged ringing that the competitor has been eliminated; and
- g. to indicate that the rider should not proceed to the jump-off round in a Table II Sec. 2. (c) class, or a Table IV(c) class.

## **JUMPER COURSE REQUIREMENTS**

1. For rules governing course requirements refer to JP, Subchapter JP-5 Course Requirements.
2. Well-designed courses are the prime requisites for successful jumper classes.
3. The first criterion of a good course is its suitability to the capabilities of horses which will jump it and to the conditions of the class. Height and width of jumps are not the only important factors. Of equal or greater significance are types of obstacles, relation of height to width, or spacing between jumps. Jumper courses traditionally offer a greater variety of jumps, (brighter, more unusual, etc.) than do hunter courses, and may include types of fences forbidden in Hunter courses. Refer to JP124, Jumper Course, JP125, Spread Obstacle, and JP126, Combinations, for more specific information regarding the design of courses.
4. The minimum and maximum height and spread must be stated for all classes not covered by AR169 Specifications.
5. Posting of Courses Refer to JP132.
6. Judge's Inspection of Course Refer to JP133 Judge (s) Inspection of Courses.
7. Jump-offs Refer to JP134 Jump-Off Courses.

8. Obstacle Requirements Refer to JP123 Jump Equipment.
9. Substitution of Obstacles Refer to JP129 Substitution of Obstacles.
10. Time Allowed and Time Limit Refer to JP131 Speed, Time Allowed, Time Limit, and Optimum Time, and the Chart located at the end of the Jumper Rules

### **USEF JUMPER SCHOOLING RULES**

1. It is important to remember that all exercise areas are different in size, type of footing, and jump material provided. Furthermore, the ability of the horse and rider must always be taken into consideration as well when deciding what is permitted and not permitted during preparation.
2. In the schooling/exercise areas during the preparation before competition, a minimum of one vertical and one oxer must be provided. The ground must be in good condition. Management must provide sufficient obstacle material. The jumping area should be large enough to provide sufficient room for the training.
3. Obstacles may be flagged, in which case they must be jumped in the proper direction. The Steward, and/or Schooling Supervisor should decide if the flags may be interchanged.
4. When schooling for a Five, Six, or Seven Year Old class in progress, jumps in the schooling area may not exceed the height or width by more than 10cm of the jumps in the class.
5. No one may hold a rail or touch a standard while it is being jumped.
6. All rails must be either in cups or totally on the ground (exception: one end of a cross rail may rest on the ground). Rails must be able to fall easily when hit.
7. If a rail is placed on the edge of a cup it must be placed on the far side of the cup, and is only allowed at an oxer if it does not cause the front rail to be higher than the back rail (i.e. offset).
8. Horses are not permitted to walk over cross or slant rails. Walk rails may not exceed 30cm (12"), and may be built with one end of the rail resting on the ground. Ground lines are not permitted. While using a walk rail, the competitor must approach and depart in a direct line. At no time may they turn the horse while walking over the rail. Walk rails are not permitted in the schooling/warm-up area during classes for Seven Year Olds or under.
9. Jumps in the schooling area may not exceed 1.60 m (5'3") in height, 1.80 m (5'11") in width.
10. Any jump 1.30 m (4'3") or higher must have a minimum of 2 rails, in cups, on the take off side of the jump, regardless of whether a ground line is used. The lower rail must always be below 1.30 m (4'3").
11. There may never be more than two (2) rails on the back of an oxer, with the lower rail equal in height to the lowest rail on the front of the oxer. If the oxer is flagged so that it may only be jumped in one direction, there may only be one (1) rail on the back.
12. Ground lines are not mandatory, however if they are used they must be placed either directly below the front of the jump or up to 1 m (3'3") out. If a ground line is used on the landing side of a jump, there must be one on the take off side, and it may not be any further out than the one on the take off side. If an oxer is flagged so it may only be jumped in one direction, the ground line is only permitted on the front of the oxer.
13. If a trot/canter/placement rail is used it may only be used at a vertical which may not exceed 1.30 m (4'3") in height. If a rail is used on the take off side of a jump, it may be no closer than 2.50m (8'2"). If a rail is used on the landing side of a jump it may be no closer than 3 m (9'10").
14. If guide rails are used on the landing side of a jump, the closest part of the rail must be a minimum of 3 m (9'10") from the jump.

15. A cross rail may be made either a. by itself, in which case the height at which the cups are set may not exceed 1.30 m (4'3") in height, or b. below a rail at a vertical, or the front rail of an oxer.
16. No Swedish Oxers!
17. If a liverpool is supplied and used at a vertical or oxer, the front of the liverpool may not be behind the front plane of the jump. Also, the back of the liverpool may not be placed beyond the front plane of the jump. If used at an oxer, the front of the liverpool may not be more than 1 m (3'3") in front of the jump. The total depth (front to back) may never exceed 1.80m (5' 11").
18. If an item (blanket, cooler, etc.) is laid over the rail of an oxer, it must only be laid over the front rail. If there is more than one rail on the front of the oxer, the item may be laid over any of those rails.
19. The use of materials which proves hazardous is forbidden.
20. If space and available fence material allows and safety conditions permit, combinations may be built using correct distances. Bounce jumps may only be used with verticals and may consist of a maximum of three (3) obstacles not exceeding 29.5" (75cm) in height.
21. Manual poling and the use of offsets are not permitted.
22. Riders are fully responsible for any jump taken by their horse.
23. Any action deemed not in the best interest of the horse will not be allowed.
24. For scheduled Five, Six or Seven Year Old classes, any schooling jump 1 m or over must have a minimum of two rails, in cups, on the take-off side of the jump, regardless of whether a ground line is used. The lower rail must always be below 1m. See JP103.5.

#### **TAPING/MARKING SCHOOLING FENCES**

Fences should be taped at two points.

- 1) At the 4'3" (1.30 m) mark, so when a rail is placed above the tape the competitor knows that he/she needs a second rail.
- 2) At the 5'3" (1.60 m) mark, so competitors know that they are not permitted to build higher than that point.

#### **HUNTER & JUMPER SCHOOLING RULES GUIDE:**

<https://www.usef.org/forms-pubs/aXIE2Bk6M-l/hunter--jumper-schooling>