

JUMPER SHOW SERIES RULES & REGULATIONS

Jumper Rules:

1. Horses must **WALK** thru in/out gate
2. On entering ring, riders must salute the judge & wait for bell/whistle before beginning round
3. Start line must be crossed before 1st jump is taken
4. Stop line must be crossed after taking the last jump on course
5. Riders who have fallen must **NOT** remount before leaving the ring
6. If rider is eliminated the bell/whistle will sound several times. Rider must leave ring
7. No assistance may be given to a rider once in the ring except to replace a helmet or glasses
8. Whips may be carried but not be longer than 75cm
9. Protective boots may be worn by horses
10. Running or standing martingales are allowed over fences
11. If rider qualifies for immediate jump off they must wait for the bell/whistle before crossing the start line
12. ASTM or BSI helmets with harness fastened must be worn at all times – if the helmet comes off or harness becomes undone, the helmet must be retrieved or harness fastened before next obstacle is taken. Assistance may be given.

Elimination will Occur if:

1. an obstacle is jumped before the start signal is given
2. a rider takes more than 45 seconds to jump the 1st obstacle after the start signal
3. a horse resists for more than 45 seconds during the round
4. the 1st obstacle is jumped without crossing the start line
5. an obstacle not on course is jumped
6. an obstacle on the course is omitted
7. an obstacle is jumped the wrong direction
8. an obstacle is jumped in the wrong order
9. the rider does not cross the finish line after taking the last obstacle on course
10. the rider or horse falls during the round

JUMPER SHOW SERIES CLASS DESCRIPTIONS & AWARDS

Table A – 1st round is not timed. Faults are calculated as follows:

- Knockdown = 4 faults
- 1st refusal = 4 faults
- 2nd refusal = elimination

Clear rounds proceed to an immediate timed jump off over the same course

Table C – one round only – round is timed. Faults are penalized as seconds added to total time

- Knockdown = 4 seconds
- 1st refusal = none **
- 2nd refusal = elimination

**if 1st refusal results in displacing the obstacle – penalty is 6 seconds added

Courses: will be posted on outside of ring

Order of Go: will be posted for each class before the start of the previous class. Late entries will be added at the top of the list, Once class has started no entries will be accepted.

AWARDS:

- Ribbons to 6th place in each class

Team Competition: (awarded at each show)

- Teams are to consist of 3 riders (doing any level)
- Riders must do at least one full division to qualify - if doing more than one division - their best division results will be used
- Riders placings will earn points
- Team with the highest points at the end of each show will be awarded **CHAMPION TEAM**
- Teams must be submitted with entry forms and cannot change once show has started