



Jumping

Discipline Rules



1. Overview

Jumping tests the horse and rider's ability to complete a set course of obstacles within a defined time, with the fewest possible faults. Results are determined objectively by fault count and time; no subjective judging of style or way of going is applied.



2. Divisions & Heights

The Jumping division is divided into four height sections. Each section is defined by the maximum height of fences on course. All fence heights are measured at the highest point of the obstacle.

- **Crossrails** — Maximum apex height of 0.50 m (20"). Fences are constructed in an X formation. All fences on course must be crossrails; no verticals or oxers are permitted in this section.
- **0.60 m (2'0")** — Maximum fence height of 0.60 m (2'0"). Verticals and oxers permitted.
- **0.75 m (2'6")** — Maximum fence height of 0.75 m (2'6"). Verticals and oxers permitted.
- **0.95 m (3'0")** — Maximum fence height of 0.95 m (3'0"). Verticals and oxers permitted.

All four height divisions are open to any eligible competitor regardless of experience or prior winnings. A competitor may enter more than one height division. A competitor may not move to a lower division after competing in a higher division during the same competition. Divisions will not be combined regardless of entry numbers.

3. Eligibility

3.1 Horse Eligibility

All horses competing in Jumping must meet the general animal eligibility requirements set forth in the General Rules. Additional requirements specific to this division:

- Horses must be a minimum of 4 years of age at the time of competition
- Burros are not eligible to compete in Jumping

3.2 Competitor Eligibility

All competitors must meet the general competitor eligibility requirements set forth in the General Rules. All four height divisions are open to Youth and Adult competitors with no restrictions based on experience or prior winnings.

3.3 Qualifying

Competitors and horses must complete **two qualifying classes** at separate horse shows. The jumps must be at least the same height or higher as the Finals division.

For the Jumping Divisions at 0.75m (2'6") and 0.95m (3'), the competitor must place in the **top 50%** of the class in order to count that event as a qualifier. *If the number of competitors is odd, rounding should go **down**. (i.e. in a class with 7 competitors, top 50% = 3.5, so results must be in top 3 to qualify)*

If competitors complete 2'6" or 3' classes and *do not* finish in the top 50%, those qualifiers can be applied to the crossrails or 0.6m (2') divisions instead.

4. Classes Offered

Each height division is run across three classes, completed in the following order. All three classes must be completed to be eligible for division placings.

4.1 Class 1 — Optimum Time

Scored under Table IV. Competitors are penalized for jumping faults and for finishing with a time furthest from the posted Optimum Time. The Optimum Time is set at 4 seconds less than the Time Allowed and posted on the course diagram before competition begins. In the case of equal faults, the competitor whose time is closest to the Optimum Time — over or under — places higher.

4.2 Class 2 — Table II, Section 2(b)

Scored on faults and time. Competitors with a clear first round proceed immediately, without leaving the ring, to a shortened jump-off course upon the audible signal. The jump-off is timed; in the case of equal faults, the faster time places higher. If no clear rounds are recorded, placings are determined by faults and time from the first round.

4.3 Class 3 — Table II, Section 2(a)

Scored on faults and time. All competitors complete the first round before any jump-off is held. In the case of equality of faults after the first round, a jump-off is held for first place only. Time decides in the event of equal faults in the jump-off.

4.4 Division Placings

Division placings are determined by adding each competitor's final place number across all three classes. The competitor with the lowest cumulative total (higher placings) wins the division. In the event of a tie, refer to General Rules Section 7.3. Competitors who do not complete all three classes are ineligible for division placings.

5. Equipment & Attire

5.1 Saddle

Any style of english saddle is permitted, except dressage saddles are not permitted. Bareback riding is not permitted.

5.2 Bridle & Bit

Any safe and humane bit or bitless bridle is permitted. Equipment that causes or risks injury to the horse is prohibited. The judge or event management may require removal or replacement of any equipment deemed unsafe or inhumane. See also General Rules Section 9.2.

5.3 Martingales & Auxiliary Equipment

- Running and standing martingales are permitted
- No equipment may be used that restricts the natural movement of the horse's head and neck in a manner that compromises safety or welfare

5.4 Attire & Spurs

Required:

- Properly fitted and fastened helmet meeting ASTM/SEI safety standards
- Boots with a defined heel
- If used, spurs must be smooth metal. Rowel spurs with serrated edges are not permitted.

Attire should be neat, well-fitted, and appropriate for jumping. A back number should be worn, as assigned by event management.

If a competitor loses their helmet during a round, they must recover and replace it before jumping the next obstacle. The clock does not stop.

5.5 Whips

A single whip not exceeding 75 cm (30") is permitted. Weighted whips are prohibited.

5.6 Prohibited Items

- Tie-downs
- Draw reins and German martingales are prohibited
- Wire, cable, or chain of any kind on the horse's head or legs
- Any device intended to cause pain or distress

6. Course Design

6.1 General Requirements

All courses must:

- Be designed to suit the skill level of the division
- Include at least one change of direction
- Have a clearly marked start line and finish line set a minimum of 3.65 m (12') apart
- The start line must be set a minimum of 3.65 m (12') from the first obstacle; the finish line must be set a minimum of 7.30 m (24') from the last obstacle
- Be accurately set to the height specified for the division before competition begins
- All obstacles must be flagged — red flag on the right, white flag on the left as approached. Only material between the flags may be scored.
- Be reset to original specifications between competitors
- Obstacles must be capable of being knocked down. They must not be so light that they fall at a slight touch, nor so heavy or firmly supported that they cannot be dislodged.

6.2 Fence Count & Types

The first fence on course must be inviting and straightforward. It should be:

- Set at or below the maximum height for the division
- Approached on a straight line with adequate distance from the start line
- Free from distracting fillers, sharp angles, or difficult related distances immediately following

Course fence requirements by division:

Division	Fences	Fence Types	Combinations
Crossrails	8 to 10	Crossrails only	Not permitted
0.60 m (2'0")	8 to 12	Verticals, oxers	Not permitted
0.75 m (2'6")	8 to 12	Verticals, oxers	Not permitted
0.95 m (3'0")	8 to 12	Verticals, oxers	Not permitted

For course design purposes, any two obstacles set within 39'5" (12 m) of each other — measured from the base of the landing side of the first obstacle to the base of the take-off side of the next — are considered a combination and must not be used. Combinations are not permitted at any height.

6.3 Spreads

- Oxer spread should not exceed the fence height by more than 0.15 m (6") at 0.60 m and 0.75 m divisions
- Oxer spread should not exceed the fence height by more than 0.20 m (8") at the 0.95 m division
- Square oxers are permitted; Swedish oxers are not permitted

6.4 Course Posting & Walk

- The course diagram must be posted a minimum of 30 minutes before the scheduled start of the class
- Competitors may walk the course on foot during this period
- The class may not begin before the 30-minute posting period has elapsed
- Mounted schooling over competition fences is not permitted at any time

6.5 Course Substitution

If an obstacle becomes unusable during competition, event management must substitute a comparable obstacle that approximates the original as closely as possible in height and type.

7. Time, Speed & Time Allowed

7.1 Speed

The speed for each division determines the Time Allowed for the course. Speed must be selected within the following ranges and posted on the course diagram before competition begins:

Division	Speed Range
Crossrails	250–300 m/min
0.60 m (2'0")	275–325 m/min
0.75 m (2'6")	300–350 m/min
0.95 m (3'0")	325–375 m/min

Speed selection should account for ring size, course length, and footing conditions.

7.2 Time Allowed

The Time Allowed is calculated by dividing the measured course length by the selected speed. The Time Allowed must be announced and posted before the first competitor begins. After the first competitor completes the course, the Time Allowed and that competitor's time must be announced.

7.3 Optimum Time

For Class 1, the Optimum Time is set at 4 seconds less than the Time Allowed and must be posted on the course diagram before competition begins.

7.4 Time Faults

One time fault is charged for each commenced second by which a competitor exceeds the Time Allowed.

7.5 Time Limit

The Time Limit is double the Time Allowed. Any competitor whose elapsed time exceeds the Time Limit is eliminated.

7.6 Timing

- Time begins when the horse crosses the start line in the correct direction
- Time ends when the horse crosses the finish line with the rider mounted
- The clock does not stop for knockdowns or disobediences
- Where an obstacle must be reset following a disobedience, a 6-second correction is added to the competitor's elapsed time
- Where an obstacle must be reset due to a cause other than the competitor's disobedience, time is stopped while the obstacle is reset and restarted with no correction added

8. Judging Format

8.1 Judge Authority

A single judge officiates all Jumping classes. The judge's decisions on all matters occurring in the competition ring are final, including but not limited to:

- Whether an obstacle was knocked down
- Whether a disobedience occurred
- Whether a fall of horse or rider occurred
- Whether a competitor was off course
- Time taken to complete the round

The judge may address any point of class procedure, conduct, or scoring not explicitly covered in these rules. See also General Rules Section 9.2.

8.2 Audible Signal

An audible signal is used for the following purposes:

- To signal the competitor to start
- To stop a competitor due to an unforeseen incident
- To indicate an obstacle must be reset before the competitor continues
- To signal the competitor to resume after an interruption
- To indicate elimination by repeated and prolonged signal

The competitor has 60 seconds from the audible start signal to cross the start line. If the competitor does not cross the start line within 60 seconds, the clock starts automatically at that point.

8.3 Timing Equipment

Automatic timing equipment will be used. Manual backup timing must be available at all times during competition. In the event of timing equipment failure, manual times recorded by the backup timer will be used.

8.4 Scoring & Results

- The judge's card is the official record for each class
- Results must be posted promptly at the conclusion of each class
- Division placings will be posted at the conclusion of the event
- Scoring irregularities must be reviewed and resolved as soon as possible after they are identified

8.5 Courtesy Fence

An eliminated competitor has the right to attempt one additional obstacle designated by the judge, but may not continue thereafter. This does not apply in the case of a fall of

horse or rider.

8.6 Competitor Conduct

Competitors must conduct themselves appropriately within the arena at all times. Any competitor who receives outside assistance while on course, or who fails to exit through the designated gate at the conclusion of their round, will be eliminated. Any action against a horse deemed excessive by the judge — including but not limited to excessive use of whip, spurs, or reins — may result in elimination and is subject to further disciplinary action under the General Rules.

9. Faults & Penalties

9.1 Jumping Faults

Infraction	Penalty
Knockdown of any obstacle or element between the flags	4 faults
Knockdown of start or finish line markers	4 faults
First disobedience anywhere on course	4 faults
Second cumulative disobedience anywhere on course	4 faults
Third cumulative disobedience anywhere on course	Elimination
Exceeding the Time Allowed (per commenced second)	1 time fault
Exceeding the Time Limit	Elimination
Fall of horse and/or rider	Elimination
Horse resisting for 45 consecutive seconds	Elimination
Taking more than 60 seconds to cross the start line	Clock starts automatically
Off course or jumping an obstacle not designated as part of the course	Elimination
Jumping an obstacle before crossing the start line	Elimination
Leaving the arena before completing the course	Elimination
Excessive action against the horse	Elimination

9.2 Knockdown Definition

An obstacle is considered knocked down when, in the act of jumping, the horse or rider causes any part of the obstacle that establishes its height to fall or shift to a lower position. Narrowing the width of a spread without altering the height is not considered a knockdown.

9.3 Disobedience Definition

A disobedience includes:

- Refusal — stopping in front of an obstacle, whether or not it is knocked down, unless the horse jumps immediately from a standstill without backing or circling
- Run-out — evading or passing the obstacle to be jumped
- Circling — crossing the original track between two consecutive obstacles except to retake an obstacle after a disobedience

9.4 Fall Definition

- A rider is considered to have fallen when separated from the horse in a manner requiring remounting
- A horse is considered to have fallen when the shoulder and haunch on the same side touch the ground or an obstacle and the ground

9.5 No Penalty

No penalty is incurred when:

- An obstacle is knocked down or displaced by a cause other than jumping or an attempt to jump
- A competitor jumps an obstacle that was improperly reset due to a prior competitor or external cause, provided they do not knock it down

9.6 Off Course Definition

A competitor is considered off course when they deviate from the posted course diagram and jump an obstacle before correcting the deviation.

10. Jump-Off Rules

10.1 When Jump-Offs Apply

Jump-offs apply in Class 2 and Class 3 only, as defined in Section 4. Jump-offs do not apply in Class 1.

10.2 Jump-Off Course

The jump-off course:

- Is set using a selection of obstacles from the original course
- Must include at least one change of direction and at least one vertical
- May not be fewer than 6 jumping efforts
- Must be shown on the posted course diagram before competition begins
- Obstacles may be adjusted but may not exceed the maximum height for the division

10.3 Scoring

Jump-offs are decided by faults and time. In the event of equal faults, the faster time places higher. All faults from the jump-off table in Section 9 apply.

10.4 Withdrawing from a Jump-Off

A competitor who chooses not to participate in a jump-off must notify the judge before the jump-off begins. That competitor will be placed after all competitors who attempted the jump-off, in the order of their first round result.

10.5 Falls in the Jump-Off

A fall of horse or rider in the jump-off results in elimination from that class. As all three classes must be completed to be eligible for division placings, the competitor is ineligible for division placings.

10.6 Starting Order

The jump-off starting order follows the original first round order unless otherwise posted by event management.