

USPC D Level Basic Show Jumping Rules – D Level

Know These Basic Show Jumping Rules:

1) Course Walk

- a. A _____ of the course will be posted somewhere near the warm-up ring.

2) Warm-Up

- a. Must have a _____ to jump in warm-up.
- b. Red & white flags. Red flags will be on the _____ side of the jump.
- c. You will be _____ if you jump without a coach.
- d. You will be _____ if you jump the warm-up jumps backwards
- e. The **Paddock Master** is the boss of the _____ ring.
- f. The **Paddock Master** will tell you when you are “_____”.
- g. When told it's your turn to go, you have _____ minute to get into the arena.

3) Riding the Course (“round”)

- a. You must _____ to the judge.
- b. Before you begin to jump, you must wait for the judge to sound the _____. *(even if the judge nods back at you – you still must wait for the bell/whistle)*
- c. After the bell/whistle rings you have _____ seconds to begin.
 - i. Do NOT go through the START cones until you hear the bell/whistle
 - ii. What happens if you go through the START cones before the bell whistle? _____
- d. Jump the jumps in order. After going through the FINISH cones, _____ the ring.

4) Other Bells & whistles

- a. Bell/whistle to begin the round
- b. While jumping, short sound if you need to stop your horse. For example
 - i. To reset a jump
 - ii. Something has interrupted the course, ex: debris has flown into the ring.
 - iii. Something is wrong with the timers.
- c. While jumping, long sound means you have been eliminated, leave the ring. There are several reasons for elimination – see 5j below.

5) Points / Faults / Eliminations

- a. The rider who goes the fastest with the least number of points is the winner.
- b. "fault" is another word for _____
- c. "Disobedience" is the word for when your horse _____.
- d. Knocking down a rail will give you _____ faults
- e. Tipping a rail, without it falling will give you _____ faults.
- f. A "refusal" is when your horse _____ in front of a jump.
- g. A 'run-out' is when your horse zig-zags away from the _____.
- h. Refusals and Run-outs are types of _____.
- i. You are allowed how many disobediences during a round? _____
 - i. 1st refusal/runout = _____ faults
 - ii. 2nd refusal/runout = _____ faults
 - iii. 3rd refusal/runout = _____
 - iv. Going over the Time ALLOWED = _____ fault for each second.
 - v. Going over the Time LIMIT = _____
- j. Elimination- some reasons

Jumping the jumps out of order.

Skipping a jump.

Jumping a jump in the wrong direction

Stalling (going over the time limit)

Unauthorized Assistance

Failing to go through the START and FINISH cones.

6) **Miscellaneous**: You can stop your horse in the middle of the course, just not in front of a jump. For example, if your foot comes out of its stirrup, you can pull up your horse and stop to find your stirrup, then begin riding again. BUT, if you stop in front of a jump, it will be deemed a 'refusal'. The timer will not stop during this time because this is a choice you are making to stop. If you take too much time, you risk going over the time limit and getting eliminated.

