

Show Jumping – D Level

This is the instructor's copy. The student's work sheet is very similar except the student version has blanks for the answers to be filled in. Answers to the student's questions are here in **red, bold font with yellow highlighting**.

Instructions and suggestions **to the teacher are below in green**. This is a very BASIC review of some of the show jumping rules and by no means covers everything.

Know These Basic Show Jumping Rules:

1) Course Walk

- a. A **map** of the course will be hung/posted somewhere near the warm-up ring.
- **Have them turn to the last page of worksheet for a sample course map. Have them try to draw a line on the path of the course & write "START" at the beginning, write "FINISH" at the end of the course.**
- **Ask them which jumps are verticals and which are oxers.**

2) Warm-Up

- a. Must have a **COACH** to jump in warm-up.
 - i. **Does not have to be YOUR coach - explain**
- b. Red & white flags. Red flags will be on the **RIGHT** side of the jump.
- c. You will be **ELIMINATED** if you jump in warm-up without a coach.
- d. You will be **ELIMINATED** if you jump the jump backwards
- e. The **Paddock Master** is the boss of the warm-up ring.
 - i. **Tells you when to go into warm up**
 - ii. **Can tell you to leave warm-up**
- f. The **Paddock Master** will tell you when you are "**on-deck**" (**explain**).
- g. When told it's your turn to go, you have **ONE** minute to get into the arena.

3) Riding the Course (“round”)

➤ **ENTER RING AND RIDE TO THE JUDGES BOOTH**

➤ **WAIT FOR THE JUDGE TO LOOK UP.**

a. You must **SALUTE** to the judge.

b. Before you begin to jump, you must wait for the judge to sound the **whistle/bell**. *(even if the judge nods back at you – you still must wait for the bell/whistle)*

➤ **YOU CAN RIDE AROUND THE JUMPS – but don’t jump anything.**

c. After the bell rings you have **45** 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? **The timer will begin. If you continue to ride, you will be eliminated.**

d. Jump the jumps in order. After going through the FINISH cones, **leave** 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 POINT
- c. "Disobedience" is the word for when your horse DOESN'T DO WHAT HE IS SUPPOSED TO DO.
- d. Knocking down a rail will give you 4 faults
- e. Tipping a rail, without it falling will give you 0 faults.
- f. A "refusal" is when your horse STOPS in front of a jump.
- g. A 'run-out' is when your horse zig-zags away from the JUMP.
- h. Refusals and Run-outs are types of DISOBEDIENCE.
- i. You are allowed how many disobediences during a round? 2
- i. 1st refusal/runout = 4 faults
 - ii. 2nd refusal/runout = 4 faults
 - iii. 3rd refusal/runout = ELIMINATION
 - iv. Going over the Time ALLOWED = 1 fault for each second.
 - v. Going over the Time LIMIT = ELIMINATION
- >explain difference between time ALLOWED & time LIMIT (ALLOWED is the time it 'should' take to ride the course, if you go over this you will get time penalties. Time LIMIT is the maximum time to ride the course (twice the 'allowed' time), if you go over the 'limit' you will be eliminated.)
- j. Elimination – some reasons
- i. Jumping the jumps out of order.
 - ii. Skipping a jump.
 - iii. Jumping a jump in the wrong direction
 - iv. Stalling (going over the time limit)
 - v. Unauthorized Assistance >explain, give an example, 'yelling out when you forget a jump, or lose your way on the course'
 - vi. 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 it's 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.

