



# Jumping Jargon



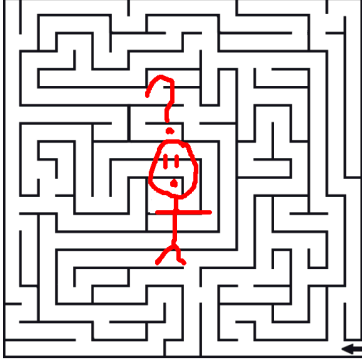





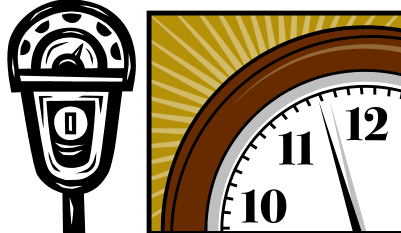
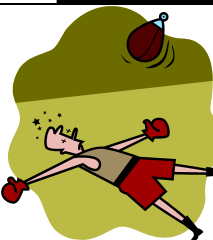

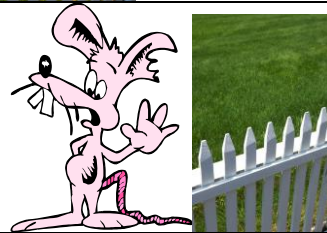
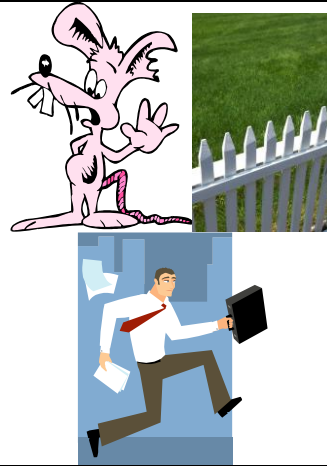

Name: Teacher

Date: \_\_\_\_\_







## Name

## Description




1.	<p>Time Allowed Also Optimum Time</p>		<p>Time allowed to complete the course: calculated from the course's length. It may change depending on the first three riders. This is the time it SHOULD take you to ride the course of jumps</p>
2.	<p>Time Limit</p>		<p>Twice the amount of the time allowed (show jumping rulebook sec.3 pg. 21)</p>
3.	<p>Off Course</p>		<p>Not jumping the jumps in the correct order</p>
4.	<p>Round</p>		<p>One jumping course.</p>
5.	<p>Disqualification</p>		<p>Exclusion from the rest of the rally</p>

6.	Elimination		Exclusion from <u>one</u> round.
7.	Meters per Min.		The measure of speed.
8.	Knock down		When a rail gets knocked off the jump cups.
9.	Runout		When your mount runs around the jump
10.	Refusal		When your mount stops in front of the jump.
11.	disobedience		Refusal or runout.
12.	rapping		Hitting a horse on the legs so it will jump higher. Also called "poling"

13.	<h1>Release</h1>		<p>Your hands stretch out the mount's head and neck so he can jump.</p>
14.	<h1>Basic Release</h1> <p>also</p> <h1>Mane Release</h1>		<p>Rider grabs the mane about 12" up the neck and holds until pony completes the jump.</p>
15.	<h1>Jumping strap</h1>		<p>A strap around the horse's neck grabbed by the rider for a basic (mane) release</p>
16.	<h1>Crest release</h1>		<p>Same position as Basic Release, except do not grab mane. Both hands on neck, pressing down firmly.</p>
17.	<h1>Short Release</h1>		<p>This is a crest release, but shorter distance up the neck. Gives more control. Used on verticals. <b>DO NOT USE</b> on spread jumps.</p>
18.	<h1>Automatic release</h1>		<p>Hands off neck. As pony's neck stretches, rider's hands stretch down and out as needed but still have contact.</p>

19.	Slipping the Reins		Letting the reins slip thru hands when on a drop jump, or when rider gets behind the motion.
20.	Dropping		Dropping contact with horse at the wrong time before a jump. (surprises mount, may jump unbalanced or stop)
21.	Jumping ahead		The rider's hips are ahead of the pommel. (standing up and "perching") (Unsafe)
22.	Left behind		The rider's center of balance is behind the horse's center of balance. (pulling on pony's mouth)
23.	faults		The measure of points in stadium and cross country jumping.
24.	spread		The width of a jump



25.	Forward Seat (2 Point)		Another name for "two-point"
26.	Bascule		The horse's roundness over a jump. Train for better bascule over descending oxers.
27.	Flat Jumping		Horse's back is straighter over the jump. Good for speed as in steeplechase.

Created by Shore Riders Pony Club, USPC Delmarva Region, 2010

