**Jumping Class Descriptions**

**Hunter classes (Hunter Hack, Hunter Over Fences, Handy Hunter)**

These classes will be judged on the horse's even hunting pace/ cadence, manners, way of going and jumping style. The horse should have an attentive, happy expression, be round and soft in the bridle.   Hunters are well groomed for show, clean with a shiny coat. They carry a bit more weight than an eventing horse or racehorse. A good show hunter is also judged on good conformation and must possess an excellent jumping form. The forearm should be parallel or higher with the ground, and the knees and lower legs should be even. The horse should not be lazy with its lower legs, but should tuck them under its forearm as it clears the fence, clearly bending its fetlocks and knees. The horse should not throw its body or legs to one side, but should stay perfectly straight over the fence. A good show hunter should show a great bascule, or roundness over a jump. This is often described as the horse taking the shape of a dolphin jumping out of the water, with the horse's back up, and its head reaching forward and down over the fence.

Hunters will be penalized for the following faults: being on the wrong lead and/or diagonal at the trot, excessive speed or slowness, breaking gait, failure to take a gait when called, head carried too high or too low, nosing out or flexing behind the vertical, opening mouth excessively and stumbling. The most severe penalties will result from anything deemed unsafe for a hunter (Examples: unsafe jumping form, knockdowns, refusal, bucking) as well as failure to be on correct lead, trotting on course or use of whip.

The following are disobediences: refusal, stop, run out, extra circle. Three disobediences will result in disqualification. Any one of the following will also result in disqualification: jumping an obstacle before it is reset, bolting from the arena, off course or deliberately showing an obstacle to your horse before you begin your course.

**Hunter Hack 2'**

This class is the beginning of the over-fences classes. The purpose is to give horses an opportunity to show their expertise over low fences and on the flat. The class has two components: 1.Rail work, which represents 30% of the score. Horses are shown at the rail at a walk, trot, and canter both ways of the ring. 2. Fence work, which represents 70% of the score. There will be 2 fences set at a height of 2ft and 36, 48, or 60 feet apart (3-5 strides)  
  
 **Hunter Over fences 2'-2'3"**

This class is judged on the horse as mentioned above and will consist of 8 obstacles 2’-2’3” simulating obstacles found in the hunting field.

**Handy Hunter 2'3"-2'6"**  
  A handy hunter is a horse or pony that exhibits the characteristics of a traditional Hunter but shows adjustability and is very easy to maneuver around a course.   Different elements that might be seen in a handy hunter course are gallop jumps, rollbacks, trot jumps, halt, bounce, back up, in and out, a bridge, a gate to open and/or close from the horse's back, etc. You might even be asked to dismount and lead the horse over a jump. The judge might also want to see you take chances by riding a rollback turn that isn't specifically asked for on the course diagram, the same as you might see in an equitation class where there is a clear option between going inside a jump to make the turn or going all the way around for what would be a more typical hunter turn. Additional risky elements that should be rewarded if done well are heading straight to the first jump without circling, and easily coming down to a walk before the in-gate at the end of the round without circling. This class may or may not be appropriate for a green horse or novice rider.

**Jumpers 2'6"-2'9"**

This class is not judged on the horse or riders appearance or way of moving.  This class is scored and timed. The horses are timed from a start line to finish line and a final score is obtained by combining the number of jumping faults (4 points for every jump knocked down) and number of disobedience faults (4 points for any disobedience listed below) If horses have the same score, the horse with the faster time will win. A few more details about scoring show jumping:

*Faults*  
 \* Knockdowns (4 faults)  
 \* Disobediences (4 faults)  
  \*Refusal

\*Run-out  
   \* Loss of forward movement

\* Unnecessary circling on course

*Disqualification*

\* Jumping an obstacle before reset  
 \* Starting before judges signal to proceed  
 \* Failure to enter the ring within 1 minute  
 \* Failure to cross the start line within 45 seconds after signaled to begin  
 \* Off course  
 \* Excessive use of whip, crop, bat, reins, etc.

**Gamblers choice 2'-2'9"**

In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 50 points according to its difficulty. Combination obstacles are not allowed. The obstacles must be built so that they can be jumped in both directions. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.

Each competitor has 45 seconds after crossing the starting line. During this time, he may jump all the obstacles he wishes in any order and in any direction. Ringing the bell / whistle declares the end of the round. The competitor must then cross the starting/ finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. If the fixed time is reached at the moment when the horse is already taking off (front hooves off the ground), this obstacle counts if it is correctly jumped.

Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.

Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle. All disobediences are penalized by the time lost by the competitor.

The competitor must stop after a fall. Nevertheless he is placed according to the points obtained up to the moment of his fall disregarding the time.

The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide.