SHOW JUMPING

There are lots of different competitions to enter in for showjumping, and this is a very basic outline. If you want more information, follow your nose from the NZPC site showjumping to the NZ Equestrian website and go to rules.

Faults in Showjumping are:

A stop/runout – 4 faults

2nd stop – 4 faults

3rd stop – elimination

A fall - elimination

A rail down – 4 faults- needs checking

Time faults – 1 penalty for each second over optimum time. If you go at a nice canter and take a good line into fences, and don't have too many problems you should be fine time wise.

Table 'A' This is the easiest showjumping event. It starts with a round of jumps which must be jumped cleanly, in the correct order and within the time limit (which is based on a normal canter speed).

Riders without penalties including time penalties - go into a jump-off . The jump-off course is usually a shorter and higher course. The steward informs riders what the course is. A jump-off is usually ,against the clock', that is, the fastest clear round is the winner. The time is taken from when the horse's nose goes through the start flags until it goes through the finish flags. If your horse will turn smooth, tight corners and jump on slight angles there is no need to go too fast - this method is preferred as it is safest for the horse and rider. Some of these events will have an instant jumpoff. It will say IJO on the likes of the entry form or check the course plan or ask someone.

A1 – As above but the prizes are shared between those on the same points. The judge can ask for another round but again it's for a clear round within the time.

AM3 – Again just aiming for a clear round but if the 1st placing is tied on points then those competitors may be asked to do another round against the clock.

AM4 – As above but 2nd round is not against the clock. If placings are still tied then a 3rd round may be asked for and that will be against the clock.

A2 – This needs a clear round and a good time to win. So it is a speed competition.

AM5 – This also need a round that is clear and fast. There can be a jumpoff if necessary over a shortened course.

Table C. – All Table C events are scored in seconds. You again have a max of 3 stops or a fall before elimination. Poles knocked down are scored as 4 seconds per fence. So you win by having a fast time with no faults. There is a maximum time to complete your round.

Some Table C events have an instant jump off so please check the course plan to see.

IJO - Instant Jump Off. If you jump a clear round, you may start your jump off as soon as the judge rings the bell. You will need to know the jump-off before you start your course.