

## **JUMPING EQUITATION RULES AND INFORMATION**

This competition rewards competitors who can ride a course of show jumps in good rhythm and correct jumping position. The successful competitor must ride effectively with sufficient impulsion and maintain balance and a rhythmical pace adjusting the length of the stride in such a way as to be able to jump the whole course without sudden lengthening or shortening in front of the fence.

### **Objectives of Equitation**

1. To improve the technique of both horse and rider in show jumping
2. To promote quality showjumping
3. To encourage horses and riders in the jumping field

### **This is achieved by building a show jumping course**

1. That is flowing without difficult turns, appropriate to the class ability
2. Has a series of related strides both on straight and broken lines
3. Has a suggested maximum of 8-10 fences set on true distances for all competitions

This is a very positive competition. The judges give helpful comments about the horse and rider combination. Positive score sheets similar to those used in dressage are conducive to constructive criticism and improvement.

The rider is given marks for:

1. Leg position
2. Eye contact
3. Seat
4. Hands
5. Upper Body,
6. Rhythm and Tempo, control
7. Approach and line
8. Take-off

A mark is added for presentation. Horses and riders are expected to be clean and tidy with appropriate jumping gear.

### **Key Areas of Development**

1. Each 'fence' should include the approach and get away (excluding the double which may only be assessed on the approach not the getaway).
2. More canter variation and forward transitions, medium canter and demonstration of the balanced position.
3. Assessment of the riders' balanced position for jumping with changes of direction and transitions, with particular attention to the canter
4. An Equitation round is not about the riders speed but rather how they ride the course.

## **What are the Most Common Faults Seen?**

All judges at whatever level they are judging are looking for the same things – RHYTHM, BALANCE AND GIVE OVER THE FENCE. This is regardless of the type of seat used. They take into account how the rider rides the various turns and how he/she presents the horse to the fence. The horse needs to approach the fence in a straight line and this should be included in the judging of each fence. Also, the correct judgement of pace needs to be taken into account.

It is how the rider copes with the horse that he/she is riding. It is best if the horse is on the correct leading leg in canter unless the horse is capable of a well-balanced counter canter. If the horse becomes disunited the rider should correct this by bringing the horse back to trot and starting again.

With position, the key points are to remember to keep a light balanced seat with a secure lower leg and independent free hands. One hundred per cent of the riders' weight should be neither in the saddle nor in the stirrups. It is necessary for the rider to show an ability to keep a suitable tempo and rhythm for the jumps to be taken correctly and smoothly. Excessive driving aids with the seat need to be discouraged but the correct use of legs and maybe whip (when appropriate) will be noted as possible plus factor. The rider will need to demonstrate awareness of the impulses coupled with rhythm and show how to ride a good line to the fence. The rider must know how to deal with refusals and unsuitable behaviour in the horse e.g. bucking.

## **Understanding the Score Sheet**

The score sheet aims to be self-explanatory. Major faults are in bold print, and these are to be more heavily penalised than minor faults. The rider's faults shown during the round are to be underlined or circled on the score sheet as an explanation for the mark given. All the faults listed on the score sheet are described below.

### **PENALTIES FOR EQUITATION ARE SUBTRACTED FROM THE TOTAL SCORE ON THE SCORE SHEET.**

#### **Penalties**

Knockdown	4 Penalties
1 <sup>st</sup> Disobedience	4 Penalties
2 <sup>nd</sup> Disobedience	8 Penalties
3 <sup>rd</sup> Disobedience	Elimination
Fall of horse/rider	Elimination

#### **No points are retained after elimination.**

The positive points from the score sheet are the sub-total and any penalty points are deducted from this mark. The resulting figure is known as the FINAL SCORE.

**The rider with the highest marks less jumping penalties is the winner. The rider receives the judge's score sheet at the end of the competition.**

## **Separating Equal Scores**

To place those riders who have equal final scores the score-sheet should be read downwards from the top – ignoring the mark for presentation – until one of the riders has a higher mark. This rider will be placed higher than the others and so on until the ties are broken. If a tie still exists, then presentation followed by optimum time will be used separate equality.