



Horse fact sheets - Showjumping

We can only give you a summary of the information here. But you can find a wealth of additional information on showjumping on the PCAV web site, including the full showjumping rules document, which you can download.

It is important to understand exactly how a horse jumps. For this reason the jump is divided into five phases:

Phase 1: The Approach

The horse must be going forward in balance, with impulsion and rhythm.

The quality of the jump is closely related to the quality of the pace during the approach.

The jump itself depends *largely* on a correct approach.

Phase 2: The Take-Off

Before the moment of take-off, the horse lowers his head and stretches his neck, measuring up the fence and preparing for the spring. At the moment of take-off he shortens his neck slightly, raises



his head and lifts his forehead off the ground, immediately bending his knees and folding up his forelegs. He then brings his hocks underneath him and, as his hind feet touch the ground, he stretches his head and neck and uses the power of his hindquarters to spring forward and upward.

Phase 3: The Moment of Suspension

While in the air, the horse stretches his head and neck forward and downward to their fullest extent. He rounds his back. The forelegs are tucked up. The hind legs, having left the ground, follow the parabola of the body.

If the horse fails to lower his head and neck and hollows or flattens his back, the jump will be inefficient and he will need to make more effort to clear the

fence.

Phase 4: The Landing

The horse straightens his forelegs and prepares to meet the ground. He momentarily raises his head to balance himself. His forelegs touch down one after the other, followed by the hind legs.

His back should remain supple so that his hind legs can move well under him before they touch the ground.

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Phase 5: The Get-Away (or Recovery)

The get-away stride should be fluent, with the horse's hocks coming well underneath him, so that the balance, rhythm and impulsion of the pace are re-established as soon as possible. This is important because the approach to the next fence may have already begun.



RULES / Types of Events

Pure Showjumping events have different penalties, heights and some different rules to the show jumping phases of Horse Trials, or Combined Training. There are many types of Showjumping events -

here are some of the more common ones

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.

Championship Events This is similar to a normal Table 'A' event, except that there are two 'first rounds' and the scores are added together. The second of these first rounds may be raised in height. Those with two clear rounds (or the next lowest and equal scores if there are no double clears) go on to the jump-off round against the clock.

Top Score In this event the jumps are given a value number with the easiest jump having the lowest number and the hardest jump the highest number. Jumps do not have to be jumped in number order and not all jumps need be jumped. Start and finish flags are placed together so they can be passed through from either direction. The idea of this event is to get the highest score (from value number) in the time allowed. Riders make up their own course keeping in mind the ability of their horse. You must pass through the flags to start your round. A jump can be scored twice only and any additional times it is jumped is a waste of time. Jumps can be jumped from both directions or the same direction. Any jump knocked down will not get a score and will not be put up again until the round is finished. Normal penalties for knock downs and refusals do not apply in this type of event. When the judge rings the bell, to signal the end of your round, ride as quickly as possible to pass through the flags - the time between when the bell rings and you pass through the flags will count if there are riders on equal scores.

Rescue Relay For this event there are two riders on the course at once. The first rider starts their round and continues until either they have a fault, they finish the round or the judge rings the bell. When the first rider has a knock down the second rider takes over the round starting with the jump after the jump knocked down. When the first rider has a refusal the second rider takes over the course at the jump refused (if it was knocked down during the refusal they must wait until it is put up again). If the first rider completes the round with no faults and the bell has not rung the second rider takes over from jump No 1 and continues on - finish flags do not apply. Swapping of riders when faults occur continues the same as above until the bell rings to finish the round. If the second rider is the one to finish the first round (i.e. the first rider had a fault) they continue on from the last jump to the first jump again. When the judge rings the bell your round is finished and you should jump the next jump in order. The winning pair is the one which gets furthest along the course. If there are equal placings the time taken from when the bell goes to when the horse takes off for the next jump is used to divide them.

Showjumping heights and spreads ...
extracted from the Pony Club Showjumping Rules:

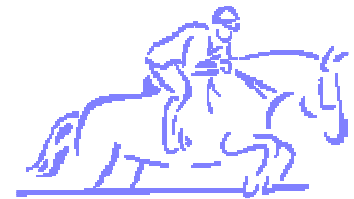


Table 1: All measurements are in metres.

Grade	No of Obstacles	Minimum Starting Height	Maximum Starting Height	Maximum Finishing Height	Maximum Spread	Maximum Course Distance	Speed metres per minute
also refer to rules 3.1.b to i, below							
A	9 to 12	1.05	1.15	No limit	1.40	450	325
B	9 to 12	0.90	1.00	1.20	1.20	450	325
C	9 to 12	0.75	0.85	1.05	1.05	400	300
D	8 to 10	0.60	0.70	0.85	0.85	350	250
E	8 to 10	0.45	0.55	0.70	0.70	350	250
F	6 to 10	0.35	0.45	0.55	0.55	350	250

