

# Jumpers

Jumpers is one of the most action packed English riding competitions. Riders and their horses are judged by which pair can make the quickest time over a series of 8-14 obstacles without their horse refusing to jump or knocking any rails down. If a rider's horse refuses to jump a fence or they knock down any polls, they are given faults. Jumper classes are ranked with the fewest faults highest. Then, competitors with equal faults are ranked by fastest time is highest. Therefore, the rider with the fewest faults and fastest time is the winner. At The Palm Beach Classic, we will be running our Jumper classes on Saturday Evenings in the Covered Arena under the lights. Season high point awards will be awarded in each division.

ALL jumper classes will be run as add-back; meaning \$15 of every entry will go into a pot and paid out to the top 4 places of each class at 40/30/20/10.

**Jumper classes to be run in two formats, as follows:**

## **Jump-Off (Denoted as "Jumpers" on the Class List)**

Table II.2b - If rider completes their first round clear, they remain in the arena to complete a shortened course of fences called a "jump off".

## **Power and Speed**

Table II.2c - First half of course is the "Power" portion. Horse and rider combination are not timed and if they do not have any faults when they complete the power portion they ride on (without stopping) into the timed portion of the course. If the rider accumulates any faults a buzzer will be sounded at the end of the "Power portion" to alert them to exit.

No horse and rider combination can enter more than four classes.

## **Cross Rail Jumpers**

Class 153 and 154

Open to junior and amateur riders only. To jump a course of 8-14 fences not exceeding 18" in height. Horse and rider combination shall not jump higher than 2'3" the weekend of show.

## **Puddle Jumpers**

Class 155 and 156

To jump a course of 8-14 fences 2'-2'3 in height. Oxers will be minimal in width. No triple bars, liverpools, or combinations. Open to all horses and ponies. Horse and rider combination shall not jump higher than 2'6" the weekend of show.

### **Hopeful Jumpers**

Class 157 and 159

Open to all horses, ponies, and riders. To jump a course of 8-14 fences 2'3"-2'6" in height. No combinations. Horse and rider combination shall not jump higher than 3' the weekend of show.

### **Pre Child/Adult Amateur**

Class 158 and 160

Open to junior and amateur riders. To jump a course of 8-14 fences 2'3"-2'6" in height. Horse and rider combination shall not jump higher than 3' the weekend of show.

### **Training Jumpers**

Class 161 and 163

Open to all horses, ponies, and riders. To jump a course of 8-14 fences 2'9"-3' in height. Horse and rider combination shall not jump higher than 3'6" the weekend of show.

### **Low Child/Adult Amateur Jumpers**

Class 162 and 164

Open to junior and amateur riders. To jump a course of 8-14 fences 2'9"-3' in height. Horse and rider combination shall not jump higher than 3'6" the weekend of show.

### **Amateur Gamblers Choice**

Class 165

Open to junior and amateur riders. Fences to be 2'9"-3' in height. Gamblers choice: Each jump will be given a point value and every time a horse clears a jump they receive the points assigned to that fence. Points will only be awarded once for jumping a jump - unless you are taking the same jump from a different direction. (For example, if you take the same jump repeatedly you will only get points for the first time you jumped that fence. You may jump it a second time and be awarded points IF going in the opposite direction.) Riders may take any path they chose and jump the jumps in any order they chose. There will be a time limit of 90 seconds and the horse and rider combination who has the most points at the end of their time will be the winner.

### **Schooling Jumpers**

Class 166 and 168

Open to all riders. To jump a course of 8-14 fences 3'3"-3'6" in height.

### **Child/Adult Amateur Jumpers**

Class 167 and 169

Open to junior and amateur riders. To jump a course of 8-14 fences 3'3"-3'6" in height.

### **Open Gamblers Choice**

Class 170

Open to all riders. Fences to be 3'3"-3'6" in height. Gamblers choice: Each jump will be given a point value and every time a horse clears a jump they receive the points assigned to that fence. Points will only be awarded once for jumping a jump - unless you are taking the same jump from a different direction. (For example, if you take the same jump repeatedly you will only get points for the first time you jumped that fence. You may jump it a second time and be awarded points IF going in the opposite direction.) Riders may take any path they chose and jump the jumps in any order the chose. There will be a time limit of 90 seconds and the horse and rider combination who has the most points at the end of their time will be the winner.