

Jumpers-Quick Guide

Warmup: No time. No jump off. Clear round blue ribbon.

Timers: You must ride through the timer line to start and stop your timers. Do NOT ride through the timers mid-course, and do NOT hit/knock a timer. These will result in disqualification.

Classes: Clear first round, immediate (wait for whistle but don't leave the ring) jump off. Fastest jump off, least faults wins. Places according to faults, and then best time.

Gambler's Choice: Design your own course. You have 45 seconds. Each fence has a designated point value. Most points wins. You may jump all vertical fences either direction. One time each direction for points. A second time is no penalty but no points. Oxers may only be jumped the correct direction one time for points. Rail or refusal results in no points lost. *a rail results in a fence not able to be jumped again* Tell judge your first fence- time will start at take off. At the 45 second whistle you may complete your last fence within 5 strides. All other fences, post whistle, will not count, but will not penalize you. At the whistle/buzzer you have 15 seconds to approach the Joker fence or complete your course. This is your choice. JOKER fence may be jumped from either direction, off either lead. One attempt/approach may be made. Clear jump results in an additional 100 points. Rail, refusal or other fault results in a LOSS of 100 points. **Joker fence may be set up to 6" higher than stated course height.** Most points wins.

Power and Speed: Two connected courses. First half: Power. Go clear, move immediately onto second half (do not stop, no whistle). No time in power half. Second half: Speed. Fastest clear on the second half wins. Note- do not stop between two halves. Buzzer mid course will indicate not clear in the first half. Second half faults are permitted, continue to the end of the course. Faults in first half will result in ending your class after the power fences, and will result in an incomplete finish (no score/no placing).