

# ESNZ Jumping Information Booklet

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Photo Credit: KAMPIC/Sarah Lord



# Jumping Information Booklet

Compiled by ESNZ Jumping

Effective from 1<sup>st</sup> August 2019

This booklet has been designed to educate people on the basics of Jumping. It is aimed at people not currently within the sport but it will also be useful to those who already have some Jumping knowledge. Whilst this is not a rule book, it is intended to be an easy interpretation of the Jumping discipline. We recommend every rider has a current rule book, which are available from the ESNZ website or ESNZ National Office. See back page for ESNZ National Office contact details.

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For further information visit the ESNZ website at [www.nzequestrian.org.nz](http://www.nzequestrian.org.nz)

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Please note: whilst every care has been taken to ensure the details in this booklet are correct, sometimes mistakes happen and rules change, so if you have any queries regarding anything in this booklet, or would like confirmation on anything, please don't hesitate to contact the ESNZ Jumping team or ESNZ National Office.

What is Jumping.....	4
Types of Classes .....	4
Penalties & Faults.....	5
Eliminations.....	5
Jump Offs .....	6
Order .....	6
Prize Giving .....	6
Bell .....	6
Course Plan .....	7
Dress .....	8
Obstacles.....	8
Compulsory Gear .....	11
Restricted Gear .....	11
Show Dates Card .....	12
Season .....	12
National Series Classes.....	12
Volunteers.....	12
Entry Platforms .....	12
Registrations .....	13
ESNZ Contact Information .....	15

## What is Jumping

Jumping is a test of the horse and rider under various conditions over a course of obstacles, involving many turns and changes of direction. The aim is to jump cleanly over a set course within an allocated time.

If a competitor makes certain faults such as knocking down an obstacle, refusing to jump or exceeding the time allowed, penalties are incurred. Competitors can only have a limited number of disobediences (see penalties & faults for an explanation of disobediences) before they are eliminated.

The winner is the competitor who incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points, depending on the type of competition.

Jumping is a test intended to demonstrate a competitor's horsemanship and their horse's freedom, energy, skill and obedience in jumping.

## Types of Classes

A show schedule will list what type of competition will be run e.g. Table AM5, Table C, or Two Phase. Please consult the Jumping Rulebook for explanations on each competition type.

Competitions are either run based on the time taken to complete the round (against the clock) or not against the clock. In most competitions riders on equal penalties will jump-off (See jump offs for more information). Competitors are placed by the number of penalties they incur and usually also by the time they take to complete their round.

### Most Common Competitions

#### Article 238.1.1

##### **A1 (1 or 2 Rounds not against the clock)**

In a Table A1 class, competitors with equal jump penalties share equal placings. Placings are not determined by the time taken to complete the round e.g. all clear rounds are first equal.

#### Article 238.2.1

##### **A2 (1 Round against the clock)**

In a Table A2 class, competitors with equal penalties for any place are positioned in accordance with the time taken to complete the round. The competitor with the least faults and the fastest time wins.

#### Article 239

##### **Table C (1 Round against the clock)**

In a Table C competition, faults are converted into time penalties which is added to the actual time taken by the competitor to complete the round. Placings are according to the total time taken to complete the course. There is no time allowed, only a time limit. The fastest time wins.

#### Article 238.2.2

##### **AM5 (A Jump off class against the clock)**

The first round is timed, however if there are competitors tied for first place after the first round (with equal jump faults) a jump-off will be carried out. The jump-off is also timed. The winner will be the competitor with the least faults and the fastest time in the jump-off. Those who jumped off fill

the top placings based on faults and time in the jump-off. The rest of the placings are filled by the competitors who had the next least jump faults, and based on their time in the first round.

#### **Article 238.1.2**

##### **AM3 (A jump-off class, first round not against the clock)**

An AM3 competition is not based on the time taken to complete the round (not against the clock), but has a time limit (time allowed). If competitors have equal penalties for first place, they will jump-off. The jump off will be against the clock. The winner will be the competitor with the least faults and the fastest time in the jump-off. Those who jumped off fill the top placings based on faults and time in the jump-off. If not, all placings are filled with those with equal jump faults in the first round and will be placed equally.

#### **Article 274**

##### **Two Phase**

The competition runs over two phases without interruption (i.e. the finishing line for the first phase is the starting line for the second phase). Competitors penalised (jump or time faults) in the first phase are halted by ringing the bell after jumping the last obstacle in the first round, and must stop after crossing the first finishing line. The competitor who jumps clear in the first phase, and has the least faults and the fastest time in the second phase wins.

There are many other Jumping classes such as two round competitions, take your own line, and top score. For more information on Jumping classes please consult the rules, which can be found on the Jumping page of the ESNZ website.

## **Penalties & Faults**

The term “fault” is used to cover all incidents during a round that incur penalties. Penalties are incurred for; knocking down an obstacle (taking a rail), disobedience (refusal, run-out, resistance, circling), a deviation from the course, a fall of a horse and/or rider, unauthorised assistance, and exceeding the time limit.

Refusal – horse & rider approach fence and the horse stops in front of an obstacle.

Run-out – horse & rider approach fence and the horse runs off to the side of the fence avoiding the obstacle.

Resistance – horse refuses to go forward by halting, turning, rearing or stepping back.

Circling – rider circles throughout the course for whatever reason.

You will receive 4 faults for a rail(s) at any one obstacle.

You will receive 4 faults for a refusal or run out and 8 faults for a second refusal or run out.

## **Eliminations**

Elimination means that the competitor may not continue in the current competition. Elimination occurs after 3 refusals/run outs or after 2 refusals/run outs in competitions at 1.30 or above. The bell will sound to signal that you must stop.

The competitor has the right to jump one single obstacle after retiring or after being eliminated. This can be any obstacle which they have already jumped.

Common examples of elimination:

- Jumping an obstacle in the wrong order or wrong direction.
- Jumping the first obstacle before the signal is given.
- Fall of rider or equine during a round.

Find out more information about Eliminations in Article 241 in the Show Jumping Rules.

## Jump Offs

### **Instant Jump Off**

Will be specified on the show schedule and on the course plan. Combinations that have gone clear (without penalties) in their first round, will (at the sound of the bell) proceed their jump off immediately.

### **Call Back Jump Off**

Call back jump offs are at the discretion of the show management and will be specified on the course plan, usually only in higher classes. Combinations that have gone clear (without penalties) in their first round will be called back for their jump off once all competitors have completed their first round (generally in draw order).

## Order

There are two different types of order in which a class will run; draw or black board. Both orders will be placed by the ring entrance.

Draw order: order in which is decided by the judges/organising committee to be posted on the gate by the course plan.

Black board order: order in which riders place their name next to the number they wish to go in the class.

## Prize Giving

Prizegiving takes place at the conclusion of the class. The announcer will call for all place getters when the prizegiving is starting. You are usually required to attend mounted and will complete a victory lap around the ring with the other place getters.

## Bell

The bell is used to:

- Gives the signal to start the 45 second countdown. The 45 second countdown is the time the competitor has before they must commence their round.
- Stop the competitor for any reason and to signal to the competitor to continue the round after an interruption.
- Indicate elimination by prolonged and repeated ringing.

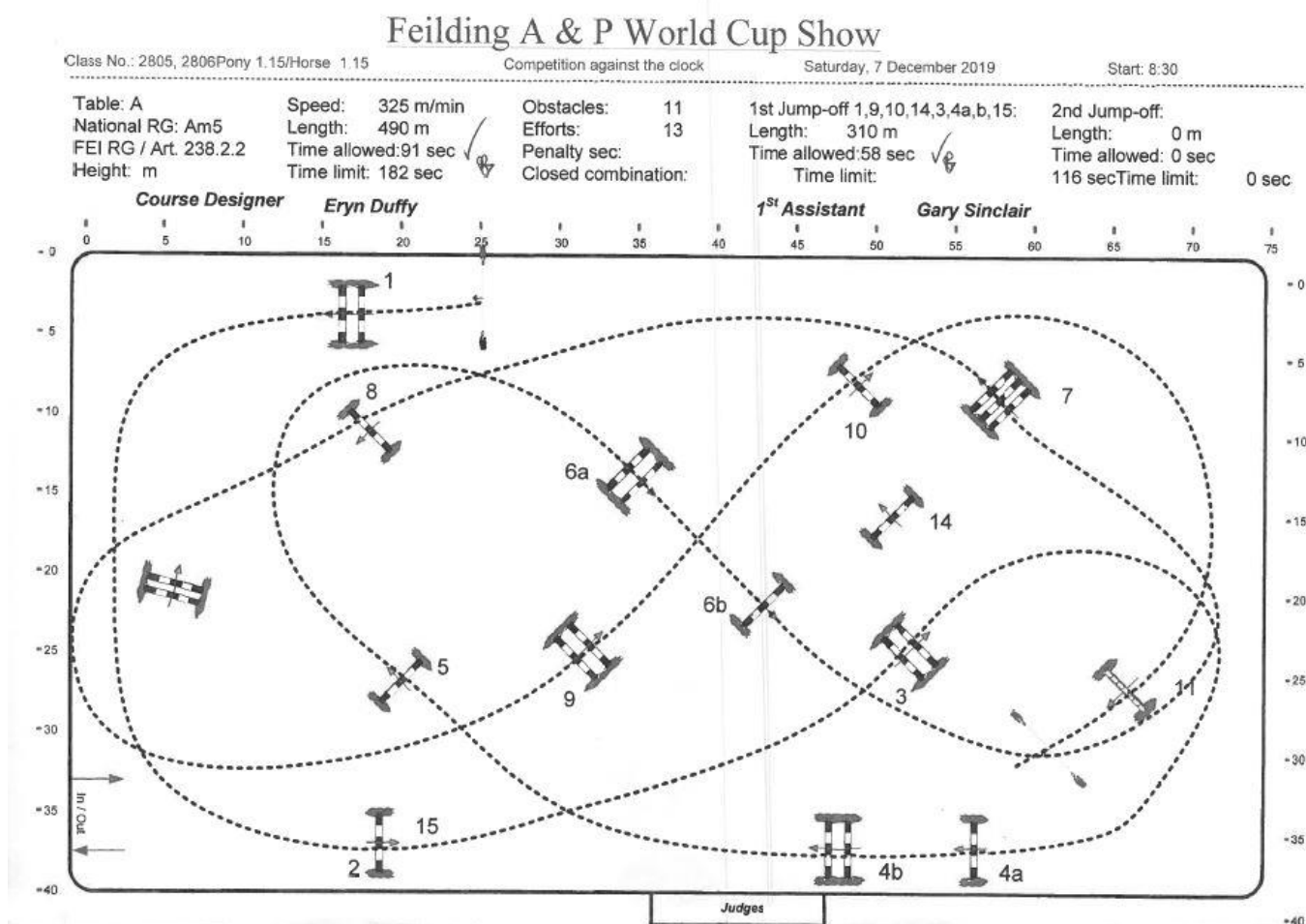
## Course Plan

Prior to the start of the class a course plan will be posted at the entrance of the arena. The course plan will include the obstacles in consecutive numbered order, which is the order in which they must be jumped. The plan should also show the start and finish lines, time allowed and time limit, and the length of the course.

The course will be open for walking before the competition commences. This is a chance for the rider to plan their ride, including the lines they will take and how many strides the horse will need to take between each jump.

Red and white flags are used to mark the start and finish line and the obstacles. The red flag is always passed on the right-hand side of the competitor and the white flags on the left-hand side.

The course plan below shows us all the information we need such as the class the course plan is for, the entrance to and from the area, where the judges are located, what article the class is run under, the time allowed, the jump off and the course designer.





## Dress

At most shows there is a minimum standard of dress which includes breeches/jodhpurs, boots, gaiters/chappettes, and a collared shirt (including polos) with sleeves (short or long).

Gloves are optional as per the riders' preference. Riding Jackets are not always compulsory, if in doubt check the show conditions. Riding jackets can be colours other than traditional colours of black, blue or navy as seen in photo. Jodhpurs and breeches can also be colours other than white or cream though at larger shows and in ring 1/main arena, they are expected to be a light colour.

In Ring 1 and at larger shows a formal standard of dress is required which includes a riding jacket, a light coloured pair of breeches or jodhpurs, a shirt with a choker, stock or tie.



Photo Credit: KAMPIC/Sarah Lord

## Obstacles

The obstacles and their components must be able to be knocked down, but not so light they fall at the slightest touch or so heavy they could cause horses to fall or be injured.

### Vertical

A vertical jump consists of poles or planks that are placed directly above another with no spread, width or take-off element (e.g. rail) in front of it.



Photo Credit: Rosa Douglass



### Spread/Oxer

A spread obstacle requires an effort both in spread and in height. The top poles can either be equal heights, or the furthest pole can be higher than the closest pole.



### Triple Bar

A spread obstacle consisting of three elements of graduating heights.



Photo Credit: Libby Law

## Water Jump

A water jump has no obstacles in front, in the middle, or behind the water. It is a fault if a horse puts one or several feet in the water or on the edge of the jump.



## Liverpool

A Liverpool is a type of water jump under a vertical or oxer. It may or may not contain water; there may be a blue tarpaulin underneath the jump.





## Combination

Combinations are a group of two or more obstacles in a row, no more than two strides apart; each element is jumped separately and consecutively. If there is a refusal or run out, the competitor must retake all of the elements in the combination. A double comprises of two obstacles; A and B. A treble comprises of three obstacles; A, B and C as shown below.



## Compulsory Gear

- **Helmet** - Anyone mounted on a horse or pony at the grounds of an event sanctioned by ESNZ must wear an approved hard hat properly fastened at all times with a 3-point retention harness. All helmets must have been red tagged by an approved official. These must adhere to set intentional standards which can be found on the ESNZ website. Most tack shops are now aware of the standards and can advise you. The helmet must then be tagged with a red sticker to show that it has been seen and approved to comply with the required safety standards.
- **Stallion Tags** – If your horse is a stallion it must be identified at all times with ESNZ approved stallion tags when at an event. These tags must be Red with a white S. There must be a minimum of two tags, with one displayed on each side of the bridle or halter. There may be stallion handling rules that can differ at each show, please check the show conditions. To purchase stallion tags please contact the ESNZ National Office.
- **Jumping Rulebook** – This is now available online or for purchase from the ESNZ Website. Can be viewed online at <https://www.nzequestrian.org.nz/esnz/rules-regulations/>



## Restricted Gear

There are a few items of saddlery that are not allowed to be used in Jumping.

*Please consult the Jumping Rulebook for a complete guide.*

## Show Dates Card

The ESNZ Jumping Show Dates Card is the official calendar of the season. The Show Dates Card includes every Jumping event that holds National Series Classes, as well as general Jumping classes. This is available on the ESNZ Jumping Web page and has a list of all the Area shows as well as A&P Shows that hold jumping classes. For local events you will need to contact someone in your local area, or ask at your local tack shop.

## Season

The season runs from 1 August to 31 July the following year.

## National Series Classes

A number of competitions are held successively at different events leading to a final event and awards. These are run under varied conditions such as Junior Rider, Young Rider, Amateur Rider and others which are fully described in the jumping rules.

### **Pony Riders**

Competitors can ride ponies in pony classes until the end of the season in which they turn 17.

## Volunteers

All Judges/Stewards/Officials are volunteers. Shows are always needing an endless supply of volunteers to run our sport. This is a great way to get involved and meet local people, and to learn all about the sport. You can assist with building courses, picking up poles, gate keeping, writing for the judges, or packing up at the end of the day. Organising committees are usually small and work very hard so your assistance is greatly appreciated. If you are interested in volunteering in your area please contact your area delegate, details can be found on the ESNZ Jumping webpage under Area Contacts.

## Entry Platforms

Majority of entries for shows are online. The most common platforms used by shows are:

- Equestrian Entries: [www.equestrianentries.co.nz](http://www.equestrianentries.co.nz)
- Main-Events: [www.main-events.com](http://www.main-events.com)
- Show Day Online: <https://showday.online>

Some shows may have their schedules and entry forms on their website or on their face book page.

## Registrations

*Registration diagram on following page*

### **Rider membership**

There are a few options for rider registration.

#### \*Introductory and Casual Day Membership

Riders can compete on an Introductory (\$50 per year) or as a Casual Day Member (\$15 per day) up to 80cm on a pony and up to 90cm on a horse without the equine needing a registration, these classes must be labelled as “introductory” in the show schedule.

\*Other restrictions apply please see following registration diagram more details.

#### Full membership

Child (\$90 per year) and Full Member (Adult \$140 per year)

If the rider is 14 years old (as at 1st August) and under they will be classified as a child.

### **Horse Registration**

To register an equine there is a compulsory ESNZ registration fee of \$90 (per year) for all disciplines then each chosen discipline start/s are additional.

The equine can be registered for one discipline or multiple disciplines including, dressage, jumping/show hunter, eventing, and endurance, and each discipline has their own start fee.

By paying a discipline start fee the equine is able to start as many times as you wish within the registration period (annual fee that rolls over from the date registration was paid).

If your equine has never been registered with ESNZ before there are other registration requirements that need to be fulfilled. Such as, selecting a name, providing owner and rider contact details, filling in an identification paper, providing a RAS height certificate (ponies only).

For more information on registering an equine or rider please visit the ESNZ website

[www.nzequestrian.org.nz](http://www.nzequestrian.org.nz) or contact the ESNZ National Office.

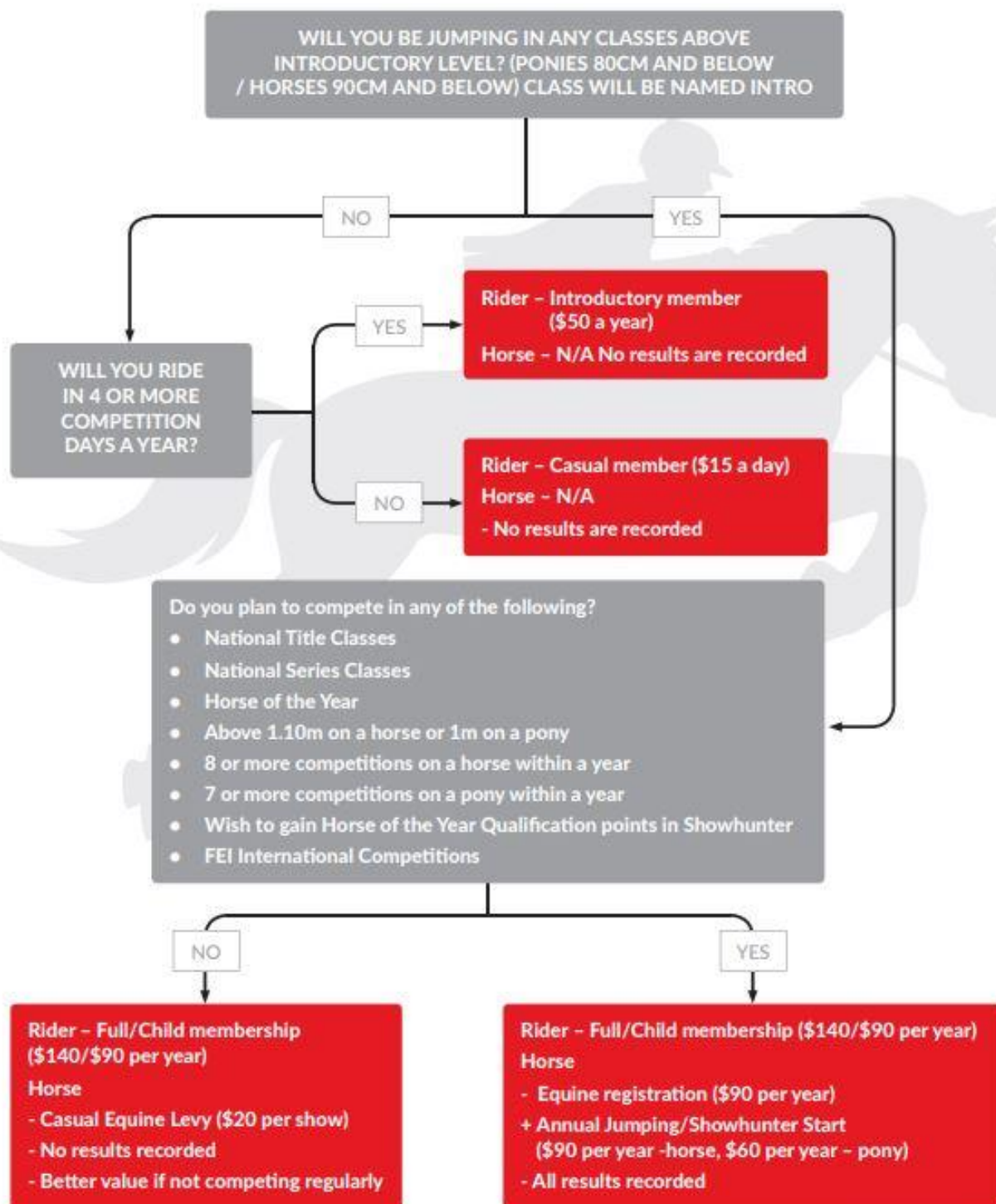
### **Casual Equine Registration**

Casual Equine Registration \$20 per show – entitles an equine to compete in a non-series class (under 1.10m for horses and under 100cm for ponies) at any event. Riders have to be fully registered to do a casual equine registration.

To purchase a Casual Membership or Casual Equine Registration, a rider can do so directly from the Show Organising Committee by putting it on their entry form. To purchase an Introductory Membership, Full Membership or Register an Equine please contact the ESNZ National Office through the ESNZ Website [www.nzequestrian.org.nz](http://www.nzequestrian.org.nz) or phone 04 499 8994.



## DO I/MY HORSE NEED TO BE REGISTERED?





## ESNZ Contact Information

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