

Jump in Style – Rules

This online jumping class aims at encouraging and improving rider training for jumping competitions. Our judges will therefore provide good constructive comments for the benefit of the riders.

Our “Jump in Style” online jumping show is not judged on the horse’s ability or style, but the rider’s ability to demonstrate a good jumping technique from a light balanced position prior to the jumping, including changes of pace, whilst maintaining an independent and balanced position during the course and the track. The rider needs to show the ability to finish the course of 4 jumps (as shown in the drawing). balanced approaches to the fences whilst able to maintain a good forward canter (young riders may trot between fences), the position of the rider at take-off, in the air, on landing and in the following strides should be included in the assessment for each fence. Correct judgement of pace is another point to be taken into consideration. It is assumed that the horse should be on the correct leg, unless it is capable of a well-balanced counter canter. A flying change, if correctly and quietly executed, is also acceptable.

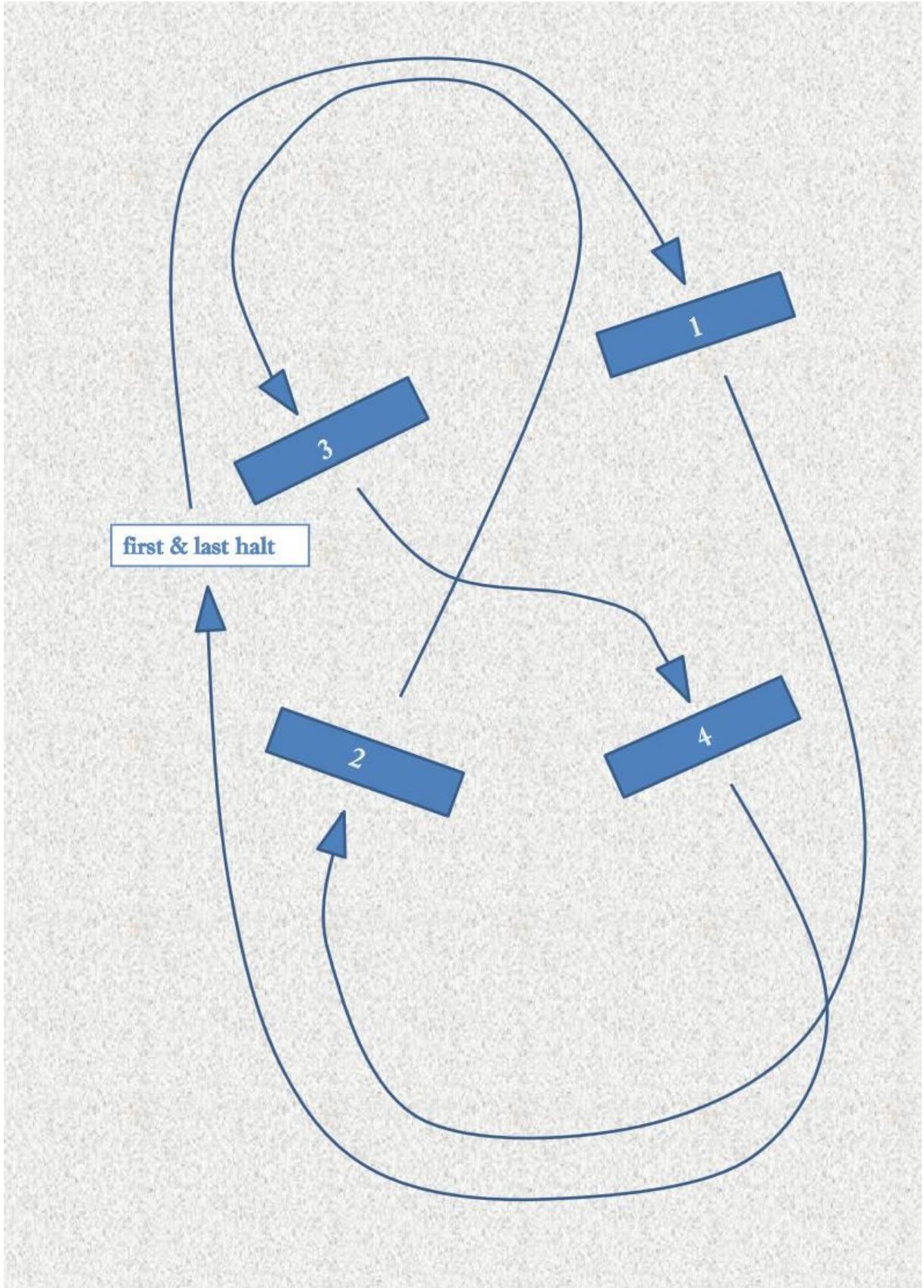
The “Jump in Style” online jumping competition does not dictate the type of jump or the height of jump. Errors in course and knockdowns will be taken in consideration in the judging but not result in elimination of the rider.

Required Tack & Equipment

- Helmet
- any types of jumps as long as these are safe to use

Permitted Tack & Equipment

- English saddles
- Side saddles
- Snaffle bridles
- Bitless bridles
- Neck straps
- Martingale
- Brushing boots, bandages
- Jumping whip
- Very short blunt spurs



Jump in Style
20x40m or 20x60 arena

**Points
maximum**

1	Salute in front of the camera	
2	Ride a figure of eight in rising trot or canter with appropriate leg changes (canter change through trot or with flying change)	10
3	Jump #1 (judged on quality of approach, position before, during & after the jump)	10
4	Jump #2 (judged on quality of approach, position before, during & after the jump)	10
5	Jump #3 (judged on quality of approach, position before, during & after the jump)	10
6	Jump #1 (judged on quality of approach, position before, during & after the jump)	10
7	Salute in front of the camera	
Leave the arena in the walk on a long rein		
		50