

HANOVERIAN BREEDERS CLUB OF EASTERN CANADA

FREE JUMPING COMPETITION RULES AND JUMPING CHUTE SET UP

JUDGING

Free jumping is used to evaluate the natural jumping ability and canter stride of young horses. This information is useful for evaluating horses for their competitive jumping potential and for breeding purposes. Each horse is given a score of from 1 to 10 on three components.

1. Canter stride and overall impression for suitability as a Grand Prix jumper. This evaluation takes into account the horse's character, temperament and intelligence.
2. Technique over the jump. All elements of the horse's jumping ability should be evaluated including: tightness and quickness for the front legs, bascule and use of the neck, suppleness of the back and style of the hind legs and overall athleticism.
3. Scope. The horse must demonstrate it is careful and is easily able to handle the maximum height and width of the oxer.

Horses in the competition are judged by comparison. A perfect score is 30. The judging panel will consist of two or three judges. The competition has two classes, one for three year olds and one for four year olds. Each horse should be entered in the three or four year old age class based on the year it was foaled without regard for time of year the horse was foaled or date of the free jumping competition. For example all horses foaled in 2002 are to be shown in the three year old class in 2005.

THE FREE JUMPING CHUTE AND ARENA SETUP

The free jumping chute should, where possible, be setup such that horses are on the left lead and heading towards the in gate when entering the chute. Where it is not possible to setup the chute in this fashion it is better to setup the chute on the left lead without regard for the location of the in gate in the arena.

The arena should be a minimum of 20m by 45m (about 65 feet by 150 feet). For larger arenas it is best to shorten the length of the arena to reduce the lead in area to the jumping chute or to make the catching area after the chute larger. This is illustrated in the attached diagram of the jumping chute setup.

The distance from the first vertical to the second jump will be 6.9m (22 feet 6 inches) and the distance from the second jump to the third jump will be 7.35m (24 feet).

There will be a gap of about 1.0-1.5m (3-5 feet) immediately after the first and second jump. A whip assistant will be positioned at each of these gaps.

The jumps should be constructed using 12 foot wide poles or planks ideally red and white striped. The first jump should be no less than 7m (23 feet) and no more than 8m (26 feet) from the arena wall as illustrated. The first jump is to be a simple vertical with two or three poles or planks, the height will be 50cm (20 inches). The second jump is an oxer with the back rail no lower than 60cm (24 inches) and no higher than 70cm (28 inches). This oxer will have a spread of no less than 45cm (18 inches) and no more than 60cm (24 inches). The third jump is an oxer that will have a spread of 1.0m (3 feet 3 inches).

The front rail or plank of the third jump should be approximately 2.0-2.6cm (3-4 inches) lower than the back rail. The back rail on the final jump should have breakaway cups. The height of the back pole of the third jump will be initially set and raised up to three times.

1. The beginning height of the third jump is .92m (3 feet)
2. The first elevation in height is to 1.1m (3 feet 6 inches).
3. The second elevation in height is to 1.19m (3 feet 9 inches).
4. The third and final elevation in height is to 1.22m (4 feet) for three year olds
1.30m (4 feet 3 inches) for four year olds

CONDUCT OF THE FREE JUMPING

Each horse is to be lead into the ring by one person (the handler) of the owner's choice. People allowed in the ring will be the judges and if required a judges' assistant, the ring master, 4 whip assistants (one after the first jump and one after the second jump, one at the entrance to the chute and one at the catch area) and the horse's handler.

Each horse will be allowed 1-2 minutes of free running for a warm up during which the judges will assign the first score for canter stride and overall impression.

The ring master will then direct the handler, or one of the ring assistants, when to catch the horse and enter the jumping chute. If there is no catch area at the end of the chute and the horse can not be easily caught the ring master will ask the ring assistants to direct the horse into the chute. The ring master in consultation with the judges will control raising the jumps and determine when any entry proceeds to a higher jump level.

Each horse will be allowed a maximum of two successful jumps at each height for a total of 8 jumps in total plus any refusals. A horse will be allowed two refusals and on the third refusal will be excused from the ring with one courtesy jump allowed if requested by the horse's handler at a lower height. So long as any entry successfully (successfully means not lowering a rail) jumps the 1.19m elevation at least once it will receive a score even if it should subsequently accumulate three refusals. Horses not successfully jumping 1.1m at least once and/or having three refusals will be not be scored.

