

JUMP CREW

Your job is to pick up any displace rails (poles) and reset the jumps for the next level.

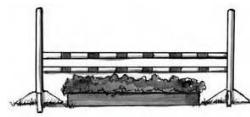
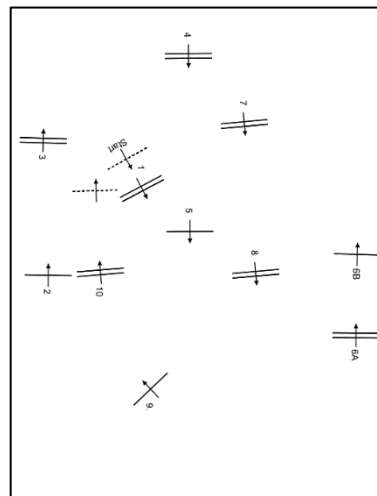
You will get a jump ring schedule and a course map along with instructions on how to change the course for each level.

Your station will be around the perimeter of the jump ring where you will have quick access to the jumps.

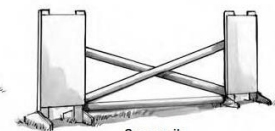
When a horse knocks down a rail or any part of a jump, you will need to reset the jump for the next competitor. When it is safe to do so and will not interfere with the competitors round walk over and reset the jump. You will need to be watching the rounds to see a pole being knocked down!

Jump Ring Schedule			
	Start	Finish	Time allowed
GRASSHOPPER (18" crossrails)			
Schooling	8:15	- 9:15	1:00
Combined Test	9:15	- 9:45	0:30
Course Change	9:45	- 10:00	0:15
STARTER (2' to 2'3")			
Combined Test, Div 1(J)	10:00	- 10:30	0:30
Combined Test, Div 2 (S)	10:30	- 11:00	0:30
Schooling	11:00	- 11:45	0:45
Course Change	11:45	- 12:00	0:15
LUNCH BREAK			
	12:00	13:00	1:00
BEGINNER NOVICE (fences up to 2' 7")			
Combined Test	1:00	- 1:30	0:30
Schooling	1:30	- 2:15	0:45
Course Change	2:15	- 2:30	0:15
NOVICE (fences up to 2' 11")			
Combined Test	2:30	- 3:00	0:30
Schooling	3:00	- 3:45	0:45
Course Change	3:45	- 4:00	0:15
TRAINING (fences up to 3' 3")			
Combined Test	4:00	- 4:15	0:15
Schooling	4:15	- 4:30	
JUMP RING CLOSSES AT 4:30			

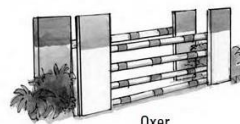
the competitors round walk over and reset the jump. You will need to be watching the rounds to see a pole being knocked down!



Vertical



Crossrails



Oxer

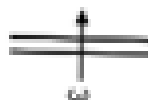
You will be dealing with 3 types of fences:

Crossrails, verticals and oxers.

A cross rail or vertical is indicated on the map with a single line with an arrow indicating which direction it should be jumped. A red flag is on the right side of the jump as you are jumping it and a white flag on the left side.



An oxer is indicated with a double line.



HOW TO MEASURE YOUR JUMP:



18"

For a crossrail you measure where the two poles cross.



For a single standard jump you measure from the top of the highest pole to the ground.

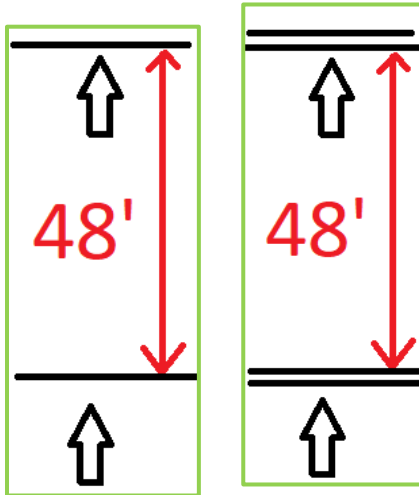


For an oxer you measure from the top of the back rail to the ground

Do not go over the stated height level for the division. Always go below if needed.

OXERS

- All oxers must be ascending (back rail one hole higher than front rail).
- All oxers must have only one pole for the back of the oxer.
- All oxers must use safety cups for the back rail.
- The width of the oxers should be adjusted for the levels.



- When putting in an oxer in a line—the distance between the BACK rail of the first jump and the FRONT rail of the second jump must remain the same distance (so if adding the oxer to the first jump you place the standards in FRONT. If adding an oxer to the second jump you place the standards in the back).

- Grasshopper---NO oxers
- Starter---one to two oxers toward the end of the course. Width of the oxer (measurement from front pole to back oxer pole) not to exceed 30"
- Beginner Novice---Width of the oxer not to exceed 3'.
- Novice---Width of the oxer not to exceed 3' 7"
- Training---Width of the oxer not to exceed 3' 11".
- For Novice and above a triple bar is allowed not to exceed a spread of 4' 3".

PLANKS AND GATES

- Planks and Gates must use flat cups.
- Gate and Planks should not touch the arena surface.
- Gates should hang true (angled neither forward or backwards).

DOUBLES



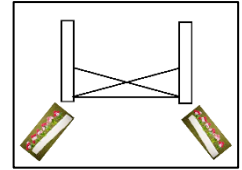
Make sure you set up Double fences (those that are 36 feet or less apart) carefully with the oxer at the first fence for Beginner Novice and Novice.

GRASSHOPPER



Crossrails at 18" — measure at cross of the two poles.
Always have a ground pole.

Keep flowers low key and at a minimum. You could even use them to make a "chute" to the jump.



Definitely start the course without flowers and build to flower boxes at the end.



We want the riders to have a safe, fun experience....so not scary and inviting is our mantra!

STARTER

Jumps at 2' up to 2' 3". Always with a ground line (pole or flower box).



Jumps should be filled in with poles, gates, planks and flower boxes to give an inviting appearance.

When adding poles always put the pins into the holes at the front side of the standard. That way if the jump is knocked down the pins will stay in the cups.



One or two oxers toward the end of the course. (See sheet on oxers). Make sure that the oxers have the back rail one hole higher than the front rail. Oxers must use safety cups for the back pole.

Do not make a jump airy or without a ground line.



BEGINNER NOVICE

- Fences to 2'7" (some can be smaller)



- All oxers must have an ascending (back rail one hole higher than front rail).
- Put in additional fill or rails as instructed



Do not make a jump airy or without a ground line.

NOVICE:

- Fences to 2'11" (some can be smaller)
- All oxers ascending (back rail one hole higher than front rail)
- Put in additional fill or rails as instructed

TRAINING:

- Fences 3'3" or smaller
- All oxers ascending (back rail one hole higher than front rail)

If you have any questions or concerns contact the Stadium Judge, course designer or the Technical Delegate for the show.

Revised 3/4/2023