

# JNSA Judging Guidelines

## JUMPERS

### Overall

Jumpers are judged on speed, time, and ability to complete a course without penalties.

### Timing

The timer starts when the horse passes through the standards of the first jump and ends when they pass through the standards of the last jump. Riders must wait for the bell to signify when they can start their course.

### Course

Riders are allowed slice jumps, but they must take off and land on the correct sides of the jump on the judge's screen, and clear all poles that are part of the jump.

### Types of Classes

**Speed class** - Placings are based on the fastest time with the least amount of faults. There is no allowed time for speed classes.

- The course can be ridden at a gallop.

**Jumper round with jump off** - 2 rounds: jumper round and jumpoff. After all the riders complete the first round, riders who go clear and stay under the allowed time

in the first round return for their second round, the jumpoff. Placings are based on the jumpoff round with the fastest time and the least amount of faults.

- The jumper round course must be ridden no faster than a working canter.
- The jump off course can be ridden at a gallop.

## Faults

|                                                                                                                                                                                                |                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|
| Hitting a jump <ul style="list-style-type: none"><li>- Slowing down to a canter or slower <i>immediately</i> after landing the jump will count as hitting the jump</li></ul>                   | 4 faults             |
| Jumping outside of the standards on the <i>judge's</i> screen <ul style="list-style-type: none"><li>- Riders cannot be too far off to the side of the jump or they will be penalized</li></ul> | 4 faults             |
| First disobedience anywhere on course <ul style="list-style-type: none"><li>- This includes rearing, running into the arena fence, circling, and refusals</li></ul>                            | 4 faults             |
| Second disobedience anywhere on course                                                                                                                                                         | Elimination          |
| Exceeding the time allowed                                                                                                                                                                     | 1 fault per second   |
| Going above a working canter (jumper rounds)                                                                                                                                                   | + 15 seconds         |
| Not fully clearing the obstacle                                                                                                                                                                | 1 fault per obstacle |
| Unrealistic shortcut                                                                                                                                                                           | 1 fault per          |
| Taking more than 45 seconds to jump the first obstacle after the bell has rung                                                                                                                 | Elimination          |
| Starting the course before the bell has rung                                                                                                                                                   | Elimination          |
| Off course                                                                                                                                                                                     | Elimination          |
| Leaving the arena at any time during the round                                                                                                                                                 | Elimination          |
| Jumping anything that is not marked as an obstacle                                                                                                                                             | Elimination          |

# Gait Callouts

Down 1 - Reverse

Up 0 - Halt

Up 1 - Walk

Up 2 - Trot

Up 3 - Canter

Up 4 - Extended/Working Canter

Up 5 - Hand Gallop

Up 6 - Gallop