
SHOW JUMPING

Instructions and rules

Implemented in Finnish championships, related qualifiers, championship classes and recommended for use in show jumping competitions organized by others.

Made in 16.4.2021
Edited 4.1.2023



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3 General information about show jumping

Hobbyhorse show jumping borrows a lot from show jumping with real horses. Among other things, penalty points and evaluation criteria come from the rules of equestrian show jumping. However, instead of a real animal, we have a hobby tool, a hobbyhorse. Thus, show jumping technically measures the rider's show jumping abilities, which are e.g. **effort, speed, balance, memory, durability and pressure resistance**. However, when riding a hobbyhorse, several enthusiasts also take into account the skill level and nature of their hobbyhorse. It can also be said that a certain height is the jumping level of a horse. A horse's temperament may give more heat to the ride and when something goes wrong, we can say, for example, that the horse wasn't at its best today. This personality-based hobby is one of the dimensions of hobbyhorse riding that is rarely seen in other hobbies.

In show jumping based on time, the rider with the hobbyhorse runs a predetermined course plan aiming for a clean (= penalty-free point) and the fastest possible course.

4 Fences

4.1 General information about fences

The fence consists of two elements: a post and a pole. The posts are used in pairs and a pole or poles are placed between them. Obstacles can also include other elements, eg the most common are numbers, tiles, guides, planks and water mats. In addition, it is allowed to decorate obstacles e.g. with flowers and different constructions.

There is no standard for the proportions of obstacles. The most important thing is that there is a pole and / or a gap between the posts long enough for the rider to safely jump over it. However, narrower fences can be used to make the course more challenging, so the right jumping style matters.

What is important is the safety of the rider with the right kind of elements. **The poles should be light and thin.** The recommended material is plastic such as plow sticks or other thin plastic tubes. Metal, wood, and other hard and unyielding or heavy materials are not recommended due to the possibility of injury. Ridge arms are acceptable, but thicker wooden poles used on real horses, for example, should not be used.

Planks that are either placed in the same way as poles on brackets or stand on their own feet must also be safe and give up by knocking. **The posts should remain firmly upright.** They should be able to tolerate airflow and small bumps, but still fall out of a proper collision so that the rider does not completely push into them, for example when rider falls. Attention should also be paid to the legs of the posts. Too long legs or insufficient support for the post is a safety risk.

More materials can be used for the brackets. Nails or screws are probably the most popular option, but various metal and wooden brackets are also suitable. The most important thing is that the brackets keep the pole stable enough to be worn and the pole drops from the brackets when the rider touches it. Therefore, the pole must be on top of the bracket, eg not placed firmly or too deep on the brackets. The pole must be able to drop in the direction the rider is heading. The pole must still not drop from the slightest gust of wind. The brackets should be blunt-ended and not too protruding. The pole must not drop too deep into the bracket (eg the pit of the wooden bracket must not be too deep).

Fences can and are recommended **to be numbered by the jump order.** This facilitates learning the course plan and, on the other hand, guides the rider to the right obstacle during the performance as well.

The height of the fence is measured from the highest center of the upper pole. In general, the aim is to keep the height of the obstacle even, e.g. 40 cm, 60 cm, 80 cm, etc. **The width of the fence** is usually the width of the pole and the length of the fence is measured according to the direction of jump. For example, the length of the oxer is measured from the outer edge of the first pole to the outer edge of the second pole from the center of the poles.

4 Fences

4.2 Types of fences

- Vertical** The most common type of fence used. The poles are positioned directly so the vertical fence has no length. Thus, the vertical fence consists of a pair of posts and a pole or poles. Planks can also be used with or instead of poles.
- Length** As the name implies, this fence has length. In the direction of riding, several parts are placed in the fence. In competitions, it is recommended that the length does not exceed the height.
- Oxer** Longitudinal fence with two consecutive parts, i.e. two pairs of posts with poles. The front must not be higher than the back. Either the poles of the parts are the same height or the front is lower.
- Triple** Longitudinal fence with three consecutive parts. The first part should be the lowest to the rear being the highest. The two rearmost parts may in some cases also be the same height.
- Wall** Solid camouflaged fence, eg decorated as a brick wall. However, the tops have to give up. For construction you can use e.g. cardboard boxes. The wall therefore also has a little length.
- Water fence** Fence with a water grave or water mat. Fence (eg a vertical obstacle) may have been placed in front of, on top of or behind the grave / carpet.
- Water grave** A grave filled with water or a carpet with no actual fence. A pop-up element (less than 30 cm) can be placed in front of the water grave. The pop-up element does not actually belong to the fence and its tipping becomes penalty points. The penalty point comes from stepping into the water or the carpet.

4.3 Single fences and combinations

- Single fence** Fence that is crossed by one jump.
- Combination** Consists of two or three single fences. Obstacle spacing is not standardized for hobbyhorses, but one to three steps must be provided between obstacles. In some cases, even in normal show jumping classes, the fence can or must be ridden as an "innar". Fences are marked with letters e.g. 5a must be jumped first, then 5b and 5c. Combination must be jumped in its entirety, so a denial on any part of combination obliges you to ride the whole combination again.

5 Course

There are considerably freer hands with hobbyhorses in building and designing the course plan than when designing the plan for real horses. Fence spacing, distances, arena size, or obstacle types are not standardized, there are only recommendations. This gives the course plan designer creative freedom to design the track exactly to the space where it will be ridden. Various fences can also be used more freely. Approaches can be a bit riskier than with real horses. However, safety must always be kept in mind and given priority.

5.1 Size of the arena

The recommended size of the arena is about 10 x 20 m. Qualified show jumping may be built for smaller dimensions. However, larger field allows for longer fence distances, which also emphasizes speed. It is not necessary to demarcate the course, but it is recommended to mark the outer edges of the arena completely so that no one steps on the course during the rider's performance. It is also recommended to mark entrances and exits at the edges of the arena.

In the show jumping qualifiers, we recommend a minimum field size of 7 x 10 m.

5.2 Course plan

Course plan must be presented to the competitors before the start of the class, at the latest when getting to know the course. Course plan must include at least the locations and jumping order of the fences, the starting and finishing lines, if any, the direction of the obstacles (arrows or numbering on the side to be jumped) and any dangerous shortcuts that will be blocked. It is hoped that the fences will be drawn so that you can see the type of fence. For example, a vertical fence can be a straight line, an oxer two lines with one number, special obstacles a rectangle, etc. It is also possible to mark e.g. decorations on the course plan, recommended riding routes and approaches to fences and more precisely the appearance of fences. If changes to the course are made just before the class, competitors must be instructed in getting to know the course and mark the changes in the course plan or make a completely new course drawing.

The maximum time and judging method may be indicated on the course plan (especially if it is other than A.2.0), but these may also be indicated otherwise.

Obstacles are numbered in the course plan and on the course itself, starting with fence No. 1, which is jumped first. Combinations are numbered with the same number and letter: the first part is e.g. 5a, the second 5b and the third 5c.

The height of fences shall not exceed the height indicated in the course plan or elsewhere. Individual fences may be lower than the stated height without the obligation to inform competitors, but if several fences are 5 cm lower than the declared height, competitors must be informed in good time. In this case, the height can be marked, for example: 40-50 cm.

Once the course is designed and built, **it is good to test ride**. The test rider must not be a competitor or otherwise all competitors must have access to test ride the course. If a rider of sufficient quality is not available, the height of the obstacles can be dropped during the test ride. The most important thing is to make sure that the distances are appropriate, approaches are possible and sensible riding paths between fences are unobstructed (no eg decorations on the road that cause accidents or poor orthodontics).

Fences should be marked with numbers and letters, especially on long courses. On shorter courses (e.g. six jumps) numbering is only a recommendation. In addition to numbering, fences can be marked with flags or tiles with white on the left and red on the right. These flags indicate the jump direction and width of the fence. You can also tell the direction of the jump by placing the number on the side from which the fence is jumped. There will be no penalty points for overturning or moving obstacle signs while riding. For example, if a flag drops from a post when a rider knocks the pole down, the penalty points only come from the drop. Similarly, pouring, dripping, or moving other course decorations will not become additional penalty points. In general, however, such elements on the course and in fences are intended to be avoided. Only if the ornament is said to represent a dangerous straightening, crossing it or pouring it means rejecting the performance.

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If the **outer edges of the arena** are marked with an element (eg pole or fence), crossing, moving or tipping them will be rejected. This is considered a derailment. During the performance, the course must not leave or be entered by anyone other than the performer and the course staff and the judge.

The construction and maintenance of the course during and between the class is the responsibility of the course staff. They raise poles and fallen elements and set and move fences. Sometimes the same course person can also take time and / or judge. However, course staff, timekeepers and judges must stay out of the way of the performer. The course can start from the start line and end at the finish line. It can also start when the rider ascends to the first fence and descends from the last. The judge has the power to choose the start and end of the chronology. Competitors must be informed of the practice.

6 Signals

Judge may give signals. Audible signals can be used to mark the beginning and end of a course and can also be used to get attention from competitors. Often, however, speech is used in hobbyhorse competitions because the distances are not so long that the voice is not heard. Thus, often the beginning and end of a course is guided by multiplication. However, it is recommended that the signal be used to give the output signal.

One signal, which can be, for example, a bell or a whistle, rider has 45 seconds to start the course, ie to cross the starting line, or to ascend to the first fence from which performance has been agreed.

Elimination is also recommended to be indicated by **two signals** (e.g. two whistles). **During the run, one beep** may be given in situations where the rider needs to be stopped. There are such situations e.g. disruption of the fence without the involvement of a competitor. If the timer is accurate and knows how to pause the time at this point, the performance can be allowed to resume with one beep when the situation is corrected and the timer continues. The same is done if, when the rider refuses, the pole falls off the fence or moves.

7 Staff

The staff shall include, as a minimum, a judge, a timekeeper and a staff member. There may also be more than one of them or, if possible, one person may perform more than one task. For example, the timekeeper may also be course personnel and raise fallen poles between performances. In addition, staff may include a announcer, secretary, practice ring supervisor, and other actors. The most important thing is that it is clear to each staff member what tasks belong to them. The minimum number per category is two people in order to ensure fairness in situations of dispute, for example.

8 Rider's and hobbyhorse's equipment

There are no requirements for the rider's attire, unless otherwise stated. However, **shock-absorbing shoes and sportswear are recommended for show jumping.** Shoe compulsion will be in the championships. Various aids may be used, but it is advisable to use only those aids for which a doctor, physiotherapist or other professional has given an opinion.

Hobbyhorse should have at least some kind of bridle with instructions, unless otherwise stated. Auxiliary handlebars, chest straps and guards are allowed in show jumping. Exceptions to the equipment rules must be reported. The flange is allowed. Safety equipment used on real horses, such as a helmet or safety vest, does not provide additional safety for hobbyhorse riding, and therefore a helmet or safety vest is not recommended. Such heavy safety equipment can even interfere with performance.

Irregular equipment can lead to elimination. Number plates with hobbyhorses will only be accepted if they have been prescribed by the organizer. Otherwise, they can cause confusion. The equipment must be presented to the judge if he so requests.

9 Judging methods

In show jumping, the most common judging method is A.2.0. The judging method must be stated in the competition invitation in each class.

9.1 Method A

Judging method **A = based on penalty points**

- A.0** Those who have completed the course and / or jump-off without penalty points are equal. Time does not matter, so those who ride without penalty points will be rewarded.
A.0.0 No jump-off
A.0.1 One jump-off
- A.1** Those who received same number of penalty points on the course and / or jump-off are equal.
A.1.0 No jump-off
A.1.1 One jump-off
- A.2** Those who received the same number of penalty points on the course and / or jump-off will rank based by the times.
A.2.0 No jump-off
A.2.1 One jump-off

9.2 Jump-off

If a jump-off is marked in the judging method, then the jump-off must either be performed immediately after the track or when all riders have completed the course. Jump-off is performed according to the same rules as on the course.

9.2 Penalty points

First disobedience	4 penalty points
Second disobedience	elimination
Dropping the pole	4 penalty points
Disobedience so that pole falls off	4 penalty points
Falling off:	
when the stick slips from between the legs completely	elimination
Trotting/Running the whole course, canter is required	elimination
Starting before the judge's mark	elimination
Max. time exceeded on course, where time does not resolve	1 penalty point for every starting 4 seconds
Max. time exceeded in jump-off, where time is decisive	1 penalty point for every starting second
Max. time exceeded twice	elimination

Leads to elimination

Second refusal, passing the jumpable obstacle or extra circle	elimination
One or both hands come off the reins a second time	elimination
The rider's hand is off the reins throughout the course	elimination
Falling when the rider's knee or hand or a larger are from the soles of the feet to the upper body hits the ground	elimination
Falling, when the hobbyhorses stick leaves between the legs completely	elimination
Obvious lameness or other injury in the middle of the course or at the end of the performance	elimination
Trotting (running) the entire course	elimination
Starting before judge's signal or starting after more than 45 seconds from the signal	elimination
Exceeding the maximum time twice	elimination
Jumping the wrong obstacle or jumping the obstacle from the wrong direction	elimination
Taking a dangerous shortcut	elimination
Hobbyhorse disintegration, such as the head coming off the stick	elimination
Violation of equipment requirements	elimination
Failure to follow staff instructions	elimination
Destroy, jump without permission or moving obstacles while walking the course	elimination
Interfering with another competitor	elimination
Participating in an age-restricted class, even if you don't belong to the age group	elimination
Leaving the restricted course area in the middle of performance	elimination
Continue despite interrupt request (one signal)	elimination
Kentälle astuminen toisen kilpailijan suorituksen aikana	elimination
Entering the course during another competitor's performance	elimination
Failure to arrive at the track after the second call	elimination

9.4 Style evaluation

In the style evaluation, the rider's gesticulation is rewarded as the horse advances at a suitable tempo and steady rhythm along a pre-set obstacle course. The style evaluation develops the rider for the highest obstacle courses to come and encourages to strive for flawless performance.

The same rules apply to the style evaluation as the evaluation in method A, without taking into account the time in the performance.

The judge gives grades to the performance with numbers 0-10. The grading scale is as follows:

Excellent 10
Very good 9
Good 8
Pretty good 7
Satisfactory 6
Avoidant 5
Weak 4
Pretty bad 3
Bad 2
Very bad 1
Not shown 0

9.4.1. Evaluation criteria

9.4.1.2 The rider's gesture and body position

The rider's body is relaxed during the performance and goes along with the jumps

9.4.1.3 Riding the course

Correct roads and approaches, tempo, rhythm, balance and gallops

9.4.1.4 Overall impression

Overall picture of the horse and rider

9.4.1.5 Errors of disobedience

3 points will be deducted for the first disobedience.
Another disobedience leads to rejection.

9.4.1.6 Obstacle falls

2 points are deducted for each obstacle fall.

9.4.1.7 Time errors

2 points are deducted for exceeding the maximum time.

In addition to the grades, the judge gives comments to the performance if necessary.

9.5 High jumping

In the high jumping, one obstacle is used, the width of which is at least 150 cm. It is recommended to use at least six poles in the high jumping to estimate the height of the obstacle.

The start and finish line must be clearly marked 1 meter from the start and the finish line 1 meter after the obstacle. If the competitions do not have a separate obstacle in use during the warm-up, the riders can try the obstacle before the first round from the height determined by the competition management.

The recommended starting height is 80 cm. The height is measured from the center of the top pole before the start of each round. Each height must be announced to the competitors. **The recommended increase every round is 10 cm**, up to 120 cm, after which the height is increased every 5 cm. The two poles can also be used as a truss to get the right height spacing.

In each round, **the rider has two attempts to jump the obstacle cleanly.** Riders must successfully complete all laps and heights in order to continue in the competition.

Disobedience or falling between the start and finish line is counted as an attempt. In high jumping, time is not taken. After the starting signal, the rider has 1 minute to start the performance.

9.5.1 Evaluation criteria

Dropping an obstacle causes 1 error point. Disobedience incurs 2 error points. Two unsuccessful attempts in the same round will result in the rider being eliminated from the competition. A clean performance does not result in fault points, i.e. the performance is marked with 0 error points.

9.5.1 Determining results

Ratsukko, joka suorittaa suurimman korkeuden virhepisteittä, voittaa kilpailun. Alempien korkeuksien virhepisteitä ei oteta tällöin huomioon.

The rider who completes the highest jump without fault points wins the race. Error points of lower heights are not taken into account in this case.

If the riders do not exceed the maximum height without fault points, the riders are placed according to the fault points they have received from the same round. If the riders have received the same fault points, these riders are placed based on the faults they received from the previous obstacle height. If the fault points are still the same, the faults of the previous obstacle height are taken into account, etc. If the fault points are the same for each round, the first place is divided among the riders with the same number of fault points.

The table below illustrates determining of rankings:

The riders and error points (ep) they received	Jump round 80 cm		Jump round 90 cm		Jump round 100 cm		Results
Rider A	1. attempt 0 ep	2. attempt →	1. attempt 1 ep	2. attempt 1 ep	×		3.
Rider B	1. attempt 1 ep	2. attempt 0 ep	1. attempt 0 ep	2. attempt →	1. attempt 1 ep	2. attempt	1.
Rider C	1. attempt 1 ep	2. attempt 0 ep	1. attempt 1 ep	2. attempt 0 ep	1. attempt 1 ep	2. attempt 1 ep	2.

9.6 Team show jumping

In team show jumping, teams of 3-5 riders compete. One team can have 3-5 riders and there must be at least two teams in a class. Judging method A is used in team show jumping.

Riders complete a pre-set obstacle course on their own starting turn, one horse at a time. The three (3) least error points from the performances and after that the fastest time are taken into account in results from the team. The times and fault points of the three (3) best riders are added together.

The team with the lowest combined error score and total time of the three best riders is the winner.

The table below illustrates the assignment of rankings:

Team 1:	
Rider A	54.59 seconds / 0 error points
Rider B	55.35 seconds / 0 ep
Rider C	53.27 seconds / 4 ep
Rider D	55.84 seconds / 4 ep

Team 2:	
Rider E	52.83 seconds / 0 ep
Rider F	54.75 seconds / 0 ep
Rider G	55.21 seconds / 0 ep
Rider H	55.84 seconds / 0 ep
Rider I	53.54 seconds / 4 ep

Results:	
1. Team 2	162.79 seconds / 0 ep
2. Team 1	163.21 seconds / 4 ep

The rules only apply to show jumping on the course and jump-off. Style classes and other special classes will have their own rules or existing policies and rules will apply.