

A SPECTATOR'S GUIDE

Show jumping 101

Show jumping is a beautiful, fast, and exciting sport that has the ability to capture a broad audience because of the incredible effort and heart of the horses involved. People of all ages can appreciate the beautiful, athletic horses in partnership with their riders soaring over towering jumps. At the highest levels of the sport, horse and rider combinations jump over obstacles over five feet high and six feet wide.

SANTA ANITA SHOW JUMPING

Rules of show jumping

Horses and riders must jump a course of obstacles in a predetermined order created by a course designer. The courses consist of eight to fourteen jumps, and vary with each day of competition. Horses and riders must also complete the course within a certain time allowed, usually around 75 seconds.

Show jumping is judged objectively on speed and execution, scored upon the basis of faults (penalties) incurred. Faults include knocking down rails or elements of a jump, refusals to jump an obstacle, and taking longer than the time allowed to complete the course.

A horse and rider go “clear” if they do not have any faults. They then advance into the jump-off, which is a shorter version of the original course. Here, time is of the essence! Typically, the pair that goes double clear with the fastest jump-off wins the class.

FAULTS ARE AS FOLLOWS

Lowering the height of the fence	**4 faults**
Foot in water (open water jump)	**4 faults**
First refusal to jump an obstacle	**4 faults**
Second refusal	**Elimination**
Falls, except in FEI classes	**Elimination**
Time over the time allowed	**1 fault / second**



SANTA ANITA SHOW JUMPING

Rich military history

Show jumping stems from military traditions in the late 1800's and early 1900's. Competitive horse jumping grew out of the cavalry exercises military riders performed with their horses. Until the mid-1940's, the United States equestrian teams were only open to military personnel.

The sport evolved drastically after World War II and began to more closely resemble the types of competitions seen today.

Today, the sport is dominated by civilian riders, both amateurs and professionals alike, rather than members of the military.

Show jumping, as one of the three equestrian sports at the Olympics, is the only Olympic sport in which men and women compete against each other and the only Olympic sport with animals.

TYPES OF SHOW JUMPING CLASSES

Classic

A classic is the penultimate class of any division. It will involve the most technical course and highest jumps allowed for that division. Classics involve a first round and a jump-off for the horses and riders that complete the first round with no faults. The winner of the jump-off with the fastest time and no faults will take home the blue ribbon in this class.

Grand prix

One of the staples of the event is Saturday night's grand prix, which is the highest level of competition in show jumping. Like a classic class, a grand prix involves a technically challenging first round set at the maximum height for the division – over five feet tall and six feet wide at international levels – and a jump-off for those who complete the first round in the clear. The rider who completes the jump-off with the fewest faults and the fastest time will win the class!



SANTA ANITA SHOW JUMPING

Glossary of terms

Amateur owner

Divisions which are restricted to non-professional adult riders who ride horses owned by themselves or members of their immediate family.

Course

In each class over fences, competitors must negotiate the jumps in a prescribed order.

Combination

Two or three jumps set up so they must be taken in quick succession, separated by only one or two strides. A combination is considered to be a single obstacle.

Fault

Penalty assessed in jumper classes for mistakes such as knockdowns, refusals, and exceeding the time allowed.

Equitation

Equitation classes are classes in which the rider, not the horse, is judged. The rider must demonstrate good seat and hands, and sufficient management of the horse to perform the required tests, either over fences or on the flat, in a smooth, controlled, and accurate manner.

Clean round

When a horse completes the prescribed jumper course within the time allowed without incurring jumping faults. When more than one horse has a “clean round,” a jump-off is held to determine the winner.



SANTA ANITA SHOW JUMPING

Riders attire

Breeches and boots, hunt coat, and helmet are all worn by the riders. Breeches are the tight fitting pants worn under leather boots.

In and out

A two-jump combination, with elements separated by one or two strides.

Tack

The equipment worn by the horse depends on the needs of the animal. The saddle and bridle are the staples. Other equipment may be added such as a martingale, which attaches to the saddle and bridle to keep the horse's head from raising too high. Horses may also wear boots or bandages on their legs for support or protection.

Jumpers

Jumpers are judged solely on their ability to jump obstacles without faults. Unlike hunters, their form isn't judged.

Vertical

A fence with no spread to it, which forces a horse to make a steep arc in his effort to jump.

Jump-off

All horses with "clean" first rounds jump a shortened course against the clock to determine the winner.

Walking the course

Riders and horses may not practice on a course prior to actual competition, but they are permitted to walk out the route, pacing off the number of strides between jumps and examining the obstacles closely. It is a course designer's job to set up problems that will challenge the ability of exhibitors. Riders and trainers must determine what and where these are in a course and develop strategies accordingly.

Sport horse

Horse bred especially for competition in the disciplines of show jumping, eventing, or dressage based on the performance records in the lineage of sire and dam.

Hunter

Unlike jumpers, hunters are judged on the style in which they negotiate obstacles as well as on their ability to do so. They should display jumping ability, manners, style, an even pace, and quality. Santa Anita CSI3* & CSI5*-W don't feature any hunters.

Green

An inexperienced or young horse.

Schooling

The warm-up session prior to each rider's round in which they jump practice fences in the schooling area.

Gaits

The different paces at which the horse travels are the walk, trot, canter, gallop, and varying speeds of each.

Round

Or "trip"; terms used to describe a rider's turn in each class.