

WHAT IS JUMPING?

Jumping is probably one of the best known of the equestrian disciplines recognised by the FEI where men and women compete as equals in both individual and team events. In modern Jumping competitions, horse and rider are required to complete a course of 10 to 13 jumps, the objective of which is to test the combination's skill, accuracy and training. The aim is always to jump the course in the designed sequence with no mistakes – a clear round. If any part of an obstacle is knocked down or if the horse refuses a jump, penalties are accumulated. The winner of the competition is the horse and rider combination that incurs the least number of penalties, completes the course in the fastest time or gains the highest number of points depending on the type of competition.

Scoring

For most competitions two types of scoring tables are used: Table A and Table C. The most frequently used scoring table is Table A. Each fault is penalised with a certain number of penalties. Each fence knocked down draws a sanction of 4 penalties, as does the first refusal (this is when the horse stops short in front of the jump or goes around it). The second baulking or refusal (or third for classes under 1.20m), as well as any fall, will eliminate the horse and rider.

The classification is established according to the penalties obtained. Often, several riders succeed in jumping a clear round. In this case, there are two possibilities: if the competition does not include a Jump-off, the competitor with the fastest time wins. If the competition does include a Jump-off, those tied for first place jump a new shorter round against the clock. The winner is the one with the fewest penalties accumulated over the reduced course, and in the event of a tied score, the time will be the deciding factor.

Competitions judged according to Table C are called speed competitions as the classification is established only according to time. Faults incurred are converted into seconds and added the time taken to complete the round. In Table A competitions, there is a time allowed; riders who do not complete their round in the time allowed are penalised by 1 fault per four seconds of excess time. Whatever the type of Table, there is a time limit during which the round must be completed; exceeding the time limit incurs elimination.

Whilst the information above provides a brief overview, there are specific rules for individual events depending on the relevant table and article in which they are run. Comprehensive rules for all jumping events can be found through the link on the Jumping SA website under Jumping Rules.

World Cup Jumping

The FEI World Cup Jumping Series comprises of 13 leagues across all continents. The top placed rider from each series is invited to attend the World Cup Jumping Final.