

Tottenham Equestrians

Jumper Class Definitions

Entering and exiting the ring must be done at a walk.

Table A:

While at most shows the 1st round of Table A is timed, the first course is not timed at Tottenham. If the Horse & Rider are clear in the 1st round, (no rails, refusals or falls) then they are eligible for the Jump Off. The Jump Off is timed. Least faults win with time the deciding factor for equal faults.

Table C:

In Table C, there is one timed round. Least faults win with time the deciding factor for equal faults.

Fault & Out:

In Fault & Out, there is one timed round but if you make a fault (i.e. refusal or rail), you are out. After your fault jump, you must take the next jump in the course to stop your time. The rider who has made it the furthest through the course with the fastest time wins.

Gambler's Choice:

In Gamblers Choice, you are given a time limit (as indicated) to ride your own course. Each fence can be jumped a maximum of twice. If any jump is knocked down, it cannot be jumped again. Each clear jump earns a point value (as indicated). A rail or refusal earns zero points. At the end of the time limit, the whistle is blown and you must take a jump to stop your time. The jump to stop your time does not count towards your points. Once you have completed the above, you may take the optional Joker Fence. If clear, your points will increase by the amount indicated but a rail or refusal on this jump will make you lose that amount. Rider with the highest score wins.

Power & Speed:

There are 2 Parts to the course. The Power part is ridden first and is not timed. If you are clear through the power portion, (no rails, refusals or fall), you may continue into the speed portion of the course. The speed part is timed. Least faults win with time the deciding factor for equal faults.

Hi-Ho Four in a Row:

The course and Jump Offs are not timed. Each Rider who completes the first course with no faults moves into the first round of the jump off. The Jump Off is a row of Four Jumps. For each Jump Off, you may start by jumping one of the other jumps in the first course as a warm up into the Jump Off. Each round you go clear moves you into the next round. Jumps will start off lower and will change in height and/or appearance with each round. Any Fault (rail, refusal or fall) pulls you out of the next Jump Off. Who ever makes it the farthest wins.

Mini Prix:

There are two rounds with different courses (not timed) and a timed jump off. Riders who are clear in both rounds are eligible for the jump off. Jump Off is timed. Least faults win with time the deciding factor for equal faults.