

# JUMPER SCORE SHEET



Newfoundland & Labrador  
Equestrian Association

SHOW: \_\_\_\_\_

DIVISION: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

DATE: \_\_\_\_\_

Time Allowed: _____ seconds														Time Limit: _____ seconds														TIME (seconds)	PENALTY TOTAL	SCORE
Obstacle #		1	2	3	4	5	6	7	8	9	10	11	12																	
RING NUMBER	CLEAR ROUND																													
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JUDGE NAME (please print): \_\_\_\_\_

JUDGE SIGNATURE: \_\_\_\_\_



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#### **JUMPER CONDUCT:**

- The 'order-of-go' must be posted at least 30 minutes before the start of the class.
- Where a competitor has more than one horse in the class, the order of go should provide at least five horses between the competitor's horses. The other horses will be moved up in order to satisfy this rule.
- Late and post entries go first in a class when they are accepted after the Order of Go is drawn.
- The judge's whistle signals the start of a round, after which the horse has 60 seconds to cross the starting line or face elimination.

#### **COURSES:**

- Flags are used on the jumps to indicate the approach to be taken, and to indicate start and finish lines.
- Red flags indicate the right-hand side and white flags the left-hand side of the jumps.
- Jumps should be numbered at the base.
- The total length of the course in meters may never exceed the number of obstacles in the course multiplied by 60.
- The starting line may not be more than 15 m and not less than 6 m from the first obstacle.
- The finishing line may not be more than 15 m and not less than 6 m from the last obstacle.

#### **CLEAR ROUND CLASSES:**

- Placings are to be awarded based on the least number of penalties received – in the event of multiple true clear rounds (i.e., 0 penalties), ties for 1st place are acceptable
- Modified Clear Round courses must be able to accommodate at least 60% of the minimum required jumps as noted above to be acceptable as recognized classes.

#### **TABLE A CLASSES:**

- The first round is both timed and scored. Ties for first place based on penalties are broken by a jump off, with remaining placings based on penalties and time incurred in the first round.

#### **JUMP OFF:**

Those competitors who are in equal first place after one round of the same height may take part in a jump off. The order of starting in the jump off must remain the same as the order of starting for the original round. The jump off must be conducted under the same rules and table A penalties as the original class.

- In the event of further tie(s) for first place, a maximum of four additional jump off rounds are permitted. Horses cannot exceed six jumping efforts per day of competition.

- Modified Table A Jumper and Jump Off courses must be able to accommodate at least 70% of the minimum required jumps as noted above to be acceptable as recognized classes.

#### **PENALTIES:**

Penalties for disobedience accumulate not just at the same obstacle but throughout the entire round.

First refusal/disobedience	4
Second refusal/disobedience	Elimination
Obstacle knocked down while jumping	4
One or more feet in water jump or on lathe	4
Fall of horse, rider or both in class	Elimination
Refusal, plus knocking down an obstacle	4 AND +6 seconds added
Exceeding the time allowed	1 per second or fraction over
Exceeding the time limit	Elimination

#### **ELIMINATION:**

- Two disobedience's including refusal, stop, run-out, or extra circle.
- Bolting from the arena.
- Off course.
- Jumping an obstacle before it is reset.
- Fall of horse and/or competitor.
- Deliberately addressing an obstacle.
- Failure to start the course within 60 seconds of bell or whistle.
- Starting (or continuing) on course before the signal to proceed.
- Jumping an obstacle before crossing the start line.
- Leaving the arena before finishing the course.