Jumper Tables Explained

Both Course A and Course B will have the same jump courses (must only memorize 1 course)- But they will be judged differently as explained below.

Course A

Table IV Sec 1. (Optimum Time)

The placings are decided by adding together the faults incurred over the course (rails down, circles, or refusals.)

In the case of equality of faults (Ex: more than one rider with zero faults), the horse with the time on course closest to Optimum Time (over or under) will win followed by the next closest, etc. After those with zero faults are placed then those with faults will be placed according to their optimum times.

Optimum time for each height will be posted on the course map.

The lower the jump height, the slower the pace will be set for the course.

-Example: 12”-18” will be set at 300 meters/min
2’-2’3 325 meters/min
2’6-3’ 350 meters/min

Course B

Table II Sec 2 (d) (Power & Speed)

Two Phase Competitions - Scores are decided by adding together the faults (rails down, circles, or refusals) incurred over both phases (if any.) Whether or not a rider has gone clear in the first phase (the first ½ of the course), they will continue onto the second phase (the remaining ½ of the course.) Your time starts as the horse crosses the start line for the second ½ of the course.

Simply Put: The course is divided into two parts, with the first ½ of your course being the “power” portion, and the second ½ of your course being the “speed” portion.

Regardless of if you go clear in the first ½ of the course, you simply – without stopping – continue through the remainder of the course. This second ½ of the course is considered the speed section, in which you *could* aim to go a bit faster. Essentially, it’s like having a jump-off without stopping your ride or having to memorize a separate jump-off.