

HUNTER IN-HAND

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Before your class...

Watch for the jumping pattern to be posted. When it is, take the time to memorize it. If you have a cell phone, take a picture of the pattern on your phone.

Just before your class, you should be offered a 'walk through'. This is when the ring steward or other designated person will walk the exhibitors through the course (without their horse), going jump by jump.

Think about your strategy during the walk through and ask questions about the course, if you have any.

Major Faults and Causes for Elimination

You will be marked down for any of the 'Major Faults' and will be disqualified for any of the 'Causes for Elimination'.

Major Faults

- * Refusals
- * Not maintaining an even pace

- * Charging the fence
- * Knockdowns, touches or rubs

- * Showing obstacle to horse
- * An unsound horse

- * Bucking or kicking
- * Abuse of the horse

- * Spooking or shying
- * Jumping of obstacle by the exhibitor

Causes for Elimination

- * Fall of horse or exhibitor
- * Three refusals (same jump or a total of jumps)

- * Off course (not jumping the jumps in the proper order or direction)
- * Carrying a whip

- * An unsound horse
- * Abuse of the horse

- * Bucking or kicking
- * Abuse of the horse

- * Spooking or shying
- * Jumping of obstacle by the exhibitor

****Jumping should be fun for you and for your horse! ****

