

Protocol for Fox Crossing Schooling Jumper Show Classes

Enter the ring as soon as the previous rider crosses the finish line.

While awaiting the judge's signal

- You may walk, trot, and/or canter around all areas of the ring at will.
- You may cross the start and finish lines backwards or forwards.
- “Showing” a fence to your horse during your warm-up may incur elimination.

AFTER the judge's signal:

1. Be sure to cross the start line!!!
2. The timer starts when you cross the start line in the correct direction.
Note: If you do not cross the start line within 45 seconds after the judge's signal, the timer starts anyway and you are "being judged".
3. Jump each fence once in numerical order and in the correct direction.
4. Cross the finish line in the correct direction.
NOTE: You may cross the finish line in either direction while on course. The timer stops when you cross the finish line in the correct direction after jumping the last fence on the course.
5. Exit mounted, at the walk.

If you qualify for a Table II, Section A jump-off round:

(ie, 1st round you have no jump penalties)

1. Jump off rounds will be ridden after completion of all first rounds.
2. After the judge's signal -- cross start line, and proceed with 3. through 5. above.

OTHER:

- You may walk, trot, or canter while on course, but you must maintain forward momentum.
- Warm-up fences, start lines & finish lines have red and white markers. When jumping, keep the RED marker on your RIGHT and the WHITE marker on your LEFT.
- Halting or backing up on course (except after a refusal) is considered a disobedience and is penalized the same as a refusal.
- Crossing your path between 2 consecutive fences (example, jump fence 2, circle, then jump fence 3) while on course is penalized the same as a refusal.
- Starting on course prior to the judge's signal = elimination
- Failing to cross the start line before starting your course= elimination
- Jumping a fence out of order = elimination
- Jumping a fence twice (unless a requirement of the class)
- Jumping a fence backwards = elimination
- two "disobediences" [refusal, run-out, circle, halt] = elimination
- Failure to cross the finish line after your round = elimination