

Jumper Pairs Rules (arena courses)

Jumper Pairs Rules:

1. riders of any age can ride together
2. riders may converse and strategize with each other throughout their round
3. 2 horses – one “front” and one “back”:
 - front horse may lead throughout the course
 - OR
 - the horses may swop positions as often as desired provided there is no change in the pattern of the course
4. timing:
 - clock starts when front horse crosses the start line
 - clock stops when back horse crosses the finish line
5. “front” horse refusal or run out options:
 - “back” horse can proceed over the fence and the “front” horse can follow
 - OR
 - “back” horse can wait while “front” horse is re-presented to the fence
6. “back” horse refusal or run out options:
 - “front” horse may halt and wait (no penalty for halting on course)
 - OR
 - “front” horse may proceed and allow “back” horse to catch up
7. rail down:
 - if the “back” horse drops a rail, continue on course; normal penalty applies
 - if the “front” horse drops a rail, the clock stops and the round is over; pair will be scored on their accumulated ride up to that point (*for example, if no pairs complete the course, the pair that went furthest wins, with ties broken by time on course*)
8. normal jump penalties will apply to
 - circling between obstacles
 - refusals
 - run-outs

Great way to get a greener horse around. Great opportunity to teach riders to think on the fly! The fun possibilities are endless!!