



FROM A JUDGE'S PERSPECTIVE HUNTER AND JUMPER SHOW BASICS

HUNTERS

- All Hunters are judged solely on the horse. Hunters and equitation are judged both objectively and subjectively.

ON THE FLAT

- First and foremost the horse must be well mannered and carry a steady rhythm at all three gaits.
- While riding the corners, the horse should be slightly bent in the direction of travel.
- Smooth transactions.
- After these basic requirements are fulfilled the judge is looking for quality of movement.
 - a) Hunters should track up well behind and have freedom of movement through the shoulder.
 - b) The ideal Hunter on the flat will be flat in the knee and move with a long sweeping movement at the trot. His canter should be smooth and ground covering.
- The ideal hunter should appear soft and supple.

OVER FENCES

- Horses must jump from an even distance at each jump.
- Must be on the correct lead.
- Ride on a straight line.
- Carry a steady and forward rhythm.
- Horse should be slightly bent in the direction of travel around turns.
- Once these basic requirements are fulfilled the judge looks for quality of movement and quality of the jump itself.

In both flat and over fences, the judge is also looking for certain intangibles such as overall quality of mount, class and ring presence.

EQUITATION - ON THE FLAT & OVER FENCES

- Equitation is judged on primarily the rider. It is the rider's responsibility to choose the proper mount for the job.

THE BASICS

- Rider should appear soft and supple and have control of their mount.
- Smoothness of execution.
- The rider should have a deep flexed ankle, a steady leg, should ride tall in the tack and have attractive angles.
 - a) The heel should fall underneath the hip and the hip underneath the shoulder while the rider is in the three point.
 - b) The rider should always have a look of planning in their eye.
- Rider's hand should be supple with a straight line from the rider's hand to the horse's mouth. The rider's hands must be quiet as well as effective.
- On the flat the judge is looking for smoothness of transition and a steady rhythm.
- The rider should ride in a straight line and keep the horse slightly bent in the direction of travel.
- Horses must jump from an even distance at each jump.
- Must be on the correct lead.
- Carry a steady and forward rhythm.
- The most important quality of an equitation rider is their ring presence.

JUMPERS

- Jumpers are entirely objective.
- Typical jumper competitions are based on time and jumping faults.
- Horses are faulted for refusals and knocking rails down. In a touch class horses are given faults for simply touching the rail.
- In certain types of jumper classes there is a pre-set time allowed. When the horse goes over that time allowed he is given time faults which are added to any jumping faults the horse may have accumulated on the course.
- The horse that navigates the pre-set course in the least amount of time with the least amount of jumping faults is the winner.