

Caledon Equestrian Park is the host location for various equestrian shows each season (May to October). Here's a few of the basics of Show Jumping, Hunters and Dressage.

What is **Show Jumping**?



Show Jumping, also known as "stadium jumping", "open jumping", or simply "jumping", is a part of a group of English riding equestrian events that also includes dressage, eventing, hunters, and equitation. Jumping classes are commonly seen at horse shows throughout the world, including the Olympics. Sometimes shows are limited exclusively to jumpers,

sometimes jumper classes are offered in conjunction with other English-style events, and sometimes show jumping is but one division of very large, all-breed competitions that include a very wide variety of disciplines.

What's the difference between Hunters and Jumpers?

People unfamiliar with horse shows may be confused by the difference between hunter classes and jumper classes. Hunters are judged subjectively on the degree to which they meet an ideal standard of manners, style, and way of going. Conversely, jumper classes are scored objectively, based entirely on a numerical score determined only by whether the horse attempts the obstacle, clears it, and finishes the course in the allotted time. Jumper courses often are colorful and at times, quite creatively designed. Jumper courses tend to be much more complex and technical than hunter courses because riders and horses are not being judged on style. Hunters have meticulous turnout (look of the horse/rider) and tend toward very quiet, conservative horse tack and rider attire. Hunter bits, bridles, crops, spurs, and martingales are tightly regulated. Jumpers, while caring for their horses and grooming them well, are not scored on turnout, are allowed a wider range of equipment, and may wear less conservative attire, so long as it stays within the rules. Formal turnout always is preferred; a neat rider gives a good impression at shows.

How does the scoring work?

Jumper classes are held over a course of show jumping obstacles, including verticals, spreads, and double and triple combinations, usually with many turns and changes of direction. The intent is to jump cleanly over a set course within an allotted time. Time faults are assessed for exceeding the time allowance. Jumping faults are incurred for knockdowns and blatant disobedience, such as refusals (when the horse stops before a fence or "runs out"). Horses are allowed a limited number of refusals before being

disqualified. A refusal may lead to a rider exceeding the time allowed on course. Placings are based on the lowest number of points or "faults" accumulated. A horse and rider who have not accumulated any jumping faults or penalty points are said to have scored a "clear round". Tied entries usually have a jump-off over a raised and shortened course, and the course is timed; if entries are tied for faults accumulated in the jump-off, the fastest time wins.

What is **Dressage**?



Dressage is a highly skilled form of riding performed in exhibition and competition, as well as an "art" sometimes pursued solely for the sake of mastery. The discipline has a rich history with ancient roots.

As an equestrian sport defined by the International Equestrian Federation, dressage is "the highest expression of horse training" where "horse and rider are expected to perform from memory a series of predetermined movements."

Competitions are held at all levels from amateur to the Olympic Games and World Equestrian Games. At the peak of a dressage horse's gymnastic development, the horse responds smoothly to a skilled rider's minimal aids. The rider is relaxed and appears effort-free while the horse willingly performs the requested movement.

In modern dressage competition, successful training at the various levels is demonstrated through the performance of "tests", prescribed series of movements ridden within a standard arena. Judges evaluate each movement on the basis of an objective standard appropriate to the level of the test and assign each movement a score from zero to ten - zero being "not executed" and 10 being "excellent". A score of 9 is very good and is a high mark, while a competitor achieving all 6s (or 60% overall) should be considering moving on to the next level.