

Rules for Show Jumping Competition

Table

Different point systems are used to confirm the ranking of competitors in accordance with their performance at the end of the competition of each class.

Table A Penalty point system

- The most commonly used system
- Four penalty points will be generated for one jumping fault or the first refusal
- Time fault: one point for every four extra seconds

• Elimination

Upon the second refusal of a competing horse to jump over an obstacle, or the fall of the horse or the rider, the pair is eliminated.

• Jump-off

- It refers to the tiebreaker when competitors get the same score.
- A jump-off will take place when the winner cannot be determined after the main round.
- The jump-off course is shorter and its course is different from that of the main round.

Table C Time system

- Point will be accumulated in terms of extra seconds
- Four extra seconds will be added to the lapsed time for every jumping fault
- The competitor will be eliminated if his/her elapsed time goes beyond the specified duration

Fun facts

In the Longines Speed Challenge, a fault only leads to a two-second penalty, thus giving riders an opportunity to make up for the fault.

How Much Do You Know About Hong Kong Athletes?



Kenneth CHENG

- Started riding at the age of four
- Won bronze medals in both the Equestrian Individual and Team Jumping Events at the 2009 National Games
- Won a bronze medal in the Equestrian Team Jumping Event at the 2010 Asian Games in Guangzhou



Jacqueline LAI

- Started riding at the age of ten
- Was admitted as a member of The Hong Kong Jockey Club (HKJC) Junior Equestrian Training Squad in 2009
- Was promoted to the HKJC Equestrian Team in 2011
- Won a silver medal in the Equestrian Individual Jumping Event at the 2013 National Games



Patrick LAM

- Won a gold and a bronze medals respectively in the Equestrian Individual and Team Jumping Events at the 2009 National Games
- Won a bronze medal in the Equestrian Team Jumping Event at the 2010 Asian Games in Guangzhou



Dos and Don'ts When Watching the Competition



Arrive at the arena at least 15 minutes before the event starts.



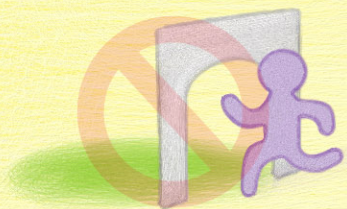
Give your applause of appreciation only when the rider completes a round of competition.



Switch off your mobile or set it to a silent mode.



Audience remain silence when the competition is in progress.



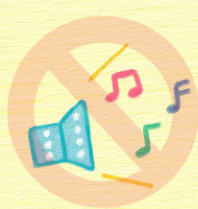
When the competition has already started, wait until the rider in action completes the ongoing round and withdraws from the course before entering or leaving the arena.



Do not make sudden movements, such as jumping or running, which may frighten horses.



Do not use objects, such as umbrellas, signs, cheering props, etc., that may distract horses.



Do not make loud noises, whistle or cheer when a competing horse is jumping over an obstacle.



Do not use flash for photographs.

香港馬術大師賽

Masters of Hong Kong

Introduction to Equestrian Show Jumping Competition

- Equestrian is the only sport where a human being and an animal (a rider and a horse) work as partners in a competition. It is also the only sport where both male and female athletes compete against each other. Among such competitions, show jumping is better known to the public.

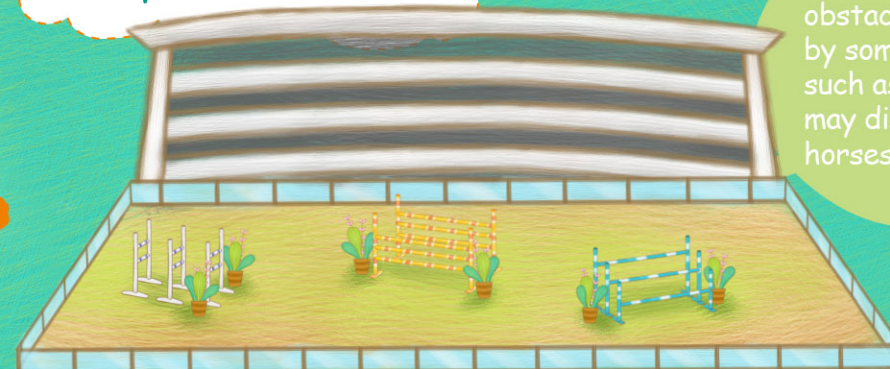
- A competent rider is the one who acts like a pilot or the brain of this horse and rider combination.

Show jumping horses are mainly born in France, Germany, the Netherlands and Belgium.



Riders must be sharp-sighted and able to ride their horses with precision.

Competition Arena



70 X 30 square metres

In the Longines Masters series, the rectangular main arena of 70 x 30 square metres has a riding surface made of an appropriate mixture of fibre and sand to protect the legs and joints of competing horses.

Fun Facts

In the main arena, obstacles surrounded by some decorations such as flowers which may distract competing horses.

It's too close!
Shorten the stride.....



Each stride covers approximately 3.5 metres.

Stride

In a show jumping event, riders have to manage the strides of their horses between fences. Each cantering stride of a horse covers approximately 3.5 metres. The rider may shorten or lengthen each stride in order to adjust the number of strides between two fences so that the horse can jump over obstacles in its best condition and avoid taking off too early or too late.

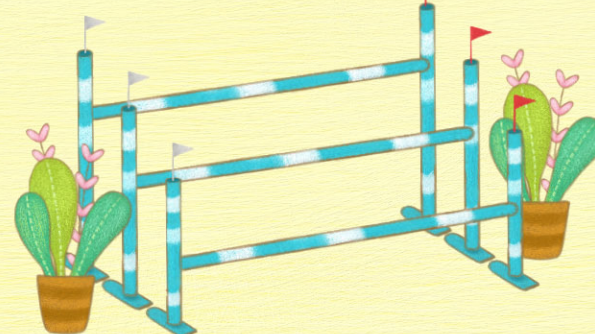
Fun Facts

In a Grand Prix, the obstacles can reach a height of 1.6 meters and a width of 2 metres respectively. A normal course comprises 11 to 14 obstacles. A combination of obstacles is counted as one obstacle.

Types of obstacles:

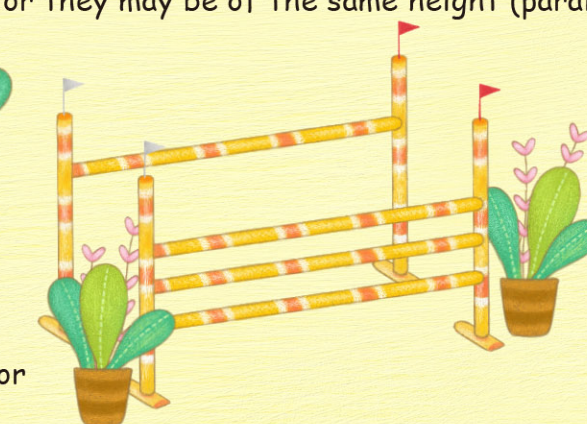
Vertical

A fence comprises at least two poles arranged vertically.



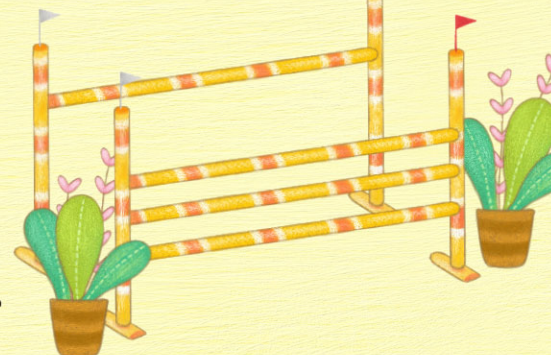
Triple Bar

An ascending spread fence with three or more components is called a triple bar.

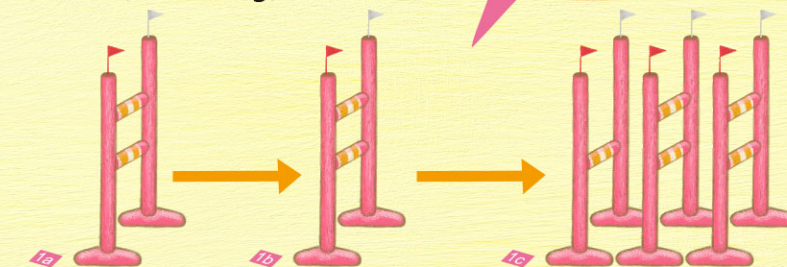


Oxer

The spread fence is wide and high. Its width may be longer than its height. The front part may be lower than the back (ascending), or they may be of the same height (parallel).



A spread fence with two components is called an ascending oxer.



Combination

A combination is a series of obstacles comprising two to three sets of fences separated by a distance of one to two cantering strides. If a competing horse refuses to jump across one of the fences or runs out between two fences, the rider and the horse are required to jump across the entire combination of fences again.

Competing horses:



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