

Jumper Classes & Divisions

No.	Name	Height (cm)	Height (in)	Table	Eligibility/Restrictions
48	Poles	10	4"	IV.1	All riders/horses/ponies No cross entry >75cm
49					
50	Cross Rails	40	16"	IV.1	All riders/horses/ponies No cross entry >85cm
51					
52	Puddle Jumpers	60	2'	IV.1	All riders/horses/ponies No cross entry >95cm
53	Puddle Jumpers	60-65	2' 0" -2' 3"	II 2c	All riders/horses/ponies No cross entry >95cm
54	Puddle Jumpers	60-65	2' 0" -2' 3"	II 2b	All riders/horses/ponies No cross entry >95cm
55	Novice Jumper	65-75	2'3"-2'6"	II.1	All riders/horses/ponies No cross entry > 1.0m.
56	Novice Jumper	65-75	2'3"-2'6"	II 2c	All riders/horses/ponies No cross entry > 1.0m.
57	Novice Jumper	65-75	2'3"-2'6"	II 2b	All riders/horses/ponies No cross entry > 1.0m.
58	Novice Ch/AA	65-75	2'3"-2'6"	II.1	Amateur Only No cross entry > 1.0m.
59	Novice Ch/AA	65-75	2'3"-2'6"	II 2c	Amateur Only No cross entry > 1.0m.
60	Novice Ch/AA	65-75	2'3"-2'6"	II 2b	Amateur Only No cross entry > 1.0m.
61	Open Jumper	75	2'6"	II.1	All riders/horses/ponies
62	Open Jumper	75	2'6"	II 2c	All riders/horses/ponies
63	Open Jumper	75	2'6"	II 2b	All riders/horses/ponies
64	Low Jumper	85	2'9"	II.1	All riders/horses/ponies
65	Low Jumper	85-95	2'9"-3'	II 2c	All riders/horses/ponies
66	Low Jumper	85-95	2'9"-3'	II 2b	All riders/horses/ponies
67	TB Jumper	85	2'9"	II.1	All riders, TB Only
68	TB Jumper	85-95	2'9"-3'	II 2c	All riders, TB Only
69	TB Jumper	85-95	2'9"-3'	II 2b	All riders, TB Only
70	Ch/AA	95	3'	II.1	Amateur Only
71	Ch/AA	95-1.0m	3'-3'3"	II 2c	Amateur Only
72	Ch/AA	95-1.0m	3'-3'3"	II 2b	Amateur Only
73	Sch. Jumper	1.0m	3'3"	II.1	All riders/horses/ponies
74	Sch. Jumper	1.0-1.10m	3'3"-3'6"	II 2c	All riders/horses/ponies
75	Sch. Jumper	1.0-1.10m	3'3"-3'6"	II 2b	All riders/horses/ponies
76	Mod. Jumper	1.15m	3'9"	II.1	All riders/horses/ponies
77	Mod. Jumper	1.15-1.20m	3'9"-4'	II 2c	All riders/horses/ponies
78	Mod. Jumper	1.15-1.20m	3'9"-4'	II 2b	All riders/horses/ponies

USEF Table IV, Section 1 (Optimum Time)

- Riders aim to complete the course as close as possible to a posted **optimum time**—a target set slightly below the maximum time allowed.
- Time penalties apply if a competitor exceeds the time allowed.
- In the event of a tie, the rider closest to the optimum time **without faults** wins.

USEF Table II, Section 1 (Fastest Clear Round)

- One round, one chance: the fastest clear round wins.
- Knockdowns, refusals, and exceeding the time allowed result in penalties.

USEF Table II, 2b (Jump-Off Format)

- Riders who **go clear** in the first round stay in the ring and wait for the buzzer to begin the jump-off.
- The jump-off is a shortened version of the original course with tighter turns and strategic challenges.
- The fastest clear round in the jump-off determines the winner.
- This format adds an element of strategy, as riders must navigate risk versus reward in both rounds.

USEF Table II, 2c (Power and Speed)

- The course is split into **two phases**: the first is the "power" phase, which tests careful, fault-free riding.
- If the rider completes the power phase clear, they seamlessly continue into the "speed" phase.
- The speed phase is all about time—the fastest clean ride takes the class.
- If a rider incurs faults in the power phase, they are eliminated from the speed phase.