

# Show Jumping

A wonderful opportunity to compete at a friendly show

25/07/2026 09:30

## Show Jumping

A range of show jumping classes for Children and young adults

**Ring: Show Jumping**

### Judges

To Be Confirmed (Judge)

Number	Name	Description
1A	Cross Poles on the Lead Rein	Riders 12 years and under. 1 round against the clock. To run in conjunction with Class 1b (separate prize for lead rein). Lead rein competitions are eligible to enter Section A of classes 1 to 4 only.
1B	Cross Poles off the Lead Rein	Riders 16 years and under. 1 round against the clock. To run in conjunction with Class 1a.
2	50cm without fillers	Riders 16 years and under. Jumped as a 2-phase class with jumps 6-11 against the clock.
3	70cm with fillers	Riders 16 years and under. Jumped as a 2-phase class with jumps 6-11 against the clock
4A	Ride & Run 50 - 60cms (Lead rein entries welcome)	Split class - Separate prizes/rosettes for each category. Riders up to and including 11 years of age. First 6 fences to be jumped whilst mounted followed by a short obstacle course to be completed by the rider on foot.
4B	Ride & Run 50 - 60cms	Split class - Separate prizes/rosettes for each category. Riders aged 12 to 16 years. First 6 fences to be jumped whilst mounted followed by a short obstacle course to be completed by the rider on foot.
5	80cms with fillers	Riders 16 years and under. Jumped as a 2-phase class with jumps 6-11 against the clock.
6	70cms with fillers	Riders over 16 years of age. Jumped as a 2-phase class with fences 6-11 against the clock.
7	80cms with fillers	Riders over 16 years of age. Jumped as a 2-phase class with fences 6-11 against the clock.
8	Open 95cms - 100cms with fillers	Riders over 16 years of age. 2 rounds to include a jump off.
9	The John Carter Memorial Class	Take your own line (accumulator) maximum height 100cm. Riders over 16 years of age. Each fence is allocated a point score. Jump as many fences as you can, in any order, in 75 seconds with the Joker fence adding an extra 20 points (can only be jumped twice). Any fences knocked down cannot be re-attempted.