Hunter/Jumper Optional Focus Area
Skills Checklist

Member’s name:_________________________________________

Safe development of the hunter-jumper requires that both the horse and rider acquire specific knowledge and skills. The following are suggested skills for different age/skill levels. The Hunt Seat & Jumper publication (Learning to Jump with Your Horse – PNW 488) is available as a Leader Guide for this optional focus area. Each Level may take 2 or 3 years to complete; emphasis should be placed on being able to consistently perform these skills.

Level 1

1. Identify different type of bits, bridles, saddles and personal attire used.

2. Explain why horses younger than 4 years of age should not be jumped.

3. List at least four (4) essential traits that the horse and rider each need. Why?

4. Why is it important to do lots of bending, turning, lateral work and change of pace exercises on the flat before and during jumper training?

5. What is the difference between a 2-point and 3-point jump position? When are each used?

6. Why is cavaletti and flat work important before jumping? How much time daily and times per week should be spent actually jumping fences?

7. What major problems occur if stirrups are forward or behind vertical?

8. List causes and solutions for refusals, runouts, rushing, and bucking.

9. Demonstrate these skills (in order of progression):

   a. Properly saddle, bridle, and adjust all tack for correct fit.

   b. Calm control of the horse at all gaits and transitions (including simple changes, halts, and backing).

   c. Correctly post and change diagonals in a serpentine and figure 8.

   d. Proper jump position (2-point) while working all three (3) gaits on a lounge line, both directions; first with stirrups, then without stirrups.

   e. Crest release while doing cavaletti work in proper jump position.

   f. Cavaletti work in jump position, plus a single 15-inch jump located 9 feet beyond last cavaletti.

   g. Cavaletti plus a series of three jumps (grid or bounce) set 9 feet apart at 12, 15, or 20 inches in height with no problems.

   h. Trot in jump position over single jumps 15 to 18 inches
1. Describe the different types of saddles, bridles, and bits, and why they are used.

2. How does the rider’s movement/balance affect how the horse jumps?

3. Why is it important for the horse to be in the correct lead when jumping?

4. List five unsoundness/conformation faults that might affect jumpers. Explain each.

5. What is the distance between in-and-out jumps? Why? How does this distance affect short-strided horses and ponies vs. long-strided horses?

6. Demonstrate these skills (strive for consistency and perfection):
   a. Pick up the correct diagonals without looking.
   b. Trot over cavaletti and single low jump (20 inches) located 9 feet beyond lasts cavaletti, without using stirrups or reins.
   c. Trot over cavaletti and series of low jumps (20-24 inches) in a grid, without using stirrups or reins.
   d. Counter-canter both directions; tell leads by feel, without looking.
   e. Hand gallop and pull up; no movement after stopping.
   f. Do leg yields and half-halts from the collected trot, extended trot, collected canter, and extended canter.
   g. Jump a low (20-24 inch high) 36-foot in-and-out at the trot, then canter.
   h. Jump a low (20-24 inch high) 24-foot in-and-out at the trot, then canter.
   i. Jump a course of at least eight jumps (20-24 inches high) with one 36-foot in-and-out, one oxer, and at least one change of direction, without problems.
j. Calmly canter a course of at least eight jumps (20-24 inches high) having one in-and-out jump, two oxers, and two changes of directions, picking up the correct lead after each jump and change of direction.

7. Describe how hunter and jumper classes are judged. What are the differences between Tables I, II, and IV of the AHSA rule book? Explain how ties are broken.

Level 3 – Complete Level 2 before proceeding to level 3

1. Why are different stirrup lengths used for training on the flat, riding hunt seat over fences and jumping high?

2. What is meant by independence of hands, legs, and seat when riding or jumping?

3. Does a rider “lift” the horse over a jump? Explain

4. Describe the difference between a 3-beat and 4-beat gallop; when is each used in jumping?

5. How do you cure a horse of these habits: popping, jumping too soon, speeding up after going over the fence, jumping off its front feet, and jumping hollow backed?

6. Demonstrate these skills *(strive for consistency and perfection)*:
   a. Pick up the canter (both leads) from a posting trot, sitting trot, walk, and halt.
   b. Flying change of leads (both directions) in a figure 8.
   c. Flying change of leads (both directions) on the straightaway.
   d. Do shoulder ins and serpentines of three loops from the collected trot, extended trot, collected canter, and extended canter.
   e. Canter over a low jump, doing a balanced stop on the other side within three or four strides. Turn around and jump the jump from the other side.
   f. Change length of stride between jumps (48 feet apart) from our to five strides.
   g. Ride a course of low jumps (18 to 20 inches high) without stirrups.
   h. Jump a triple in-and-out (27 to 30 inches high).

7. Draw a jump course of your own, including at least tow spreads, two changes of direction, and one in-and-out. Indicate directions of travel, jump height and type (name), plum the distance between the in-and-out jumps.

8. Describe the differences between fences and courses for jumper classes and those for hunter or hunt seat equitation over fences classes.