Helpful Hints for Course Designers and Show Managers

Obstacles on a hunter course should simulate those found in the hunt field such as natural post and rail, brush, stone wall etc. and should be conservatively colored.

Rails used for hunter jumps should be at least 10' in length and preferably be at least 4" in diameter.

For hunter divisions, management needs to have enough equipment to assure jumps are not "airy" as the heights go up. Jumps need to be filled in with rails, brush, flower boxes etc. to give a substantial appearance.

When using oxers on a hunter course, the back rail should be 3" higher than the front element of the jump.

In a hunter division where there are two courses, (Hunter Course A and B, for example) one course should start to the left, or on the left lead and one should start to the right, or on the right lead.

Distances between jumps, or striding, should be measured using a traditional measuring tape.

Make sure obstacles are "dressed" correctly for jumping in the direction they will be jumped for the duration of the show. The course should be completely finished (including decorations/flowers etc.) before the first published schooling session begins. This includes ground lines set on the approach side of the jump, gates slanted away from the approach side of the jump, flower boxes on the approach side of the jump etc.

For time considerations, it is suggested that course designers start and end courses at the "in" gate, thereby allowing a progressive flow from one competitor to the next.

 When possible, all jumps need to have a top rail that will fall off if the jump is hit.

In jumper classes, it is not advisable to use the same jump twice in one course in case a rail goes down or that obstacle is compromised in some way the "first" time it is jumped.

Course designers need to re-evaluate jumper courses after the course is set to be sure the turns that looked reasonable on paper can comfortably be executed in the arena.

Prior to the open schooling times published in the show bill, managers and course designers should do a "trial run" and be sure their courses can go from the lowest to the highest jumping heights offered at their show. They should check that they have enough rails and cups per obstacle. All rails used on a given jump should be of similiar length and should stack well thereby allowing for efficient height adjustments and shorter course changes during the show. All pins on jump cups need to go entirely through holes in standards and standards should have holes drilled low enough to accomodate the lowest jumps and high enough to use in the more advanced divisions.

Courses should be completely finished and as they will be for the show "before" the start of the first published open schooling session.