Jump Canada Clinic

Thunderbird Show Park, Langley, BC, 2001

Linda Allen is one of the top hunter jumper trainer in the US; Julie Winkel, likewise, is a top h/j trainer based in Nevada. She writes a conformation column for 'Practical Horseman' and was instrumental in some of the recent positive changes that are being seen in the hunter show rings.

Linda Allen and Julie Winkel: Natural Obstacles, Types of Fences, Technical Lines

Thunderbird, 2011

Natural Obstacles

- Anything that is permanent should be considered natural (logs, walls, banks, etc.)
- Water:
    - Let the horse learn what he needs to do
    - 11/12 of schooled horses, if you wait (never school water previously), will just jump it when it's first encountered in competition
    - Water should be the 'fun' jump for the horse – they can gallop to it, arc in middle, think that is play
    - If schooling it, do a triple bar over water, not a single rail
    - Fold up a fake/plastic water jump to make it smaller initially, then gradually unfold it as the horse gains confidence; make sure it is clean; have an x over it (don't jump it by itself) if the horse has issues

How horses jump different fences:

- Vertical: centre of arc over jump pole
- Ramp/ascending oxer: centre of arc over back rail
- Square oxer: the highest part of the arc should be an imaginary pole between the 2 poles

Distances:

- The **distance between fences** *means nothing* unless you know **what type of fence you came from/are going to**, where **the line** is located in the ring, what the **size of the ring** is, whether it's **indoor or outdoor**, etc.
- How to tell if a horse is going to be great: it has the ability to change its arc according to the fence quickly and easily
- A horse has to **learn more than one method of getting over the jumps** (be able to jump different types of fences)

- The **most difficult thing** to add to a course is **a fence is a lot of width** (narrow oxers are just wide verticals, so are jumped the same as verticals)
- A **ramp/ascending oxer** is the **easiest** to jump
- **Square oxer** is **harder** than a vertical or ramp oxer
    - o Horse can take lots of rails (front and back)
- **Triple bar: easy to judge**
    - o Many riders take too much away on the approach
    - o Can jump this fence from a longer distance, too
- **Changing height** *does not change the ride*; the horse just has to put more effort into it
- *Be better at the small jumps and you will be better at the big jumps automatically*
- The more 'stuff' in a jump, the more a horse will be overly conscious of the jump
- **Solid fences**:
    - o A **careful horse** will **suck back**
    - o A **bold horse** will **jump better**
    - o An **educated horse** will **jump well**
- For a horse that wants to **jump past his arc**:
    - o **Keep to verticals** (or very skinny oxers)
    - o **Never jump this horse wide**
    - o When you introduce wide, **go square** rather than rampy
- Ground poles (loose ground rails placed at the base of the fence):
    - o For a schooled horse: keep the ground pole in line with the fence
    - o For a greener horse: give more ground line (L. Allen will go out 2')
    - o *NB for Pony Club, ground poles are not allowed*
- For the average size jump, most horses can get away with a deeper spot
- **Swedish oxer**:
    - o The course designer should **NOT put the high side on the direct line** (if angled)
- **Fan jump**:
    - o The **direct line should NOT take you to the wide part**
    - o **Ride to the low side of the front rail**, then it rides like an ascending oxer
- In Europe, they never go straight:
    - o They land on an angle, turn in the air, etc.
- *More important than the correct distance is the right canter to the fence*
    - o If you get the wrong distance, you still have enough underneath you to get over with impulsion
- Jumps should look impressive, but should not jump hard for the horse
- Today, we are too much into practice rounds and warm up classes. **Do it right the first time.** That's the real test. You CAN do it the first time.

Exercise: ride the triple bar, going forward on bending line to vertical, loop left after vertical to oxer set on right angle to vertical, finish with a small circle around another fence

- Extreme angles are good with experienced horses. They learn to look for jumps everywhere
- **When a horse stops**:
    - Assess what happened
        - Did the horse **run out**?
        - Did he **stop way back**?
        - Did he get to the **base and plant** himself?
            - ***Respond to what happened IMMEDIATELY***
            - Acknowledge that the horse has to jump it
            - *Do not be so hard on the horse that he tries to escape the scene*
                - There is no reason for a horse to stand and look at a fence
                - He should *not look **AT** the jump, he should look **PAST** it*
                - *Youtube: Rodriguo Pessoa on Let's Fly (how to deal with a refusal at the water)*

Liverpool: how to jump it depends on if the water (pool) is directly under, out in front, or behind the fence

- **Under** the fence makes it **easiest**
- **In front** of the fence:
    - If the horse is **bold** or a good Liverpool jumper – it's *very easy*, **like having a ground line** on either side
    - If the horse is **spooky**: **more likely to stop**
- **Behind** the fence*: how much behind/to what degree?*
    - If it only sticks out **a little**, it'll **ride like a vertical**
    - If it sticks out **a lot**, it can become a **big distraction**
- *Most riders over-ride Liverpools;* this causes rails
- Introducing Liverpools:
    - Fold it up, make it small
    - Don't jump it by itself, always start with an X over it
    - Once the horse is comfortable, change the X to a small vertical but don't touch the Liverpool
    - Once the horse is jumping that well, gradually unfold the Liverpool
    - Do the fence in both directions
    - Add other fences to create a line – takes the focus off of the Liverpool, and puts it onto the next jump

Walls: if horse is stopping at a wall, open it up, trot between section

- Create an x between section
- Advance to a vertical
- Gradually push the sections of the wall closer together

When starting young horses, most people *introduce things one at a time*