UNITED DRESSAGE & JUMPING CLUB

CIRCUIT SHOWS

PRIZELIST

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A Quick Guide to Showing with the United Dressage & Jumping Club

This is a short version of the Rule Book to give you a general idea about the UDJC concept and classes.

You can find the full Rule Book here:
https://www.udjc.org/rule-books

At most UDJC shows, the "core" of the show is very similar. Please check the UDJC App for a specific show to see which classes are offered at that particular weekend.

About UDJC

The United Dressage & Jumping Club (UDJC) is a nationwide show organization offering affordable, fair, and horse- and rider-focused competition in dressage, jumping, and hunters. We operate under a qualification-based system, riders must demonstrate readiness before moving up. This protects horses, ensures higher-quality riding, and gives riders and horses a clear path for improvement and development.

FOREWORD FROM THE FOUNDER

Why UDJC exists

When I founded the United Dressage & Jumping Club, it wasn't just to create another show organization, it was to fix what I believe has been broken in the U.S. show scene for a long time. For years, I watched riders struggle under a system that was too expensive, too political, and too focused on chasing points instead of building skill. Horses were being pushed beyond their readiness. Beginners were thrown into classes they weren't prepared for, and many left the sport entirely because they couldn't afford to keep going. I knew there was a better way, other organizations and countries have shown it's possible. In those systems, riders progress because they earn it. The environment values horsemanship and education just as much as ribbons and results. The sport is more accessible, and the progression system protects both horse and rider.

That's why UDJC exists. Our mission is to make showing fair, affordable, and development-focused, without sacrificing professionalism or competitive spirit. Every rule we've written and every class we offer is designed to help riders grow, protect horses, and give everyone the chance to experience the joy of competition without breaking the bank. If you're reading this, I hope you see UDJC not just as a show organization, but as a movement. A movement for better riding, better sportsmanship, and a better future for equestrian sport in the United States.

See you in the ring,

David Reichert

Founder of the United Dressage & Jumping Club

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THE RICHARDS COLLECTIVE | COMPASS

Meghan Richards Equestrian Estate Matchmaker

THE UDJC SHOW MANAGER APP

What you can do / How to get started

Your UDJC season starts here.

The UDJC app brings show entries, clinics, memberships, points, and competition records together in one place. Whether you're preparing for your first show or following your progress throughout the season, the app is where you manage your participation in UDJC.

What Can You Do in the App?

- Enter shows and clinics: Find upcoming events and sign up.

- Manage memberships: Get or renew your rider and horse memberships.

- Track your points: Follow your progress throughout the season.

- View your UDJC show record: Find your competition results and past performances.

- Check show schedules: See the actual schedule for your event.

- Find and post sales horses: In the Horse Marketplace

- Access more UDJC features as the platform continues to grow.

Why Do You Need It?

Show entries, clinic registrations, and memberships are handled through the UDJC app. Set up your account before your first event so you're ready to register.

The example schedules in this prizelist are a general guide. Always check the app for the actual schedule and updates for your show.

Two Ways to Get Started

On your iPhone

Download the UDJC app from the App Store, then create an account or sign in.

On Android, a tablet, or a computer

Open www.udjc.app in your browser. No download is needed. The browser version gives you access to the UDJC platform without an iPhone.

Already have an account? Use the same login in the app and browser version to access your information.

DRESSAGE AT UDJC

Benchmark Dressage

You can find all UDJC Dressage Tests here: https://www.udjc.org/downloads

UDJC offers two pathways in Dressage:

Benchmark Dressage (**)

Benchmark Tests are regular Dressage Tests as you know them.

- Tests are ridden individually.

- Riders must achieve qualifying scores to move up a level.

- The focus is mainly on the rider at lower levels. The quality of the horse becomes increasingly important as riders move up the levels.

Ability Dressage (*)

Ability Tests are judged on the rider only and not the quality of the horse.

- No qualification necessary.

- Free part: Ridden in groups of 3 riders in the arena. Riders follow the judge's instructions, with level-specific movements. More time is given to set up, allowing the judge to observe rider preparation and effectiveness.

- The judge gives verbal feedback after this portion.

- Second part: Each rider performs a short, level-specific pattern individually.

- Final score = combined score from both parts.

- Judging Criteria: Judge the rider's position, aids, accuracy, and influence over the horse as well as the horse's rideability, not the horse's quality though.

DRESSAGE AT UDJC

Qualification & Levels

Qualification:

To qualify for a higher dressage Benchmark level, riders must either earn three qualifying scores from the Benchmark level below or three qualifying scores from Ability classes at the same level. Full details are provided in the UDJC Rulebook.

Dressage Levels Offered at Most Shows

- B - Entry-level, walk/trot or walk/trot/canter. Simple patterns, ridden in a group, movements called out by the judge.

Benchmark and Ability Levels:

- E - Similar to Training Level.

- A - Similar to First Level.

- L - Similar to Second Level.

- M - Similar to Third Level.

- S - Similar to Fourth Level

Occasionally, at bigger shows we offer FEI Tests

JUMPERS AT UDJC

Group & Beginner Classes

In UDJC, all jumping classes up to and including 85 cm are judged on style (equitation), NOT speed.

The aim is to develop correct technique and safe riding before introducing time pressure.

Jumping Level Overview:

You can find sample courses and the Overview of Jumping Levels and Heights here: https://www.udjc.org/downloads

Group Jumping Classes (all .40 and .50 classes at all UDJC shows)

- Ridden in a group-format with up to four riders in the ring.

- The group performs a short flat part where the judge calls out easy commands in walk, trot and canter.

- After the flat part, each rider individually performs the jumping part.

- The rider will receive feedback from the judge as well as their score right after the jumping round.

Pre-B Jumper .40 - Style

The course consists of four cross rails from the trot.

B Jumper .50 - Style

The course consists of two cross rails from the trot and four 50cm verticals from the canter.

E* Jumper .65 - Style, E** Jumper .75 - Style & A* Jumper .85 - Style

- There is no flat part anymore.

- The rider enters and performs a jumping course individually.

- The course contains 7-9 jumps, verticals and oxers of 60-65cm in E*, 70-75cm in E** and 80-85cm in A*.

- The rider receives feedback as well as a holistic score after their round.

Scoring Criteria for Style Classes:

- Rider's seat and position, use of aids (accuracy, timing, and effectiveness), rhythm and pace control, straightness and correct approach to fences, track and turns between jumps. In all style classes, flying changes are not required! Riders can perform canter changes through trot!

At Level A** .95, timed jumper classes begin, with style still encouraged but faults and time determining placings in most modes.

Additional Levels and Heights

Level	Height	Level	Height
A** Jumper	.90-.95	S* Jumper	1.40
L* Jumper	1.00-1.05	S** Jumper	1.45
L** Jumper	1.10-1.15	S*** Jumper	1.50+
M* Jumper	1.20-1.25		
M** Jumper	1.30-1.35		

Find your class

Meter	Feet / inches	Meter	Feet / inches
0.50	1'8"	1.00	3'3"
0.60	2'0"	1.10	3'7"
0.70	2'3"	1.20	4'0"
0.80	2'7"	1.30	4'3"
0.90	3'0"	1.40	4'6"

Jumping Modes Overview (Starting at A** - .95):

You can find details about the different modes in the Rule Book:

https://www.udjc.org/rule-books

Jump-Off (JO)- Riders first complete an initial round. All clear rounds qualify for a second round (the jump-off) over a shorter course. In the jump off the lowest penalty score with the fastest time wins.

Against the Clock (ATC) - Riders compete over a set course with the fastest clear round winning. Penalties are added for faults (rails down, refusals, time over).

Time (T) - Similar to an ATC class, but every fence knocked down adds time instead of penalty points. The rider with the lowest total time wins.

Style (S) - Judged on rider position, use of aids, rhythm, accuracy, and execution of the course. Decimal score given; penalties for rails/refusals deducted from style points.

Joker (J) - A class where the last fence (the "joker") is higher or more challenging and offers bonus points if cleared, but extra penalties if knocked down.

Combined (C)- The first round is a style round. If the rider receives a score of 7.5 or higher they will stay in the ring and ride a jump-off for time.

THANK YOU TO OUR YOUNG HORSE PARTNERS





Foundation Hunters: 2'0" and 2'3"

Foundation Hunter classes are open to riders with Performance Level J1.

Each division consists of:

- One flat class

- One Hunter round with 7-9 jumps

- One Handy round with 7-9 jumps, including 1-2 simple Handy elements, such as a trot jump or a halt

All three classes are typically held on the same day, offering one complete division per show day.

For each round, the rider receives one holistic decimal score, such as 6.8, 7.4, or 8.3.

Scoring criteria:

- Rider's seat and position

- Use of aids: accuracy, timing, and effectiveness

- Rhythm and pace control

- Straightness and correct approaches to fences

- Track and turns between jumps

Judges provide verbal feedback after every round to help riders understand their scores and improve.

The 2'3" Foundation Hunter division is separate from the 2'3" Pony Hunter division, which follows the format below.

2'6" and Above, Plus 2'3" Pony Hunters

These divisions feature more complex, Derby-like courses. Over Fences rounds consist of 10-12 jumps, and Handy rounds consist of 12-14 jumps.

Sample courses are available at www.udjc.org/downloads.

What Judges Look For

- Rhythm and Pace: A consistent, even, forward canter.
- Straightness and Track: Correct approaches, well-planned lines, and smooth turns.
- Jumping Form: A round jumping effort with knees up and straight.
- Seat and Aids: Correct rider position and effective use of the aids.
- Overall Picture: Horse and rider working in harmony.

Division Format

Each regular Hunter division consists of one flat class, one Over Fences round, and one Handy round.

All three classes are typically held on the same day, offering one complete division per show day.

Derbies consist of one Over Fences class and one Handy class.

Divisions Commonly Offered

- 2'3" Pony Hunters
- 2'6" Hunters
- 2'9" Hunters
- 3'0" Hunters
- 3'3" Hunters
- 3'6" Hunters
- Hunter Derbies at 4'0" and 4'6"

HUNTERS AT UDJC

Scoring for These Divisions

Flat Classes

The maximum score is 100 points, equivalent to 10.0, made up of:

Scoring component	Maximum points
Rider's Seat and Aids	40
Rideability of the Horse	40
Quality of the Horse	20

Over Fences and Handy Rounds

The maximum base score is 100 points, equivalent to 10.0, made up of:

Scoring component	Maximum points
Rider's Seat and Aids	30
Rhythm and Balance	30
Track and Planning	20
Horse's Jumping Form	20

Bonus Points and Faults

Bonus points and fault deductions are applied to the total score after the base round score has been determined.

High Options

Where height options are available, riders may earn 2 bonus points for each high option successfully completed.

Fault Deductions

- Knockdown of a rail: -5 points
- Missing a lead change completely: -5 points
- First refusal: -10 points
- Second refusal: -20 points
- Third refusal: Elimination
- Horse not turned out appropriately: Up to -5 points, for example, an unbraided horse, unclean presentation, or visibly inadequate grooming

Judges provide verbal feedback after every ride to help riders improve.

YOUNG HORSES AT UDJC

Dressage & Jumping

UDJC offers a full range of young horse classes in dressage, jumping, and hunters for horses aged 3 to 7 yo, running from Level E to Level S. These classes are designed specifically for correct, age-appropriate development, ensuring young horses progress without being over-faced.

Find detailed rules in the Rule Book here: https://www.udjc.org/rule-books

Dressage (3-7 yo)

3- year olds eligible at Level E (simple flat class ridden in a group)

4-year-olds eligible at Level E and A

5-year-olds eligible at Level A and L

6-year-olds eligible at Level A, L and M

7-year olds eligible at Level L, M and S Movements and expectations match the horse's age and stage of training.

Judges evaluate quality of gaits, suppleness, balance, and potential.

Scores reward relaxation, straightness, and willingness over extreme collection or expression.

Jumping (4-7 yo)

4-year-olds eligible at Level E and A

5-year-olds eligible at Level E, A, L and M

6-year-olds eligible at Level E, A, L and M

7-year-olds eligible at Level L and M Judged on rideability, jumping manners, bascule, technique, and canter quality.

Courses are flowing and inviting, with distances set for young horse strides.

The following deductions are applied to the holistic decimal score:

- Knockdown: -0.5 points
- First refusal: -1.0 point
- Second refusal: -2.0 points
- Exceeding the time allowed: -0.1 points per second

Young Hunters Class (4-6 yo)

Evaluates a horse's natural ability and potential as a Hunter.

A variety of fences is set up in the arena, from cross-rails up to 3'6". Verticals, oxers, bending lines, bounces as well as in-and-outs.

Three minutes to showcase strengths, no set course, rider chooses jumps and pace depending on the horse's age and level.

Walk, trot, or canter allowed between fences; walk breaks encouraged.

Variety is key, demonstrating skills like trot jumps, counter-canter jumps, and hand-gallop jumps with more experienced horses.

After three minutes, the rider must walk and stay in the ring for the judge's verbal feedback.

Flexible format designed to show a complete picture of the horse's potential as a Hunter.

GOAL ACROSS ALL DISCIPLINES TO GIVE YOUNG HORSES THE BEST POSSIBLE START IN COMPETITION BY FOCUSING ON CORRECT TRAINING, CONFIDENCE-BUILDING, AND LONG-TERM SOUNDNESS RATHER THAN SHORT-TERM RESULTS.

THANK YOU FOR YOUR SUPPORT

Partners



















WARMUP DAY

Warmup & Clinics

Before every UDJC show, there will be a designated Warmup Day to allow riders and horses to prepare in a relaxed, supportive environment.

Dressage Warmup

Riders may use the warmup rings as well as the actual show arena.

This is an opportunity to familiarize horse and rider with the footing, arena layout, and competition atmosphere.

Jumping & Hunter Warmup Classes

Paid warmup classes are available for all jumping and hunter heights. Riders warm up their horses in the warmup ring and then enter the show ring to ride a course.

- Each height will have a designated warmup course, typically the same course used for Day 1 of the show.

- Riders may choose to ride the entire course, selected parts of the course, or repeat a specific section several times within the time limit.

- Time Limit: Approximately 3 minutes per rider.

- Trainers may accompany riders into the ring for guidance, but may not alter the course or adjust jump heights.

- All warmups in the show arena for jumpers and hunters are structured, there is no open warmup for safety reasons!

UDJC Expert and Master Clinics

At most shows, the Warmup Day may also feature UDJC Clinics in one or more disciplines. These clinics are taught by UDJC judges (Experts) or guest clinicians (Masters) and serve two purposes:

- Improve Rider Skills - Offering direct feedback, practical exercises, and advanced riding tips.

- Explain the UDJC System - Providing insight into UDJC judging, class structure, and qualification pathways.

Warmup Day is not judged, but it is an invaluable part of every show weekend to ensure riders and horses are confident and prepared.

ENTRY FEES & PLACINGS

One-page overview

Entry Fees

The fees listed are the regular entry fees; at UDJC Platinum shows, entry fees may be higher. Please check Horse Spot for specific show details.

Level	Entry fee
Level Pre-B, B, E and A:	$35
Level L:	$40
Level M:	$45
Level S*:	$50

Placings

In Levels Pre-B and B, every competitor will be placed and receive a ribbon. Beginning at Level E, only the top third of horses in the class will be placed, with a minimum of four placings awarded. Example: - 10 horses competing -> 4 placed - 21 horses competing -> 7 placed

PRIZE MONEY

Minimum payout table

	1st	2nd	3rd	4th	5th	6th
Level E**Total $100	$35	$20	$15	$10	$10	$10
Level ATotal $150	$50	$30	$25	$15	$15	$15
Level LTotal $200	$70	$40	$35	$25	$20	$10
Level MTotal $300	$100	$60	$50	$35	$30	$25
Level STotal $500	$170	$100	$80	$60	$50	$40

This table shows the minimum amount that is paid out to the top 6 placed competitors (in a class with at least 6 starters or more). Show organizers can add more prize money to each class at their discretion. Prize money will be applied toward your show fees, and if the prize money exceeds your fees, you will receive the remaining balance as a check.

EXAMPLE SCHEDULE

Jumpers

This is an example schedule for a standard show. Please check the UDJC app for the actual schedule and modes for the jumpers. On school weekdays, we typically start as late as possible and run classes from higher to lower levels to give children a chance to attend school. On weekends, holidays, and during school breaks, we typically start early and run classes from lower to higher levels.

Weekday Jumper - starting late	Weekend Jumper - starting early
S** Jumper 1.45 - ATC	Pre-B Jumper .40 - Style - Group
S* Jumper 1.40 - ATC	Pre-B Jumper .40 - Style - Group
M** Jumper 1.35 - ATC	B Jumper .50 - Style - Group
M** Jumper 1.30 - ATC	B Jumper .50 - Style - Group
M* Jumper 1.25 - ATC	E* Jumper .65 - Style
M* Jumper 1.25 - Young Horse (6-7 yo)	E* Jumper .65 - Style
L** Jumper 1.15 - ATC	E* Jumper .65 - Young Horse (4-6 yo)
L** Jumper 1.15 - Time	E** Jumper .75 - Style
L* Jumper 1.05 - ATC	E** Jumper .75 - Style
L* Jumper 1.05 - Time	A* Jumper .85 - Style
L* Jumper 1.05 - Young Horse (5-7 yo)	A* Jumper .85 - Style
A** Jumper .95 - ATC	A* Jumper .85 - Young Horse (4-6 yo)
A** Jumper .95 - Time	A** Jumper .95 - Joker
A* Jumper .85 - Style	A** Jumper .95 - Jump Off
A* Jumper .85 - Style	L* Jumper 1.05 - Joker
A* Jumper .85 - Young Horse (4-6 yo)	L* Jumper 1.05 - Jump Off
E** Jumper .75 - Style	L* Jumper 1.05 - Young Horse (5-7 yo)
E** Jumper .75 - Style	L** Jumper 1.15 - Joker
E* Jumper .65 - Style	L** Jumper 1.15 - Jump Off
E* Jumper .65 - Style	M* Jumper 1.25 - Jump Off
E* Jumper .65 - Young Horse (4-6 yo)	M* Jumper 1.25 - Young Horse (6-7 yo)
B Jumper .50 - Style - Group	M** Jumper 1.30 - Jump Off
B Jumper .50 - Style - Group	M** Jumper 1.35 - Jump Off
Pre-B Jumper .40 - Style - Group	S* Jumper 1.40 - Jump Off
Pre-B Jumper .40 - Style - Group	S** Jumper 1.45 - Jump Off

EXAMPLE SCHEDULE

Dressage

This is an example schedule for a standard show. Please check the UDJC app for the actual schedule and modes for the jumpers. On school weekdays, we typically start as late as possible and run classes from higher to lower levels to give children a chance to attend school. On weekends, holidays, and during school breaks, we typically start early and run classes from lower to higher levels.

Weekday Dressage	Weekend Dressage
M Dressage Young Horse (5-7 yo)	E Dressage Young Horse (3-4 yo)
L Dressage Young Horse (5-7 yo)	A Dressage Young Horse (4-6 yo)
A Dressage Young Horse (4-6 yo)	L Dressage Young Horse (5-7 yo)
E Dressage Young Horse (3-4 yo)	M Dressage Young Horse (5-7 yo)
S* Ability Dressage	Beginner Level Walk/Trot
M* Ability Dressage	Beginner Level Walk/Trot/Canter
L* Ability Dressage	Pre-B Lead Line Class
A* Ability Dressage	E* Ability Dressage
E* Ability Dressage	A* Ability Dressage
S** Benchmark Dressage	L* Ability Dressage
M** Benchmark Dressage	M* Ability Dressage
L** Benchmark Dressage	S* Ability Dressage
A** Benchmark Dressage	E** Benchmark Dressage
E** Benchmark Dressage	A** Benchmark Dressage
Beginner Level Walk/Trot	L** Benchmark Dressage
Beginner Level Walk/Trot/Canter	M** Benchmark Dressage
	S** Benchmark Dressage

EXAMPLE SCHEDULE

Hunters

This is an example schedule for a standard show. Please check the UDJC app for the actual schedule and modes for the jumpers. On school weekdays, we typically start as late as possible and run classes from higher to lower levels to give children a chance to attend school. On weekends, holidays, and during school breaks, we typically start early and run classes from lower to higher levels.

Weekday Hunter	Weekend Hunter
Young Hunter Warm Up	2'0 Foundation Hunter Under Saddle
Young Hunters (4-6 yo)	2'0 Foundation Hunter Over Fences
3'6 Hunter Under Saddle	2'0 Foundation Hunter Handy
3'6 Hunter Over Fences	2'3 Foundation Hunter Under Saddle
3'6 Hunter Handy	2'3 Foundation Hunter Over Fences
3'3 Hunter Under Saddle	2'3 Foundation Hunter Handy
3'3 Hunter Over Fences	2'3 Pony Hunter Under Saddle (U16)
3'3 Hunter Handy	2'3 Pony Hunter Over Fences (U16)
3'0 Hunter Under Saddle	2'3 Pony Hunter Handy (U16)
3'0 Hunter Over Fences	2'6 Hunter Under Saddle
3'0 Hunter Handy	2'6 Hunter Over Fences
2'9 Hunter Under Saddle	2'6 Hunter Handy
2'9 Hunter Over Fences	2'9 Hunter Under Saddle
2'9 Hunter Handy	2'9 Hunter Over Fences
2'6 Hunter Under Saddle	2'9 Hunter Handy
2'6 Hunter Over Fences	3'0 Hunter Under Saddle
2'6 Hunter Handy	3'0 Hunter Over Fences
2'3 Pony Hunter Under Saddle (U16)	3'0 Hunter Handy
2'3 Pony Hunter Over Fences (U16)	3'3 Hunter Under Saddle
2'3 Pony Hunter Handy (U16)	3'3 Hunter Over Fences
2'3 Foundation Hunter Under Saddle	3'3 Hunter Handy
2'3 Foundation Hunter Over Fences	3'6 Hunter Under Saddle
2'3 Foundation Hunter Handy	3'6 Hunter Over Fences
2'0 Foundation Hunter Under Saddle	3'6 Hunter Handy
2'0 Foundation Hunter Over Fences	Young Hunters (4-6 yo)
2'0 Foundation Hunter Handy	4'0 Hunter Derby
	4'6 Hunter Derby

PERFORMANCE LEVELS

How Performance Levels Work

At UDJC, the welfare of the horse and the quality of rider education come first. To ensure riders compete at the level that matches their skill, UDJC uses a structured Performance Level (PL) system. Performance Levels run from PL 1 (entry level) to PL 8 (most advanced). They define which classes a rider is allowed to enter in Dressage, Jumping, and Hunters. Performance Levels are earned by achieving a required number of placings in recognized UDJC classes. Beginner riders always start at the bottom and naturally work their way up as they gain experience and results.

Performance Levels in Jumping & Hunters:

Riders already competing in higher-level Jumpers or Hunters outside UDJC may select an appropriate starting PL at their first UDJC show. To confirm this chosen level, they must complete 3 regular classes at that "ability height." After each class, the judge evaluates whether the rider is safe, effective, and correctly riding at that height. If the judge approves the rider in 2 out of 3 rounds, the rider keeps the selected PL. If the rider is not approved in at least two rounds, UDJC will place the rider one Performance Level lower, where they will begin accumulating placings to move up properly.Rider Performance Levels in Dressage

Your Dressage Performance Level determines which Benchmark classes you may enter. Riders begin at D1, which allows them to compete in E** Benchmark classes.

To move up, riders must earn three qualifying scores through one of two pathways:

- Benchmark Path: Earn three scores of at least 7.5 (E-L) or 65% (M and higher) at your current highest eligible Benchmark level.

- Ability Path: Through Level S, you may also qualify by earning three scores of at least 70% in Ability classes at the level you want to enter in Benchmark.

Example: To move from D1 to D2 and become eligible for A Benchmark classes, earn either three scores of at least 7.5 in E Benchmark or three scores of at least 70% in A Ability.

Once you reach D5, further progression is through the Benchmark Path only. You remain eligible for the lower Benchmark levels as you move up. See the table below for the requirements at each Performance Level.

Young Horse Classes:

Young Horse classes do not require a specific Performance Level.

These classes evaluate the development of the horse-not the competition level of the rider- and therefore remain open.

PERFORMANCE LEVELS

FAIR PLACINGS: "PUSH TO THE SIDE"

UDJC allows experienced riders to compete at lower levels while protecting the placings of riders developing at those levels. This is called Ranking Protection, or "push to the side."

How It Works

Higher-level riders still compete, receive scores, and appear in the official results. However, they do not take away a regular competitor's placing.

The number of regular placings is calculated from the regular competitors only: the top third, with a minimum of four. Pushed-aside riders who finish ahead of the last regularly placed competitor receive an additional placing alongside the main results. Their earned placing is retained; their ranking does not restart at first place.

These additional placings count toward points, qualifications, and official records, but do not receive prize money.

PERFORMANCE LEVELS

Jumping & Dressage Tables

Once a rider has officially earned a Performance Level, they keep it for life.

JUMPING

Level	Eligible Classes	Ability Height	Points Jumping	Points Dressage
J1	Up to E**		30	20
J2	Up to A*	.85	60	40
J3	Up to A**, Hunters	.95	90	
J4	Up to L*, Hunters	1.05	150	
J5	Up to L**, Hunters	1.15	225	
J6	Up to M*, Hunters	1.25	400	
J7	Up to M**, Hunters	1.35	1000	
J8	Up to S***, Hunters			

DRESSAGE

Level	Eligible Benchmark Classes	Quali 1 or	Quali 2
D1	B, E**	3* 7,5 in E**	3* 70% in A*
D2	Up to A**	3* 7,5 in A**	3* 70% in L*
D3	Up to L**	3* 7.5 in L**	3* 70% in M*
D4	Up to M**	3* 65% in M**	3* 70% in S*
D5	Up to S** and PSG	3* 65% in S**	
D6	Up to Inter 1	3* 65% in Inter 1	
D7	Up to Inter 2	3* 65% in Inter 2	
D8	Up to Grand-Prix		

PERFORMANCE LEVELS

Points & Multipliers

Point Model

In this table, you can see how many points are awarded for each placing. These points are then multiplied by a factor, which is determined by how many horses started in the class.

Place	B	E	A*	A**	L*	L**	M*	M**	S*	S**/S***
1	1	5	10	15	25	37	65	165	415	1050
2	1	4	8	12	20	30	52	130	330	840
3	1	3	7	10	17	25	44	110	280	710
4	1	2	6	9	14	21	36	90	230	580
5	1	1	5	8	12	18	30	75	190	480
6 ff	1	1	4	7	10	15	25	65	165	415

Horses in Class	Factor
1-4	x0.5
5-7	x0.75
8-11	x1
12-15	x1.25
16-20	x1.5
20-25	x1.75
26+	x2

OPEN CHAMPIONSHIPS

The Open Championships are open to riders of all ages and levels, with equal opportunity to qualify through both Circuit Shows and Foundation Shows.

How to qualify for a division:

Jumping: Riders must complete six classes of the same height with a score of 6.5 or higher in style classes, or achieve six clear rounds in timed classes.

Dressage: Riders must complete six Benchmark classes of the same level with a score of 6.5 / 65% or higher.

Hunters: Riders must earn two times a divisional average score of 6.5 or higher at the same level.

Qualifications may be earned at either Foundation Shows or Circuit Shows.

Riders may qualify on different horses, the qualification is awarded to the rider, not the horse or horse-rider combination.

Riders must compete in the Championship level they qualified for. For example, if a rider qualifies at 75 cm, they may not enter the 65 cm Championship. They must compete at the level they earned their qualification.

YOUTH CHAMPIONSHIPS

How to qualify:

A minimum of 25 horse-rider combinations per division will qualify for the Youth Final. In the Youth Championships, qualification applies specifically to the horse-rider combination. Qualification is based on the two following criteria:

Guaranteed Qualification (Criteria 1):

Horse-rider combinations that meet Criteria 1 automatically secure a place in the Final for their respective division and discipline.

Lucky Loser (Criteria 2):

If fewer than 25 horse-rider combinations meet Criteria 1, the remaining spots will be filled according to Criteria 2, which is based on the amount of successful qualifying trips. Example: Only 17 riders meet criteria 1, all the riders with 5 successful qualifiers make it to the final.

ROAD TO CHAMPIONSHIPS

YOUTH CHAMPIONSHIPS

Jumping

Division	Age	Level	Guaranteed Qualification	Lucky Loser
Pony	16 and under	.75	Six times a score of 7.5 or higher	Amount of qualifiers
Children	14 and under	.95	Six times either clear round in .95 timed class or 7.5 or better in style or combined class	Amount of qualifiers
Juniors	18 and under	1.15	Six clear rounds in 1.15	Amount of qualifiers
Young Riders	21 and under	1.25	Six clear rounds in 1.25	Amount of qualifiers

Dressage

Division	Age	Level	Main Qualification	Lucky Loser
Pony	16 and under	Benchmark E	6 times 7.0 or higher	Amount of qualifiers
Children	14 and under	Benchmark E	6 times 7.0 or higher	Amount of qualifiers
Juniors	18 and under	Benchmark A	6 times 7.0 or higher	Amount of qualifiers
Young Riders	21 and under	Benchmark L	6 times 7.0 or higher	Amount of qualifiers

Hunters

Division	Age	Level	Main Qualification	Lucky Loser
Pony	16 and under	2'3"	2 times divisional average score of 7.0 or better	Amount of qualifiers
Children	14 and under	2'6"	2 times divisional average score of 7.0 or better	Amount of qualifiers
Juniors	18 and under	3'0"	2 times divisional average score of 7.0 or better	Amount of qualifiers
Young Riders	21 and under	3'6"	2 times divisional average score of 7.0 or better	Amount of qualifiers

YOUNG HORSE CHAMPIONSHIPS

How to qualify:

A minimum of 25 horses will qualify for each division and age. All horses must compete in at least three qualifiers to be eligible for the Final. Qualification applies to the horse only, not the rider or the horse-rider combination. Qualification is based on the following criteria (refer to the table underneath for specific requirements):

Guaranteed Qualification (Criteria 1):

Horses that meet Criteria 1 automatically secure a spot in the Final for their respective division and discipline.

Lucky Loser (Criteria 2):

If fewer than 25 horses meet Criteria 1, the remaining positions will be filled according to Criteria 2. Under Criteria 2, qualification is awarded based on the highest average score from the horse's best three qualifiers.

Jumping

Division	Level	Main Qualification	Lucky Loser
4 yo horses	.65	8.0 or better	Top 25
5 yo horses	.85	8.0 or better	Top 25
6 yo horses	1.05	8.0 or better	Top 25
7 yo horses	1.25	Clear round	Top 25

Dressage

Division	Level	Main Qualification	Lucky Loser
3 yo horses	YH Level E	8.0 or better	Top 25
4 yo horses	YH Level E	8.0 or better	Top 25
5 yo horses	YH Level A	8.0 or better	Top 25
6 yo horses	YH Level L	8.0 or better	Top 25
7 yo horses	YH Level M	8.0 or better	Top 25

Hunters

Division	Level	Main Qualification	Lucky Loser
4 yo horses	Young Hunters	8.0 or better	Top 25
5 yo horses	2'6"	8.0 or better	Top 25
6 yo horses	2'9"	8.0 or better	Top 25

UDJC CERTIFIED RIDING SCHOOLS & BADGES

Riding Schools, Badges & Badge Shows

Learn at home. Show what you've learned. Take the next step.

UDJC Certified Riding Schools connect everyday lessons with a clear pathway for rider development. Riders build their skills step by step, learning both how to ride and how to care for and understand their horses.

A Clear Learning Path

The riding school program begins with Unicorn, Level B, Level E, and Level A. Riders progress from their first experiences around horses to independent riding, dressage basics, and jumping.

Lessons combine riding with practical horsemanship. Progress is based on readiness and ability, giving each rider time to develop a strong foundation.

What Are UDJC Badges?

Badges recognize the skills and knowledge a rider has achieved at each level. They give riders a clear goal to work toward and help trainers and families understand what comes next.

To earn a badge, riders complete a riding assessment and an age- and level-appropriate horsemanship assessment. Younger riders answer questions orally, while higher levels also include written theory.

A badge is earned by meeting the standard, not by beating another rider.

What Happens at a Badge Show?

Badge Shows are held at UDJC Certified Riding Schools and give riders a supportive introduction to competition.Riders demonstrate what they have learned in front of a UDJC judge, receive feedback, and have the opportunity to earn their next badge. The focus is on correct riding, safe horse handling, and understanding, not an expensive horse or a perfect-looking performance.Badge Shows also help prepare riders for the wider UDJC show system.For Riders and Trainers

For riders: A clear starting point, achievable goals, and recognition for your progress.

For trainers: A structured teaching pathway, shared standards, and opportunities to have your students' progress assessed by a UDJC judge.

Interested in joining a Certified Riding School or becoming one? Visit www.udjc.org/ridingschools for more information.

WHAT MAKES UDJC DIFFERENT

UDJC is built around one idea: make riders better, develop horses correctly, and make competition part of the education process.

EDUCATION BEFORE RIBBONS
Judges give real feedback, and the system is designed to improve the rider and the horse - not just chase placings.

A CLEAR PATH TO MOVE UP
Performance Levels and Badges give riders a structured progression. Move up when you are ready, not simply because you entered enough classes.

NO EARLY SPECIALIZATION
Dressage, Jumpers, and Hunters belong together. Build a complete rider first; specialize later if you want to.

RIDER-FOCUSED LOWER LEVELS
Style Jumping and Ability Dressage reward correct riding, effective aids, accuracy, and good decisions - not simply the most expensive horse.

SHOWING THAT IS AFFORDABLE
UDJC is designed to make regular competition realistic, at roughly one-third the cost of a traditional A-show weekend.

RIDING SCHOOLS CONNECTED TO SHOWING
UDJC Certified Riding Schools use the same pathway, Badges, and Badge Shows to connect everyday lessons with the competition system.

ONE APP FOR YOUR SEASON
Enter shows and clinics, manage memberships, check schedules, track points, and view your UDJC show record in one place.

HORSE WELFARE BUILT IN
Class limits and age-appropriate Young Horse classes prioritize correct development and long-term soundness over short-term results.

ATTIRE

General Guidelines / Dressage / Jumping / Hunters

General Guidelines

More info in the Rule Book here: https://www.udjc.org/rule-books

- Clothing must be clean, neat, and well-fitted.

- Helmets are mandatory for all riders while mounted.

- Boots must have a defined heel for safety.

- Gloves are recommended in all disciplines.

Dressage

- Light-colored breeches (white, beige, or cream).

- Solid-colored riding coat.

- Collared shirt (with or without stock tie) Tall boots; paddock boots with matching half chaps allowed at lower levels.

Jumping (Style & Timed)

- Breeches in conservative colors (beige, tan, grey, or white).

- Show shirt with collar; jacket required unless optional by organizer.

- Protective vest permitted in all classes.

- Tall boots or paddock boots with half chaps.

Hunters

- Beige, white or tan breeches.

- Dark-colored coat (navy, black, or dark green).

- Show shirt with white or light-colored collar.

- Tall black or brown boots.

- Paddock boots in Foundation Hunters.

SAFETY TIPS

Helmets / Body Protectors / Air Vests / Safety Stirrups

We are proud to have RideEquiSafe as the official safety partner for our Organization. They carry the broadest selection of safety equipment in North America and are committed to helping riders be simultaneously safe and stylish in the saddle.

Ride EquiSafe is available for free, no obligation in-person and virtual consultations to help you make the best safety choices.

UDJC members can take advantage of a 5% discount throughout the Ride EquiSafe store by simply using code UDJC5 at the checkout.

HELMETS

Fit and function are foremost, followed by fashion. The more certifications a helmet has, the better and it's encouraged to pair that information with data from the Virginia Tech Helmet Lab's study. Looking at just one or the other is not sufficient.

BODY PROTECTORS

Required when going cross country for Eventing, foam based body protectors are a fantastic foundation garment to provide torso protection, especially for pinpoint impacts. Opting for a certified model (either ASTM or BETA) is strongly recommended. As with all other types of safety equipment, fitting by a competent professional is encouraged.

AIR VESTS

As with helmets, fit and function are first. As the adoption of air vests has become more widespread, the number of brands and models have increased, as has the rate of innovation. What fits one rider will not necessarily fit another, so it's important to get properly fitted by a knowledgeable fitter.

SAFETY STIRRUPS

Safety stirrups feature either a release mechanism or an open outer branch to attempt to prevent a foot from getting caught, resulting in a rider being dragged.

Ride EquiSafe
Ride Confident, Ride Secure, Ride EquiSafe

OFFICIAL SHOW PHOTOGRAPHY

UDJC is proud to have Karinda K. as the Official Photographer for all UDJC shows nationwide. Karinda and her talented team cover every UDJC event across the country, ensuring that every competitor has access to high-quality, professional images and reels.

Your show photos and reels will be available just a few days after each event at: www.showringphotos.com

From in-the-ring action shots to candid moments around the show grounds, Karinda captures the spirit of UDJC competition so you can relive your best moments again and again.

Our official show photographer is the only person permitted to take commercial photos at our events; guests may take pictures of their own family, but photography for resale or commercial use is strictly prohibited.



SHOW STRUCTURE & FLOW

How the show works

All UDJC shows require proof of current vaccinations and a valid Coggins test. Documentation must be submitted before entering the show grounds. Required vaccines include Equine EHV1/Flu (Rhino), Rabies, and West Nile. If a horse can not be vaccinated due to adverse reactions, you must be able to produce a positive titer documentation.

We appreciate you adding classes to your entry so we can create a time schedule.

Time Schedule and Stall Chart: Posted the day after entries closed in our show software.

Order of Go: Random letter draw determines starting order.

Prizes/Prize Money: All classes at Level E** and above award prize money (except Ability classes). Every class offers ribbons and often additional prizes.

Atmosphere: Supportive environment encouraging learning and progression.

How to Get Started

Join UDJC in the App! Annual or trial membership for riders and horses.

Enter Show in the UDJC App or on www.udjc.app

Enter Early to avoid late fees.

And please add your classes!

MISCELLANEOUS RULES

- Gate will NOT be held for late comers. Please make sure to arrive early, and check in at the in-gate and check the starting list. There will be no refunds for missed classes.

- Braiding is highly encouraged in all judged classes throughout all disciplines.

- General appearance is part of the score.

- Make sure you attach your head numbers to either the bridle, the saddle pad or the breast plate.

- Returned checks will incur a 10% or minimum $25 fee.

- Late fees apply to entries after the due date. Adding classes after entries are closed is at the discretion of the organizer.

- Schedules will be posted in the UDJC App .Please keep an eye on the schedule. Times are updated throughout the show day.

- Helmets are to be worn and properly fastened at all times when mounted on a horse.

- All persons should demonstrate horsemanship and sportsmanship. The show organizer and/or staff reserve the right to ask anyone to leave the showgrounds, whose behavior is considered inappropriate. Entry fees will not be refunded.

ENTRIES & CANCELLATIONS

ENTRY DEADLINE & LATE FEES

The regular entry deadline is typically the Monday before the show. The exact deadline is published for each event. Entries submitted after this deadline are subject to a late fee unless otherwise stated in the show information.

SCRATCHES BEFORE THE DEADLINE

Full-show scratches made by the regular entry deadline are free of charge. All fees are waived.

SCRATCHES AFTER THE DEADLINE

After the regular entry deadline, office fees and stall fees remain payable. All other fees, including classes, clinics, hay, shavings, and trailer-ins, may be scratched without charge.

VETERINARY EXCEPTION

A veterinarian's written statement confirming that the horse cannot compete waives all fees, including office and stall fees.

This policy applies unless different terms are published for the specific show.