



SCHJA Regional Hunter Derby Class Specifications

I. Course Requirements

1. Classic Hunter Style Round (First Round)

- a. A minimum of ten obstacles must be offered in the Classic Hunter style round.
- b. **Two sections must be offered, but will be pinned as one class. The first section is for non-pro riders and fences should be set at 2'9", the second section is unrestricted and fences should be set at 3'. The 2'9" section must always go first in the first round, with the 3' section to follow.**
- c. **The course must include four higher height option fences set at 3' for the 2'9" non-pro section and 3'3" for the 3' unrestricted section.** The number of height option fences cannot exceed four.
- d. At least one in and out.
- e. At least one bending line
- f. At least one fence with a long approach
- g. At least one line with an unrelated distance
- h. Jumps:
 - Obstacles must simulate those reminiscent of the hunt field and the course must offer a variety of Derby jumps with different approaches such as: natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs, natural foliage.
 - Natural obstacles such as banks and ditches are allowed.
 - A minimum of 3" difference is required for the back element of an obstacle
 - The jumpable portion of an obstacle must be a minimum of eight feet on its front face.
 - Flat cups *must* be used for obstacles involving logs, planks or gates.

2. Handy Hunter Round (Second Round)

- a. A minimum of eight obstacles must be offered in the Handy Hunter Round.
- b. **The 3' unrestricted section must go first in the handy round, with the 2'9" non-pro section to follow.**
- c. **The course must include four higher height option fences set at 3'3" for the 3' unrestricted section and 3' for the 2'9" non-pro section.** The number of height option fences cannot exceed four.
- d. The course should simulate riding over hunt country and must include a minimum of three of the following handy options: tight turn options, different tracks, clever options for jump approaches including jumping decorations to utilize a shorter track, hand gallop a jump, trot a lowered obstacle not to exceed 2'6" in height, execute a walk fence while mounted not to exceed 18"

in height, halt and/or back, opening and/or closing a gate while mounted or not mounted. Gimmicky options are not appropriate.

- e. A minimum of twelve entries including horses tied for twelfth place, must return for the second round if available.
- f. Jumps:
 - Obstacles must simulate those reminiscent of the hunt field and the course must offer a variety of Derby jumps with different approaches such as: natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs, natural foliage.
 - Natural obstacles such as banks and ditches are allowed.
 - A minimum of 3" difference is required for the back element of an obstacle
 - The jumpable portion of an obstacle must be a minimum of eight feet wide on its front face.
 - Flat cups *must* be used for obstacles involving logs, planks or gates.

II. Order of Go

- A. Fence height declarations must be made at the time of entry.
- B. The draw may be performed by hand with each rider or management may host a computer draw and **must have the 2'9" non-pro riders first in the order, followed by the 3' unrestricted riders.**
- C. In the case of multiple horses being ridden by the same rider, competition management must pre-select draw positions for each horse. When possible, every effort will be made so that there will be a minimum of six horses (if available) separating each horse. All horses must be ridden in the sequence that appears on the jumping order in the first round of the competition. In the second round, horses will return in reverse order of their first round scores (lowest to highest). Due to multiple rides, riders may elect to move up in the order.

III. Stabling & Schooling

- A. All horses competing in the derby class must be on and remain on the competition show grounds *twelve hours* prior to the start of the class.
- B. All horses will be monitored and must remain on the competition grounds until the horse is finished competing in the derby class. Any horses that leave the premises during the class are disqualified and unable to compete.

IV. Judges

- A. There will be a total of two judges for this class who will be seated **separately.**
- B. The judging panel may consist of either two *USEF* "R" hunter judges or one *USEF* "R" hunter judge and one *USEF* "r" hunter judge.
- C. No guest cards will be granted for this competition.
- D. Prior to the start of the class, one judge must be designated as the tie breaking judge for the First Round and the other judge must be designated as the tie breaking judge for the Second Round. A different judge must be the tie breaking judge for each round.

V. Judging System

- A. The Classic Hunter Style Round shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. These two scores must be announced separately and then added together to determine each rider/horse's score for this round from each judge. *In addition to this score, an option bonus score consisting of one additional point for every higher height option fence jumped will be awarded. The scores of each judge will be added together to determine the total score of each rider/horse for this round. The bonus score will be added once to the final combined judges' score.*
- B. The Handy Hunter Round shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. Jumping decorations to utilize a shorter track is permissible. These two scores must be announced separately and then added together to determine each rider/horse's score for this round from each judge. *In addition to this score, an option bonus score consisting of one additional point for every higher height option fence jumped will be awarded. The scores of each judge will be added together to determine the total score of each rider/horse for this round. The bonus score will be added once to the final combined judges' score.*
- C. The total scores for each rider/horse combination from each round will be added together to determine their overall hunter derby score. This score will determine the final overall standings for the class.
- D. A judging assistant is encouraged to be present in each judge's box during all phases of the competition. The duties of the judging assistant include notifying the judge if a rail comes down and when a horse jumps the higher height option fences. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judge. A competition staff may fill this role.
- E. The option bonus score of one additional point for each higher height option fence jumped must be awarded even if there is a refusal, rail down or loss of good jumping style at that higher height option fence, providing that the rider/horse combination does jump the higher height option fence. This will be added once to the combination of judges' scores.

VI. Tie Breaking Procedures

- A. All ties in the first round and second round will be decided by the tie breaking judge for the each round using the total score of that round.
- B. All ties for overall first place will be decided by the tie breaking judge for the first round.
- C. *The tie breaking judge is determined prior to the start of the class and is awarded to the senior USEF judge.*

VII. Class Specifications

- A. A minimum of \$1,500 prize money must be offered per class. The prize money offered cannot exceed \$2,500.
- B. Prize money must be dispersed through 8 places.

- C. The entry fee cannot exceed 5% of the prize money offered.
- D. In order to compete, horses, owners and riders must be current members in good standing.
- E. Riders may only compete three horses.
- F. *Horses entered in this class must compete in at least one class before the start of the derby or pay a nominating fee not exceeding the cost of one division at that show.*
- G. The show steward will serve as the class liaison. This class liaison will be present during both phases of the class and available to competitors and officials to answer questions and resolve disputes that arise pertaining to the class.
- H. Rankings will be tracked by money won for each horse.
- I. The SCHJA Regional Hunter Derby is a **FEATURED CLASS** of the horse show and must be presented as such with regard to arena size and location, jump quality, decorations, footing and ring preparation, lighting, etc. The ring used must have spectator seating, a quality sound system and a dedicated announcer with no other duties during the class.
- J. The course diagrams for each round must be posted a minimum of one hour before the start of the first round.
- K. It is important for management to make sure that information on the scoring system is available to spectators.

X. **Misc.**

- A. For all classes, management is required to provide copies of the course to riders prior to the start of the course walk and encouraged to have the available for spectators.
- B. All classes must hold the following meetings:
 - 1. Officials meeting should be held prior to the riders meeting. Derby Judges, course designer, steward, and manager are required to meet prior to the start of the class to review the specifications, judging system and to walk the course.
 - 2. Riders meeting must be held prior to the start of the class. Course designer, steward and at least one officiating judge must attend this meeting to answer any questions regarding the course, judging system and class specifications.
- C. Formal/dress attire required by riders. Buff breeches and shadbelly, white breeches and dark or scarlet coat, hunt colors coat.
- D. *Horses should be braided.*

XI. **Finals**

- A. *The top 20 horses by money won will be invited to attend the finals at the year- end horse show. Horses that decline to participate in the finals will not be replaced by horses lower than the 20th position.*
- B. *12 horses will return for the second round.*
- C. *A minimum of \$2,500.00 will be offered at the finals.*
- D. *Ribbons and prize money to be distributed through 10th place.*
- E. *All other derby rules will apply at the finals.*

XII. **Derby Date Selection**

A committee of 5 board members will make up the selection committee. Derby selection will include, but is not limited to the following criteria.

1. *Calendar date: Derbies will be awarded at varying dates throughout the competition year. No more than 6 derbies per calendar year.*
2. *Region: the committee will award Derbies in varying regions and locations when possible.*
3. *Facilities: including but not limited to: quality of footing and ring size/type, stabling and jumps.*
4. *Exhibitor and spectator attractions: including but not limited to: scheduling, hospitality, seating and sponsor involvement.*
5. *Fees & Forfeiture: Each show is required to submit \$250 within 10 days of being selected to host a derby. Those failing to submit dues in the appropriate time forfeit their date. In the event of forfeiture, the selection committee may award an alternate date, selected from the original pool of applications, using the same selection criteria outlined above.*
6. *Refunds: Once dues are received they are not refundable for any reason.*