



## **2014 HUNTFIELD HUNTER DERBYS CLASS SPECIFICATIONS**

### **TWO CLASSES AVAILABLE:**

- **TRADITIONAL – JUMP HEIGHT 3' AND OPTION JUMPS AT 3'3" – FINALS & TOP TEN YEAR END AWARDS-** Class is open to anyone. This class will be pinned twice but run as one class: Professional & Non Professional. Prize money will be split amongst the two placings.
- **LOW- JUMP HEIGHT 2'6" AND OPTION JUMPS AT 2'9" – FINALS & TOP TEN YEAR END AWARDS –** This class will be pinned twice but run as one class: Professional & Non Professional. Prize money will be split amongst the two placings. Class is open to Progressive, Green, Junior, Novice & Select categories.

### **OPTION JUMPS:**

**\$500 PRIZE MONEY: MINIMUM 2 OPTION JUMPS MAXIMUM 4 OPTION JUMPS**

**\$1000 PRIZE MONEY: MINIMUM 2 OPTION JUMPS MAXIMUM 4 OPTION JUMPS**

**\$2500 PRIZE MONEY: MINIMUM 3 OPTION JUMPS MAXIMUM 4 OPTION JUMPS**

**\$5000 PRIZE MONEY: 4 OPTION JUMPS**

**FINALS WILL HAVE 4 OPTION JUMPS**

**COURSE REQUIREMENTS:** Obstacles must simulate those reminiscent of the hunt field and the course must offer a variety of jumps with different appearances as: natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs, and natural foliage.

Class will follow a hunter classic format:

**1st round:** Horses will jump a course of a minimum of eight jumps at 3'0 (LOW 2'6") in height with at least two changes of direction. The option jumps at 3'3 in height. One bonus point will be awarded for each higher option taken. The Course must consist of at least one in and out (one stride or two stride), one bending line, and one long approach.

**2nd round:** The top twelve horses from round one will jump a handy hunter course with a minimum of eight jumps at 3'0 (LOW 2'6") in height. There must be three-four options jumps at 3'3 (LOW 2'9") in height. One bonus point will be awarded for each higher option taken. The course should simulate a ride over hunt country and must include a minimum of three (3) of the following handy options, such as: tight turn options, different tracks, clever options for jump approaches including jumping decorations to utilize a shorter track, pen type obstacles, hand gallop a jumps, trot a lowered obstacle not to exceed 2'6 (LOW 2'3") in height, execute a walk fence while mounted not to exceed 18" in height, lead a horse over an obstacle not to exceed 12' in height, halt and/or back.

**Judging System – Panel of two judges to sit and judge together – one judge is required to be Over Fence AQHA specialty or USEF licensed judge**

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. In addition to this score, the judging panel must award Option Bonus Score consisting of one (1) additional point for every higher option fence jumped. These two scores must be announced separately and then added together to determine each rider/horse's score for this round from the judging panel.

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. In addition to this score, the judging panel must award an Option Bonus Score consisting of one (1) additional point for every higher height option fence jumped and each the judging panel must award a Handy Bonus Score consisting of between zero (0) and ten (10) bonus points to each rider/horse combination for handiness of round. These three scores must be announced separately and then added together to determine each rider/horse's score for this round from each judging panel. The scores of the judging panels will be added together to determine the total score of each rider/horse of this round.

**Soundness:** Soundness will be reflected in the class scores.

**Order Of Go:** Order of Go must be posted at least one hour prior to class. Riders with multiple rides need to be given at minimum four rides between is possible.

**Course Designer:** Course designer needs to have experience with designing working hunter and handy courses. If course designer does not have prior Derby designing experience or hold an USEF CD license please call office for guidance. Hunter Derby patterns available for purchase from Phil De Vita, 407-619-0891. Please call Phil De Vita if purchasing a course 30 days in advance.

**Class Protocol:** All exhibitors will compete in the first round. The top 12 scores will return to the handy hunter round.