



SHOWHUNTER

DERBY INFORMATION

The competition will be judged by two Show Hunter Judges.

Derby classes will be run under the Show Hunter Rules, the same rules apply regarding allowed and not allowed equipment;

refer Rule H. Equipment for Show Hunter.

No Equal scores allowed.

A rider may compete on a maximum of three horses or ponies.

If three refusals or a fall on course this will result in elimination. Failure to complete the course will also result in elimination.

The competition may be jumped over two rounds. The number of rounds must be advertised in the show schedule.

Riders to compete in formal Show Hunter attire. Stock ties, dark traditional colours of a Hunt Coat.

Judging:

Each class must have a minimum of two judges. All judges may sit together and provide one score. One Judge must be a National Show Hunter Judge.

The judging panel will provide one score and the scores from each round will be either averaged or added together.

No judging panel may award the same base score to any two competitors in any one round.

First Round:

Judged on performance, hunter pace, jumping style, quality, substance, and movement. After the judges base score is given, one point will be added for each higher option fences jumped.

With a maximum of Four Bonus Points awarded.

Second Round:

Judged on performance, hunter pace, jumping style, quality and substance, movement, handiness and brilliance of pace. Handiness is defined as ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style.

Handiness is taken into account in the judges' base score.

After the judges' base score is given, one point will be added for each high option fence jumped.

With a maximum of Four Bonus Points awarded

Course Requirements:

All fences must be faultable.

1. Obstacles must simulate those reminiscent of the hunt field and course must offer a variety of Classic jumps with different appearances such as: natural post and rail, stone wall, picket fence or gate, hen coop, hedge, oxer, brush, logs, natural foliage.
2. Natural obstacles such as banks and ditches are allowed.
3. All Oxers must be ascending with a minimum of 5cm to 10 cm difference is required for the back element of all oxers.

4. All fences must have a ground line set no more than 30cm (12") in front of the jump.
- 5 Quick release Cups must be used on the back element of all oxers.
6. Distances will not be adjusted for ponies.
7. The Course plan must be posted at least One Hour before the start of the Competition.

Recommended Fence Heights

Horses: 1.00m with four option fences set up to a maximum of 1.05-1.10m

Horses: 1.10m with four option fences set up to a maximum of 1.15-1.20m

Ponies: 70cm with four option fences set up to a maximum of 80-90cm

Ponies: 80 -90cm with four option fences set up to a maximum of 1.00m-1.05m

The course may consist of:

First Round:

Classic Hunter Course

1. A minimum of ten and a maximum of fourteen obstacles may be offered in the Classic Hunter Round.
2. At least one, one stride combination.
3. At least one bending line
4. At least one line with an unrelated distance
5. At least one long approach

Second Round:

Handy Hunter Course

1. A minimum of eight and a maximum of 12 obstacles may be offered in the Handy Hunter Round
2. The course should simulate riding over hunting type country and must have a minimum of two handy options, such as: tight turns, different tracks, clever options for jump approaches, an in hand gallop to a jump, trot a lowered obstacle not to exceed 90cm Horses, 70cm Ponies in height, a halt and/or a rein back.