



**\$1,000 JAECKLE CENTRE HUNTER DERBY**  
**Presented by Franklin Horse Supply**

**CLASS SPECIFICATIONS**

**I. Prize Money and Entry Fee**

A. \$1,000 will be awarded to the Top 12 places as follows:

1 <sup>st</sup> - 30%	7 <sup>th</sup> -4%
2 <sup>nd</sup> - 22%	8 <sup>th</sup> - 3%
3 <sup>rd</sup> - 13%	9 <sup>th</sup> - 3%
4 <sup>th</sup> - 8%	10 <sup>th</sup> - 2%
5 <sup>th</sup> - 6%	11 <sup>th</sup> - 2%
6 <sup>th</sup> - 5%	12 <sup>th</sup> -2%

B. The entry fee for the Hunter Derby will be \$50 per horse rider combination.

**II. Membership and Participation Requirements**

- A. Riders, owners and trainers are not required to be members of USEF or MTHJA in order to participate.
- B. Horses and ponies are not required to be a member of USEF or MTHJA in order to participate.
- C. Year-end points will not be awarded by MTHJA for participation in this class.
- D. Riders may compete on a total of three horses or ponies but no more than two of any one size.
- E. Rider age and pony size: See HU101.1 for current Federation policy.
- F. The same horse (pony)-rider combination must compete in both rounds of the Hunter Derby.
- G. Attire: Formal horse show attire required, shadbellys optional, braiding not required.
- H. Horse-Rider Combinations must participate in a minimum of 2 over fences classes at this show in order to be eligible to compete in the Hunter Derby.

**III. Official Jog**

Horses are not required to jog for soundness.

**IV. Judging System**

- A. The judge will provide one score from each round and the scores will be added together to obtain the overall total for each horse/pony.
- B. The 1<sup>st</sup> Round (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.
- C. 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. Handiness is taken into account in the judges' base score.
- D. The judge may not award the same base score to any two competitors in any one round unless a competitor's score is below the cut-off score.
- E. In addition to this base score, each judging panel must award an Option Bonus Score consisting of one additional point for every higher height option fence jumped and each judging panel must award a Handy Bonus Score consisting of between zero and 10 bonus points to each horse-and-rider combination for handiness of round. These three scores must be announced separately and then added together to determine each horse-and-rider combination's score for this round from

each judging panel. The scores of all the judging panels will be added together to determine the total score of each horse-and-rider combination for this round.

- F. The total scores of each horse-and-rider combination from each round will be added together to determine their final overall Hunter Derby score. This score will determine the final overall standings for the class.
- G. 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 horse-and-rider combination does jump the higher height option fence.

## **V. Order of Go**

- A. Entries for the Hunter Derby close at 4:00pm on Saturday. No exceptions!
- B. Once the order go is posted, late entries will not be accepted.
- C. The order of go will be performed by random draw and posted a minimum of one hour prior to the start of the class.
- D. In the case of multiple horses/ponies being ridden by the same rider, every effort will be made to allow sufficient time (if available) separating multiple rides. All entries must be ridden in the sequence that appears on the jumping order in the first round of the competition.
- E. In the second round, entries will return in reverse order of their first round scores (lowest to highest). Due to multiple rides or rider conflicts, any rider may elect to move up in the order.

## **VI. Awards Presentation**

- A. All riders in the top 12 overall (or their designated representative if they are not available) must ride for ribbons in order to receive prize money.

## **VII. Course Requirements**

- A. The course diagrams for each round will be posted a minimum of one hour before the start of the first round.
- B. Jumps in all rounds:
  - 1. Obstacles shall simulate those reminiscent of the hunt field and the course must offer a variety of classic jumps with different appearances such as: natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs, natural foliage.
  - 2. A minimum of 2" difference is required for the back element of all oxers.
  - 3. Ground lines are not to exceed 16" in depth from the vertical plane of the jump. For appropriate jumps, no ground line is necessary.
  - 4. The jumpable portion of any fence must be a minimum of eight feet on its front face.
  - 5. Flat cups may only be used for log fences and in accordance with Federation rules.
  - 6. Fence heights: 2'0"; 2'6"; 3'0".
- C. Classic Hunter Style Course (First Round)
  - 1. A minimum of eight obstacles must be offered in the Classic Hunter Round.
  - 2. At least one in and out.
  - 3. At least one bending line.
  - 4. At least one line with an unrelated distance.
  - 5. At least one long approach.
- D. Handy Hunter Course (Second Round)
  - 1. A minimum of eight obstacles must be offered in the Handy Hunter Round.
  - 2. The course should simulate riding over hunt country and must include a minimum of two handy options, such as: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 2'0" in height, halt and/or back.
  - 3. Only the top 12 entries from the first round are eligible to return for the second round