

These are abbreviated rules that will be used at the KDCTA Horse Shows. Links to the full version of USEF Rules can be found at the end of this document.

CPHJC Equitation Challenge and FINAL

CPHJC Child/Adult Equitation Challenge: A medal style course of the rider's choice of 2', 2'6", or 3'. The judge may choose to test top riders on the flat after the over fences round is completed. Not a pointed CPHJC class, however one may use this class to qualify for the CPHJC Equitation challenge FINAL, held at the last CPHJC recognized show of the calendar year (which will be the KDCTA Sept. show.) To qualify for the FINAL, a rider must participate in 2 equitation classes during the current calendar year. The FINAL will consist of a medal style course, followed by a test on the flat.

HUNTER DERBY

Judging System

A. The first round shall be judged on performance, hunter pace, jumping style, quality and substance, and movement. After the judges base score is given, one point will be added for each high option fence jumped. The Option Bonus Score of one additional point 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. (Maximum of four points.)

B. The second round shall be 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. The Option Bonus Score of one additional point 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. (Maximum of four points.)

C. Overall Score - The final score from each round (2'3" to 2'6" with up to 2'9" options) will be either added together to obtain the overall total for each horse.

Order of Go

A. The order of go must be posted a minimum of one hour prior to the start of the class.

B. In the case of multiple horses being ridden by the same rider, every effort will be made to (if available) separate multiple rides. 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 or rider conflicts, any rider may elect to move up in the order. Should a jump-off occur, horses will return in the same order in which they competed in the second round.

C. The draw may be performed by hand or competition management may host a computer draw

Awards Presentation

A. All riders in the top 8 overall must ride for ribbons in order to receive prize money.

B. Ribbons and prize money will be awarded through 8th place per the prize money breakdown provided in section X.A.

Course Requirements

A. The course diagrams for each round must be posted a minimum of one hour before the start of the first round.

B. Dotted lines are prohibited in both the first and second rounds of any National Hunter Derby.

C. Jumps in ALL Rounds

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, white board fence or gate, coop, aiken, hedge, oxer, brush, logs, natural foliage.

2. Natural obstacles such as banks and ditches are allowed.

3. A minimum of 2" difference is required for the back element of all oxers.

4. Ground lines are not to exceed 18" in depth from the vertical plane of the jump. For appropriate jumps, no ground line is necessary.

5. Distances will not be adjusted for ponies.

6. Fence height 2'3" to 2'6"

7. There must be four option fences set up to 2'9". If there is a difference in difficulty between any two tracks containing height options, the higher options should include the more inviting, less difficult track.

D. Classic Hunter Style Course (First Round)

1. A minimum of ten 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

E. 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 have a minimum of two handy options, such as: tight turns, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 2'6" in height, halt and/or back. Gimmicky options are not appropriate.

G. It is important for Management to make sure that the pointing and scoring system is fully understood by spectators. USHJA requests that announcers announce scores using their own style, but containing the following information in a clear manner: 1. First Round "The judges score an 84. An additional four points will be awarded for the four higher option fences that were taken, giving our entry a final score of 88 for this round." 2. Second Round "The judges score an 82 for this round. An additional four points will be awarded for the four higher option fences that were taken, giving our entry a final score of 86 for this round." Handiness is taken into account in the judges' base score.

X. Prize Money and Entry Fee

A. Prize money will be paid to a maximum of 8 places as follows:

1st-30% , 2nd-22%, 3rd-13%, 4th-8%, 5th-6%, 6th-5%, 7th-4%, 8th-3%

JUMPERS

JP149 Special Classes

1. Top Score/Gambler's Choice Competition (FEI Rules for Jumping Art. 270)

a. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries from 10 to 120 points according to its difficulty. Combination obstacles are not allowed. The obstacles must be built so that they can be jumped in both directions.

b. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.

c. The competitor is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.

d. Each competitor has 45 (minimum) to 90 seconds (maximum). During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. The starting line must be provided with four flags; a red and a white flag at each end of the line.

e. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow his time to be recorded. If he does not cross the finishing line, he is placed last of the competitors with the same number of points. The finishing line must be provided with four flags; a red and a white flag at each end of the line.

f. If the fixed time is reached at the moment when the horse is already taking off (front hooves off the ground), this © USEF 2019 891 obstacle counts if it is correctly jumped.

g. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.

h. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.

i. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless he is placed according to the points obtained up to the moment of his fall disregarding the time.

j. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.

k. Joker Option:

2. The Joker is not part of the main course. After the fixed time has expired, the bell is rung to end the competitor's round. The competitor must cross the finishing line to have his time recorded he then has 20 seconds in which to attempt the Joker. Only one attempt at the Joker is allowed. 200 points are awarded if this obstacle is jumped correctly, but if it is knocked down 200 points must be deducted from the total points obtained by the competitor.

Links to the USEF complete Rules

https://www.usnja.org/application/files/1415/4049/4138/National_Hunter_Derby_Specs_2019_topost.pdf

<https://www.usnja.org/competition/hunter/national-hunter-derby>

<https://www.usef.org/forms-pubs/zDZXGvqBOTk/jp-jumper-division>