

# 2014 USHJA Zone 6 Children's/Adult Amateur Handy Hunter Derby

The USHJA Zone 6 Hunter Committee has created this program to provide our membership with an opportunity to experience the excitement of a Hunter Derby. Different elements that may be part of a handy course include, but are not limited to, fences ridden at a hand gallop, a roll back, a trot fence and a gate to open and close from the horse's back. Participants in this class will not accrue points for the USHJA Zone Horse of the Year standings or USHJA Stirrup Cup standings.

## I. CLASS SPECIFICATIONS

1. All derbies will be held as a one round Handy Hunter class.
2. A minimum of ten (10) fences shall be set at 2'9" in height with spreads not to exceed the fence height.
3. There will be three (3) high option fences set at 3'0" in height with spreads not to exceed the fence height.
4. Formal attire is requested, but not required.
5. The class must be run in accordance with HU122.6 and include at least one (1) in and out, a bending line, a long approach to a single oxer and a trot fence. The use of natural obstacles is encouraged, but not mandatory.

## II. ELIGIBILITY

1. Open to junior and amateur riders (certification required) whose home Zone of record is Zone 6, and who are Active members of USEF and USHJA before the start of the Handy Hunter Derby.
2. Horses must be registered with USHJA in order to participate.

## III. RESTRICTIONS

1. Riders may only compete on one horse or pony per Handy Hunter Derby.
2. Riders entered in the Handy Hunter Derby may not cross enter into any other class held at the same competition where the height of fences exceeds 3'0".
3. Professionals are not eligible to compete in the Handy Hunter Derby.
4. Horses ridden in the Handy Hunter Derby may compete with a different rider in other classes that exceed 3'0" in height at the same competition.

## IV. JUDGING

1. The Handy Hunter Derby shall be judged and numerically scored on quality, movement, jumping style, handiness, manners and way of going. Pace and brilliance are to be rewarded, but judges should remember these horses should also exhibit suitability for the level of their rider.
2. Each horse-and-rider combination will receive a numerical base score. In addition, they will receive one point for every high option jumped without a knock down; and a Handy Bonus Score consisting of zero (0) to ten (10) points for the handiness of the round. The three scores and the total score must be announced separately.
3. The judging panel may not award the same base score to any two competitors in the class unless a competitor's score is below the cut-off score.
4. All ties will be broken by the base score of the judging panel, before adding height and/or handy bonus points.

## V. ENTRY FEES/ PRIZE MONEY/AWARDS

1. There is no entry fee to compete in the Handy Hunter Derby.
2. The Prize Money shall be distributed 30% for 1st, 22% for 2nd, 15% for 3rd, 10 % for 4th, 7% for 5th, 6% for 6th, 5% for 7th and 5% for 8th.

*Any deviations from the specifications for the Zone 6 Handy Hunter Derby are not permitted without prior written consent from the USHJA.*

