

HUNT SEAT DIVISION

Braiding is traditional, but not required

All jump heights are at the discretion of the show committee

Appointments

Minimum

1. Appropriate heeled boots (hunt or jodhpur)
2. Breeches or jodhpurs
3. Shirt
4. ASTM/SEI Helmet

Preferred

1. Hunt Coat of conservative color
2. Choker or tie
3. Gloves

Optional:

1. Spurs of unroweled type, with a strap
2. Crops (maximum length 30 inches)
3. Traditional colored half chaps with matching paddock boots are acceptable
4. Any protective safety equipment for the rider (protective vest, other)

Tack/Equipment

1. Saddles of hunt or balance type preferred.
2. Regulation snaffles recommended or Pelhams with Cavesson nosebands and flat curb chain or straps. Kimberwicks and Uxeter bits are allowed. If a full bridle (curb and bridoon) is used, the bridoon is thicker than in an English Pleasure full bridle. Excessive length (greater than 4 inches from the bottom of the mouthpiece) of the curb shank shall be penalized. A judge, at his/her own discretion, may penalize horses with non-conventional types of bits and nosebands. No figure 8, flash, drop, or any other style of nose band that includes a strap which fastens in front of the bit are allowed in hunter Classes.
3. Standing Martingales are optional in Equitation Over Fences; they are prohibited in Hunter Hack and all flat classes. Any change of equipment during a class may be penalized at the discretion of the judge.
4. Running martingales for jumper division classes only.
5. Boots and bandages may be worn in Equitation Over Fences only.

HUNT SEAT EQUITATION

Class Routine

Recommended to be shown both ways of the ring in appropriate gaits including but not limited to: walk, trot, extended trot, canter, hand gallop, reverse. Riders may be required to execute any appropriate pattern as requested by the judge. Appropriate patterns will be provided either by the show committee or the judge at the discretion of the show committee which they feel are appropriate to the caliber of the class. Patterns chosen shall be required of all riders selected for this additional performance.

Judging/Scoring

Class to be judged on seat, hands, suitability of horse to rider, and the performance of the horse as it reflects the riding skill of the exhibitor. To be judged 90% on the rider's position, use of aids and cues, and control of the horse, and 10% on personal appointments and tack. The scoring of personal appointments and tack will be based on neatness of clothing rather than newness or expense, and cleanliness, condition and adjustment of tack.

Disqualifications: See # 14 under General Rules

HUNT SEAT PLEASURE

Class Routine

All horses will enter the ring in a counterclockwise direction until the judge otherwise directs them. They are to be shown at the walk, trot and canter both ways of the ring. Horses may be asked to back. The pleasure horse should be easy to handle, obedient, and consistent.

1. After all, entered have been worked, the judge may then excuse contestants not to be further considered in the class.
2. The judge may ask for additional rail work from remaining entries.

Judging/Scoring

To be judged on the suitability of the horse as a pleasure mount, manners and performance. The smoothness, obedience and consistency of the performance will be considered rather than the brilliance and animation.

Disqualifications: See # 14 under General Rules

HUNTER UNDER SADDLE

Class Routine

All contestants will enter the ring in a counterclockwise direction until the judge otherwise directs them. Horses are to be shown at walk, trot, canter both ways of the ring and may be asked to hand gallop. Class may be split to hand gallop. May be asked to back. The judge may ask for extended trot. The Hunter Under Saddle should be obedient, alert, responsive, and move freely with a ground-covering gait.

- a. After all horses have worked, the judge may then dismiss any horse not to be further considered in this class.
- b. The judge may continue to work the remaining horses.
- c. At the hand gallop, the judge may ask the group to halt and stand on a loose rein.

Judging/Scoring

To be judged on the suitability of the horse for this style of riding, manners, control, and smoothness of the performance on the flat.

Disqualifications: See # 14 under General Rules

HUNT SEAT EQUITATION OVER FENCES

Tack/Equipment

Same as that for Hunt Seat Equitation except that the use of standing martingales is allowed. Dropped nosebands and running martingales may not be used.

Class Routine

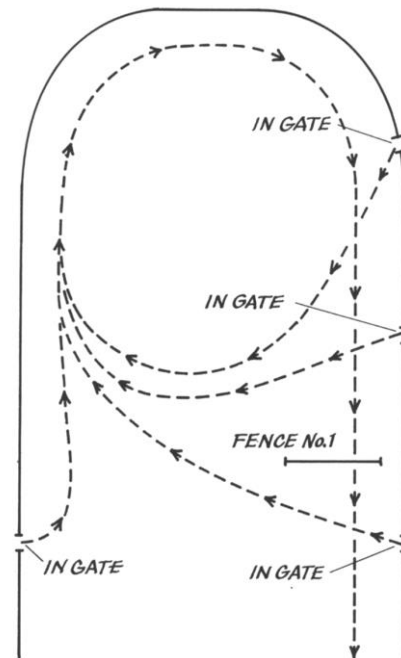
The rider should demonstrate his/her ability in controlling the horse while going over fences such that a balanced, even pace is maintained while also maintaining a safe and suitable position.

1. The class will be held over at least six reasonable jumps.

2. The performance begins when the horse enters the ring or is given the signal to proceed after entering the ring. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability.
3. Ticks and rails down shall not be scored in an equitation class over fences unless it is the fault of bad horsemanship. However, failure to complete a specified course or jumping fences in the wrong order shall be scored as "off course and the rider shall be eliminated".
4. Any or all contestants may be called back to perform a walk, trot, canter or execute any appropriate test of skill included in class requirements for Hunt Seat Equitation, or any of the following:
 - a. Jump low fences at trot.
 - b. Pull up between fences at trot, except in a combination.
 - c. Jump fences on a figure eight course.
 - d. Jump Serpentine course, showing change of lead.

In-Gate Diagram

Circling in either an Equitation Class Over Fences or a Performance Class Over Fences: Only one circle is allowed before fence #1. The size of the circle depends on the length and width of the ring. However, a circle of 100 feet diameter is the maximum allowed with fence #1 included in its circumference (see diagram). The circle may commence at a sitting or posting trot (correct diagonal) with a transition to a canter at least 5 strides before fence #1. Thereafter, a canter (unless the judge specifies otherwise) MUST be maintained. Once the exhibitor has commenced a circle, it must be continued. Incorrect, misshapen circles or failure to maintain a specified gait shall be scored as a refusal.



Judging/Scoring

Class to be judged on seat, hands, suitability of horse to rider, and the performance of the horse as it reflects the riding skill of the exhibitor. To be judged 90% on the rider's position, use of aids and cues, and control of the horse, over the course of jumps and 10% on the horse's ability in executing the course under the rider as well as #3 & #4 in the class routine. All tack will be as described in Hunt Seat appointments.

Disqualifications: See # 14 under General Rules

HUNTER DIVISION

Class Routine

The hunter should provide his rider with a safe, consistent ride at a working pace over a course of fences similar to those that might be encountered in the field. This requires that all horses must be serviceably sound and any horse showing evidence of lameness, broken wind or impairment of vision will be refused an award and will be excused from the ring by the steward, show veterinarian, or judge.

Each horse will individually negotiate a course consisting of at least 8 jumps over a minimum of 4 different obstacles. At least one change of direction is recommended. The course diagram must be posted at least 1 hour before the class is called. The course must meet the approval of the judge.

Jumps and Obstacles

1. Jump rails shall be at least 10' in width and wings can be up to 22" wide. They should have a substantial appearance. Rails shall be at least 3" in diameter. **Height will be a maximum of 2' 6" for horses and 2' 3" for ponies.**
2. A variety of natural obstacles are encouraged – using coops, gate, brush, jump, logs etc. Frightening, dangerous or strange jumps are to be avoided.
3. Combinations or in and outs are prohibited in Hunter Over Fences Classes.

Judging/Scoring

1. When a horse makes two faults at one obstacle, only the major fault will be counted, except refusals, which will count in addition.
2. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
3. Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched.
4. Circling once before beginning and after ending the course is permissible (see diagram).
5. Loss of forward motion will be scored as a refusal.
6. Major faults
 - a. Knock down
 - b. Refusal
 - c. run out
 - d. bolting on course
7. Elimination:
 - e. Extra circle
 - f. 3rd refusal
 - g. Jumping an obstacle before it is reset
 - h. Jumping an obstacle not included in course
 - i. Failure to keep proper course
 - j. Fall of horse and or rider in any class. A rider is considered to have fallen when they are separated from their mount in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when the shoulder and haunch on the same side are touching the ground or an obstacle and ground.

Disqualifications: See # 14 under General Rules

HUNTER OVER FENCES

1. After completing the course, no horse will be requested to re-jump the course.

2. Upon completion of the entire class over fences, the finalists may be asked to jog their horses past the judge to show soundness.
2. The judge will penalize unsafe jumping and bad form over fences, whether touched or untouched.
3. Fences should simulate obstacles which might be found in the hunting field, such as natural post and rail, brush, stonewall, gates, chicken coops, Aiken or hedge. Spreads over 4 feet are prohibited. The use of unusual objects not likely to be found under ordinary hunting conditions should be avoided.

Class Routine

The hunter should provide his rider with a safe, consistent ride at a working pace over a course of fences similar to those that might be encountered in the field. This requires that all horses must be serviceably sound and any horse showing evidence of lameness, broken wind or impairment of vision will be refused an award and will be excused from the ring by the steward, show veterinarian, or judge.

Each horse will individually negotiate a course consisting of at least 8 jumps over a minimum of 4 different obstacles. At least one change of direction is recommended. The course must meet the approval of the judge.

Judging/Scoring

To be judged on performance, manners and soundness with emphasis on performance and manners. The scoring of performance will be based on the maintenance of an even hunting pace, manners, jumping style and way of moving over the course. Although faults are taken into consideration, final placing will not rely solely on this.

Disqualifications: See # 14 under General Rules

HUNTER HACK

Any change of equipment during a class may be penalized at the discretion of the judge. Dropped, flash or figure eight nosebands are not permitted in any class under the hunt seat division.

Class Routine

Horses are to be shown at a walk, trot, canter, and a hand gallop both ways of the ring. The judge may ask for extended trot. All horses are required to jump two fences. It is recommended that these fences be no more than two feet six inches in height. The horse should be similar to the Hunter Under Saddle in that he is obedient, alert, and responsive and moves freely with a ground-covering gait. His style of jumping should be smooth and consistent; such that he could be relied on to take his rider over fences in a safe, obedient manner at an even hunting pace.

1. All contestants will enter the ring in a counterclockwise direction until otherwise directed by the judge. All exhibitors will be asked to hand gallop. Class may be divided to hand gallop.
2. After all horses have been worked as specified in number 1; the judge may then dismiss any horse not being further considered in the class.
3. The judge may continue to work the remaining horses.
4. After the hand gallop, the judge may ask the group to halt and stand on a free rein.
5. The judge may ask any rider to back his horse in a straight line.
6. After horses have been worked on the flat, the judge will ask all horses to jump two fences each, no more than two feet six inches in height.

Judging/Scoring

To be judged on performance, manners and soundness with emphasis on performance and manners. The scoring of performance will be based on the maintenance of an even hunting pace, manners, jumping style and way of moving over the course. Although faults are taken into consideration, final placing will not rely solely on this. Scored 70% over fences and 30% on the flat.

Disqualifications: See # 14 under General Rules

JUMPER DIVISION

Appointments

Minimum:

1. Suitable shirt and hunt jacket or polo shirt. No sleeveless or collarless shirts.
2. Breeches or jodhpurs
3. Boot with a heel.

Optional:

1. Half chaps
2. Spurs are optional
3. Crops or bats (maximum length 30 inches)
4. Any protective safety equipment for the rider (protective vest, other)

Tack/ Equipment

Hunt type saddle, hunt type bridle with standard, drop, figure 8, or flash cavesson/noseband. Hackamores are permitted. Breastplates and cruppers are optional. Standing or running martingales are permitted. Bandages and/ or boots on horse's legs are permitted. See USEF rulebook jumper division for further equipment allowances.

Disqualifications

- Stirrup leather or stirrup or foot tied and/or secured in any manner
- Unsoundness of horse
- Three refusals
- Jumping an obstacle before it is reset
- Bolting from ring
- Off course
- Fall of horse or rider
- Failure to start on course within 45 seconds of judge's signal to proceed
- Starting on course before judge's signal to proceed
- Dangerous behavior or lack of sufficient control of the horse by rider
- Poor sportsmanship

Judging/ Scoring

Jumper classes are scored objectively, based entirely on a numerical score. Turnout is NOT to be considered. Placing is determined by the fastest time with lowest number of faults over a posted course of jumps. Jumping penalties are assessed for refusals and knockdowns, with each refusal or knockdown adding four faults to a competitor's score. Penalties for knockdowns are imposed only when the knockdown changes the height or width of the jump. If a horse or rider knocks down a bottom or middle rail while still clearing the height of the obstacle, providing the rails are directly underneath the top rail, they receive no penalties. A refusal at any of the

jumps in a combination, results in the horse having to repeat the entire set of obstacles, not just the element refused. So, a horse may jump "A" and "B" without issue but have a refusal at the third fence (C), at which time the rider would have to circle and return to jump fence "A" again, giving the horse a second chance to refuse or knock down "A" and "B". Despite being considered one obstacle, each element may result in penalty points if knocked down. Therefore, if each of the three fences in a triple combination were knocked down, the rider would receive 12 faults (4 per fence, instead of 4 faults for the entire obstacle). Time should be accurately kept between clearly marked starting and ending lines. It is preferable for time to be measured with automatic timer, if not available two-timing devices should be used.

4 Fault Penalties

- Refusal. Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as disobedience.
- Run-out. Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as disobedience.
- Loss of Forward Movement. Halting or stepping backward after crossing the start line.
- Circling. Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), is considered a disobedience.

Disqualifications: See # 14 under General Rules

Jumps/ Obstacles

Jumper fences often are colorful in design. Rails must be held in cups not deeper than ½" and must be able to freely roll in cups. Types of jumps used include the following:

- Vertical (or upright) – a jump that consists of poles or planks placed one directly above another with no spread, or width, to jump
- Oxer – two verticals close together, to make the jump wider, also called a spread
 - Square Oxer (sometimes known as Box Oxer): both top poles are of an equal height
 - Ascending oxer (usually called a Ramped Oxer): the furthest pole is higher than the first
 - Descending oxer (usually called an Offset Oxer): the furthest pole is lower than the closest
 - Swedish oxer: the poles slant in opposite directions, so that they appear to form an "X" shape when seen head on
- Triple bar – is a spread fence using three elements of graduating heights
- Cross rail – two poles crossed with one end of each pole being on the ground and on jump standards so that the center is lower than the sides.
- Wall – this type of jump usually is made to resemble a brick wall, but the "bricks" are constructed of a lightweight material and fall easily when knocked
- Hogsback – a type of spread fence with three rails where the tallest pole is in the center
- Combination – usually two or three jumps in a row, with no more than two strides between each; two jumps in a row are called double combinations, and three jumps in a row are called triple combinations (if a horse refuses the second or third element in one of these combinations, they must jump the whole combination again, not just any obstacle missed)
- Fan: the rails on one side of the fence are spread out by standards, making the fence take the shape of a fan when viewed from above
- Liverpool: a ditch or large tray of water under a vertical or oxer
- Joker: a tricky fence comprising only a rustic (or unpainted) rail and two wings wherein the lack of filler makes it difficult for a horse to judge their proximity to the fence as well as the fence's height.

Class Routine

Classes are held over a course of show jumping obstacles, including verticals, spreads, double and triple combinations, usually with many turns and changes of direction. The intent is to jump cleanly without incurring faults over a set course.

The horse must cross the start and finish line between the markers in the proper direction and with the rider mounted. The horse must jump all of the required fences between the start and finish markers.

A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. Not crossing through the start line within the allotted time is cause for elimination. Crossing the start line and beginning the course BEFORE the judge's signal is also grounds for elimination. An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:

- a. to give the signal to start
- b. to stop a competitor in the event of an unforeseen incident (which also designates a time-out)
- c. to indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out).
- e. to give the signal for a competitor to continue his round after an interruption.
- f. to indicate by repeated and prolonged ringing that the competitor has been eliminated
- g. to indicate that the rider should not proceed to the jump-off round.

Classes

1. Time First Round:

The first round is decided by the fastest time with the fewest faults incurred over the designated course.

2. Time First Jump-Off:

The first round and first jump-off, if any, are decided by the fastest time with the fewest faults incurred over the designated course. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, and upon an audible signal, commence the designated jump-off course. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round.

3. Power and Speed:

The first phase (power) to consist of 8 to 10 jumping efforts and the second phase (speed, or immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by fastest time with fewest faults in the speed phase, working backward to fastest time in the power phase. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course.