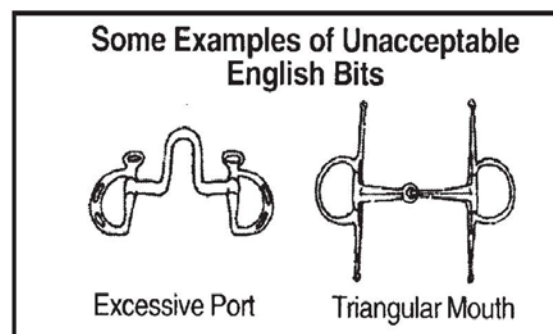
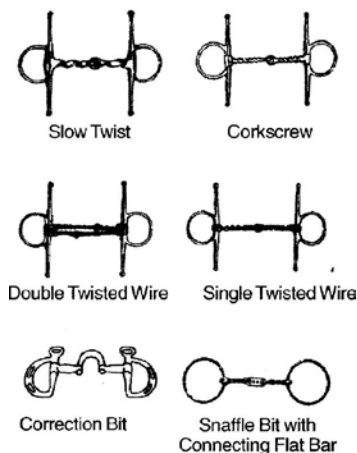


Hunter Division

ATTIRE: Hard hats with a fastened chin strap are required for all Hunter Division classes. (Harness type of hat required over fences.) Helmets must be worn at all times in the arena. Clothing must be neat, clean and appropriate for Hunter classes. Exhibitors should wear coats of any tweed or melt on (conservative wash jackets in season), breeches in traditional shades of buff, gray, rust, beige or canary (jodhpurs included) high English boots or Jodhpur boots. Dark blue, brown or black hunting cap and stock tie or chokers are required. Unroweled spurs, crops or bats are optional. Hair must be neat and/or contained as in net or braid.

TACK: Clean English forward hunting or dressage saddles are required. Saddles may have suede seat and/or inserts on the skirts. An English snaffle (no shank), kimberwick, pelham and/or full bridle (with two reins), all with caves on nosebands and plain leather brow bands, must be used. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces may have a port no higher than 1-1/2 inches. On broken mouthpieces only, connecting rings of 1-1/4 inches or less in diameter or connecting flat bar of 3/8 to 3/4 inches (measured top to bottom with a maximum length of 2 inches) which lies flat in the horse's mouth, is acceptable. All mouthpieces must be a minimum of 5/16 inches in diameter snaffles to be measured 1 inch in from the cheek or ring. Smooth round, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces with a maximum of 1-1/2 inches high ports are allowed. In the Jumping class only, mechanical hackamores may be used.

Bits of any style (pelham, snaffle, kimberwick) featuring mouthpieces with cathedrals, donuts, prongs, edges or rough, sharp material shall be cause for elimination. If a curb bit is used, the chain must be at least 1/2 inches in width and be flat against the jaw of the horse as illustrated in the drawings.



Unroweled spurs, crops, bats, gloves or English breastplate and braiding of mane and/or tail in Hunt style are optional. Boots of any description on the horse, draw reins and roweled spurs are prohibited. Standing martingales are allowed in the working hunter class. The judge will have the authority to remove or alter any piece of equipment that is severe or would give a horse an unfair advantage.

HUNTER SHOWMANSHIP TACK

- A. Horses shall be shown in equipment appropriate for their breed.
- B. Exhibitor may choose to show in saddle seat or hunt seat attire but both the exhibitor and the horse must have the same type of attire.
- C. Hunter attire may include either a halter or bridle. All bridles must have a cavesson noseband. No dropped nose bands (noseband below the bit) are allowed in any classes.

SHOWMANSHIP AT HALTER

Proper English attire is required. Some type of headgear is required. Only the showman is to be judged. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed horse that performs the requested pattern with promptness, smoothness and precision. Listed below are the points on which showmanship is to be judged.

A. APPEARANCE OF THE HORSE

1. The horse's body condition and overall fitness should be assessed. The coat should be clean, well-brushed and in good condition. The mane, tail and forelocks may not contain ornaments, but may be braided or banded. The bridle path, eyebrows and long hair on the head and legs may be clipped.
2. Hooves should be properly trimmed and, if shod, shoes must be fitted correctly and clinched neatly. Hooves must be clean.
3. Tack should fit properly, be neat and in good repair.
4. No whips will be allowed in the show ring.

B. POSITION OF THE EXHIBITOR

1. The exhibitor should stand and move in a straight, natural, upright manner and avoid excessive, unnatural or animated body positions. The exhibitor must lead on the horse's left side holding the lead in the right hand with the tail of the lead loosely held in the exhibitor's left hand unless asked to do otherwise by the judge. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the midpoint of the horse's neck.
2. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and in a natural position. Height of the arms may vary with size of the exhibitor and size of the horse, but the arms should never be locked.
3. When executing a turn, the exhibitor should turn and face the horse's head and have the horse move away from him/her.
4. When executing a back, the exhibitor should turn from leading to face toward the rear with the right hand extended across the exhibitor's chest and walk forward beside the horse with the horse backing.
5. When setting up for inspection, the exhibitor should stand in a position between the horse's muzzle and eye, the exhibitor should never leave the horse's head. Exhibitors should maintain a position that is safe for themselves and the judge. The exhibitor should not obstruct the judge's view and should not crowd other exhibitors.
6. When moving from side to side, the exhibitor should use minimal steps and assume the same position on the right side of the horse that he or she had on the left.
7. Leading, backing and initiating the set should be performed from the left side of the horse.

C. PERFORMANCE

1. The horse should be led directly to and away from the judge and track briskly and freely at the prescribed gait. The horse's head and neck should be in line with the body.
2. The stop should be straight, prompt, smooth and responsive, with the horse's body remaining straight. The horse should back up readily with the head and neck in position as instructed.
3. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.
4. Exhibitor should be able to execute these additional maneuvers if required: push turn to the right, fore hand turn to the left or right and sending the horse in a circle to the left or right.

HUNTER UNDER SADDLE

Horses are to be shown at a walk, trot and canter both ways of the ring. Horses are required to back, but the judge may require, at his or her discretion, the backing of only the finalists in the class. Emphasis shall be placed on actual suitability to purpose.

- A. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge, but shall not be asked to reverse the canter.
- B. Horses are to back easily and stand quietly. Horses must be brought to a flat-footed walk before changing gaits. Light contact with horse's mouth is recommended. At the option of the judge, the top horses may be required to gallop collectively one way of the ring but never more than 10 at one time. At the hand gallop, the judge may ask the group to "halt" and stand quietly on a free rein (loosened rein).
- C. Walk: True and flat-footed for pleasure classes.
- D. Trot: Brisk, smart, cadenced and balanced without loss of form. Smoothness more essential than extreme speed. Extreme speed shall be penalized.
- E. Canter: Smooth, collected and straight on both leads with the ability to push on if so required in a hand gallop.
- F. Hand Gallop: The hand gallop should be a brisk gallop with horses under control, after which horses will pull up (not a sliding stop) and stand quietly on the rail for a few moments, before being asked to line up for final inspection.

HUNT SEAT EQUITATION

Class Routine: The judge will ask each rider to work individually. These individual works will be any of the maneuvers that the judge feels are necessary to determine the equitation ability of the rider.

- A. Individual work may be comprised of any of the following:
 1. Back.
 2. Gallop and pull up.
 3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at the trot, rider should be on left diagonal; when circling counterclockwise, rider should be on right diagonal.
 4. Figure eight at canter on correct lead, demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Figures to be commenced in center of two circles so that one change of lead is shown.
 5. Ride without stirrups.
 6. Dismount and mount.
 7. Figure eight at canter on correct lead, demonstrating flying change of lead.
 8. Change lead down center of ring, demonstrating simple change of lead.
 9. Execute serpentine at trot and/or canter on correct lead, demonstrating simple or flying changes of lead. A series of left and right half circles off center of imaginary line where correct diagonal or lead change must be shown.
 10. Canter on the counter lead.
 11. Half turn on forehand and/or a half turn on the haunches.
- B. The judge must post the pattern he will ask for at least one hour prior to the commencing of the class.

- C. Judging of the individual work will begin at the indication of the judge.
- D. Horses going off pattern will be disqualified.
- E. The judge will use these individual works to determine the top riders, which he will call back for rail work.
- F. Those selected riders will be required to work on the rail at the discretion of the judge.
- G. The Equitation class is to determine the riding ability of the rider and the judge will bear this in mind at all times.
- H. Mounting and Dismounting: To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of the rider must be taken into consideration.
- I. Hands: Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.
- J. Basic Position: The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation, ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron may be either on toe, ball or "home."
- K. Position in Motion: At the walk and slow trot, body should be vertical; posting trot, inclined forward; center, halfway between the posting trot and the walk; galloping and jumping, same inclination as the posting trot.

WORKING HUNTER

- A. **Exhibitors must enter at the district level to show at the state show.**
- B. **Qualification for the state show is not required at the district level. Horse heights will be collected at the state show.**
- C. No horses will be allowed to practice jump over the official course. Exhibitors will be allowed to walk the course prior to the start of the class. Practice jumps will be made available in Outdoor Arena.
- D. Horses will be judged on performance, manners, hunting pace, style of jumping, way of moving and suitability for actual use in the hunting field.
- E. All horses must be serviceably sound. Horses must be placed on performance before consideration for soundness. Finalists will be jogged in hand past the judge for soundness in order of performance. Any horse showing lameness, broken wind or impairment of vision shall be refused an award at the judge's discretion.
- F. Each horse will individually negotiate a course consisting of at least four jumps with a minimum of two obstacles. One change of direction is recommended. The course diagram must be posted one hour before the class is called. The judging will start when the horse enters the arena and ends when the horse leaves the arena.
- G. Fence heights will be the following:
 - Horses (over 14.2 hands) – 3 feet to 3.5 feet
 - Large ponies (over 13.2 hands and up to 14.2 hands) – 2.5 feet
 - Medium ponies (over 12.2 hands and up to 13.2 hands) – 2.25 feet
 - Small ponies (not to exceed 12.2 hands) – 2 feet
- H. Obstacles may be selected from the following list but will not be limited to this list. Availability will determine the type and variety of obstacles used at state show.
 1. Brush
 2. Post and rail
 3. In and out (24-26 feet apart)
 4. Gate
 5. Chicken coop
 6. Stone wall
 7. Oxer (must not be square; it is recommended that the back element be 3 to 6 inches higher)
- I. Faults:
 1. An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc., will be penalized.
 2. Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.
 3. Light touches are not to be considered in the jumping but may be recorded for reference in extremely close competition. Touching bush only on a brush jump is not to be scored as a touch.
 4. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Disobediences are accumulative and count in addition.
 5. When an obstacle contains more than one jump, faults are scored on each jump.
 6. In case of refusal or run out on an obstacle that contains more than one jump, entry may re-jump previous as well as the remaining jump.
 7. Three cumulative disobediences, a fall of horse and/or rider or going off course disqualifies the entry. Dismissed contestants will exit promptly.
- J. The following point system may be used in scoring working hunters:
 1. Knockdowns:
 - a. With any part of horse's body behind the stifle – 4 Faults
 - b. With any part of horse's body in front of stifle – 8 Faults
 - c. Of a standard of wing in jumping obstacle with any part of horse, rider, or equipment – 8 Faults

- d. When a horse touches an obstacle, causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.
2. Disobedience:
 - a. First refusal, run out, bolting on course, extra circle, or showing an obstacle to a horse – 8 Faults
 - b. Second refusal, run out, bolting on course, extra circle, showing an obstacle to a horse – 8 Faults
 - c. Third refusal, run out, bolting on course, extra circle, showing an obstacle to a horse – Elimination
 - d. Jumping an obstacle before it is reset – Elimination
 - e. Bolting from ring – Elimination
 - f. Failure to keep proper course – Elimination
 - g. Jumping an obstacle not included in course – Elimination
3. Falls
 - a. Horse and/or rider falling in competition – Elimination

EQUITATION OVER FENCES

- A. The rider's performance and skills over fences are being judged in this class. Rider's basic position in the saddle; position and use of hands, legs and feet; ability to control and show the horse and suitability of horse to rider are important; but rider's skills and executing must be considered.
- B. Each rider shall perform a pattern consisting of at least six jumps. Three cumulative refusals will cause elimination. Maximum fence height shall correspond to those listed in Working Hunter rules.
- C. Position: Same as Equitation on the Flat.
- D. The judge will score each rider on his or her individual skills and execution of the pattern.
- E. The final riders may be required to work on the rail to determine the final placings.
- F. Fence heights will be the following:
 - Horses (over 14.2 hands) – 3 feet to 3.5 feet
 - Large ponies (over 13.2 hands and up to 14.2 hands) – 2.5 feet
 - Medium ponies (over 12.2 hands and up to 13.2 hands) – 2.25 feet
 - Small ponies (not to exceed 12.2 hands) – 2 feet

OPEN TRAIL

- A. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
- B. Open to all horses and ponies. Standard tack and attire for the appropriate division is required. Hands on reins may be changed. No tie-downs or martingales.
- C. Horse shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
- D. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as a part of its work and quality of movement and cadence should be considered as part of the maneuver score. Gait between obstacles shall be at the discretion of the judge.
- E. The course to be used must be posted at least one hour before scheduled starting time of the class.
- F. Suggested scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 to minus 2; - 2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, + 2 excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
- G. The following deductions will result:

0-SCORE

 1. Use of more than one finger between reins
 2. Use of two hands (exception in Snaffle Bit or hackamore classes designated for two hands) or changing hands on reins: except for junior horses shown with hackamore or snaffle bit, only one hand maybe used on the reins, except that it is permissible to change hands to work an obstacle.
 3. Performing the obstacles other than in specified order
 4. No attempt to perform an obstacle
 5. Equipment failure that delays completion of pattern
 6. Touching the horse on the neck to lower the head, or use of free hand to instill fear or praise
 7. Fall to the ground by horse or rider

2-POINTS

1. Each tick of log, pole, cone or obstacle

1-POINT

1. Each hit of or stepping on a log, pole, cone or obstacle
2. Break of gait at walk or jog for two strides or less
3. Skipping over or failing to step into required space
4. Split pole in lope-over

3-POINTS

1. Break of gait at walk or jog for more than 2 strides
2. Out of lead or break of gait at lope (except when correcting an incorrect lead)
3. Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle

5 POINTS

1. Dropping slicker or object required to be carried on course
2. First refusal, balk or attempting to evade an obstacle by shying or backing more than two strides away

5 POINTS (PLUS ENTRY CANNOT PLACE OVER ANOTHER ENTRY THAT COMPLETES THE COURSE CORRECTLY):

1. Stepping outside the confines of: falling or jumping off an obstacle (back thru, bridge, side pass, box, water box)
2. Loss of control or letting go of gate
3. Blatant disobedience (kicking out, bucking, rearing, striking)
4. Riding outside designated boundary marker of the course
5. Failure to ever demonstrate correct lead or gait, if designated
6. Failure to enter, exit or work obstacle from correct side or direction
7. Failure to complete obstacle
8. Failure to perform correct line of travel within or between obstacles
9. Second refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away

- H. Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, junior trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point. Enough space must be provided for a horse to jog [at least 30 feet (9 meters)] and lope [at least 50 feet (15 meters)] for the judges to evaluate these gaits.
- I. If disrupted, the course shall be reset after each horse has worked. If a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.
- J. At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three different others selected from the list of optional obstacles.
- K. Mandatory obstacles:
1. Opening, passing through and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
 2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured, and the path the horse is to take should be the measuring point. Trot-overs and lope-overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs and lope-overs should be as follows or increments thereof.
 - a. The spacing for walkovers shall be 20 inches to 24 inches (40 cm to 60 cm) and may be elevated to 12 inches (30cm). Elevated walkovers should be set at least 22 inches (55 cm) apart.
 - b. The spacing for trot-overs shall be 3 feet to 3 feet 6 inches (90 cm - 105 cm) and may be elevated to 8 inches (20 cm).
 - c. The spacing for lope-overs shall be 6 feet to 7 feet (1.8 - 2.1meters) or increments thereof, and may be elevated to 8 inches (20 cm).
 3. Backing obstacles to be spaced a minimum of 28 inches (70 cm). If elevated, 30 inches (75 cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 - a. Back through and around at least three markers.
 - b. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24 inches (60 cm).
- L. Optional obstacles, but not limited to:
1. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
 2. Serpentine obstacles at walk or jog. Spacing to be minimum 6 feet (1.8 meters) for jog.
 3. Carry object from one part of arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
 4. Ride over wooden bridge. (Suggested minimum width shall be 36 inches (90 cm) wide and at least 6 feet long). Bridge should be sturdy, safe and negotiated at a walk only.
 5. Put on and remove slicker.

6. Remove and replace materials from mailbox.
 7. Side pass [may be elevated to 12 inches (30 cm) maximum].
 8. An obstacle consisting of four logs or rails, each 5 feet to 7 feet (1.5 to 2 meters) long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
 9. Any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
 10. A combination of two or more of any obstacle is acceptable.
- M. Unacceptable obstacles:
1. Tires
 2. Animals
 3. Hides
 4. PVC pipe
 5. Dismounting
 6. Jumps
 7. Rocking or moving bridges
 8. Water box with floating or moving parts
 9. Flames, dry ice, fire extinguisher, etc.
 10. Logs or poles elevated in a manner that permits such to roll
 11. Ground ties
- N. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.