

2019 WINTER EQUESTRIAN FESTIVAL

WEEK 12

DERBY GUIDE



CLASS #950

\$15,000 INTERNATIONAL HUNTER DERBY
HUNT & GO FORMAT

CLASS #907

\$10,000 USHJA NATIONAL HUNTER DERBY

CLASS #1000

\$50,000 INTERNATIONAL HUNTER DERBY
STANDARD FORMAT

Thursday - March 28

8:30 - 9:30 am

Hunt & Go Check-In
Behind Exhibitor Services

STADIUM DERBY FIELD

3:00 - 5:00 pm

Open Flatting*

(Walk/Trot Only)

Must have Derby Back Number
Open to ALL format Derby Exhibitors

*Weather Permitting

Friday - March 29

STADIUM DERBY FIELD

7:30 - 8:00 am

Hunt & Go Jog

8:15 am

Rider Meeting - Ingate

8:30 - 9:20 am

Hunt & Go Course Walk

8:50 - 9:20 am

Hunt & Go Hand Walk

9:30 am

\$15,000 IHD Hunt & Go

11:00 am - 12:00 pm

\$50,000 IHD Check-In
Derby Field Schooling Area

30 Minutes After IHD Awards

National Derby Course Walk
and Hand Walk

Open for 30 Minutes

\$10,000 National Derby

1st & 2nd Round (Top 24)

Run Together - Pro & Jr/AO Pinned Separate

Saturday - March 30

STADIUM DERBY FIELD

8:00 - 8:30 am

\$50,000 Derby Jog

8:45 am

Rider Meeting - Ingate

9:00 - 9:30 am

\$50,000 Derby Course Walk

9:30 - 9:50 am

\$50,000 Derby Hand Walk

10:00 pm

\$50,000 Int. Hunter Derby
Round 1

Sunday - March 31

STADIUM DERBY FIELD

11:30 am - 12:30 pm

\$50,000 Derby Course Walk

12:30 - 12:50 pm

\$50,000 Derby Hand Walk

1:00 pm

\$50,000 Int. Hunter Derby
Round 2 (Top 25)



International Hunter Derby - Standard / Hunt & Go

Jog Format

- A. All horses entered in the International Hunter Derby class must jog for soundness during the Official Jog prior to the start of the first round in order to compete. The Official Jog must be held within 12 hours of the start of the first round. This jog will be run in a manner similar to an FEI jog.
- B. A horse must be officially entered in the class before it will be allowed to jog.
- C. Proper attire is required (i.e., riding clothes or proper attire which an exhibitor would wear to compete in a model class).
- D. All horses must be presented at the Official Jog with their actual competition number and wearing a conventional hunter bridle, including noseband.
- E. The judging panel for the Official Jog shall consist of the competition veterinarian and a minimum of one judge from the judging panels officiating for the class.
- F. The jog surface must be level. Horses shall be evaluated from the side and following consultation with the veterinarian, the decision of the participating judge(s) is final and binding and not subject to further appeal of any kind.
- G. If a horse does not pass the jog; the exhibitor may request to re-present the horse to the judge(s). The judge(s) may decide to allow the horse to re-present at any time up to one hour prior to the start of the class. The vet and one of the judges from the original panel must be present.

Stabling/Schooling

- A. All horses competing in the Derby class must be on the competition grounds a minimum of 24 hours prior to the start of the first round of the class. **Grounds are defined as PBIEC and Equestrian Village.**
- B. All horses will be monitored and must remain on the competition grounds until the horse is finished competing in the Derby class. Any horse that leaves the premises prior to completing its participation in the Derby class is disqualified.
- C. All horses must be ridden in official horse show schooling areas unless competition management designates a specific schooling area for derby horses. Riders must wear the horses' competition number while mounted. **Horses stabled at PBIEC must ride in supervised schooling areas. Horses stabled at Equestrian Village must ride in Grass Derby Field schooling area (no jumps).**

Horses stabled at PBIEC must check with Steward located at the Ring 11/12 schooling area before heading to the Equestrian Village. Once they arrive at the Equestrian Village, they must check in with the Steward at the Grass Derby Field schooling area.

IHD horses wishing to have stalls at Equestrian Village must contact Tom Blankenship in the stabling office.

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 so that there will be a minimum of eight horses (if available) separating 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). When multiple rides occur, competition management will determine a fair separation between horses for the order of go. Should a jump-off occur, horses will return in the same order in which they competed in the second round.

International Hunter Derby - Standard Format Only

Judging System

A. The 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. 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. These two 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.

B. 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. Jumping decorations to utilize a shorter track is NOT permissible. 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 International Hunter Derby Exhibitor Specifications 4 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.

C. The Jump-Off Round, if required, shall be judged and numerically scored on quality, movement, jumping style, manners and way of going. Pace and brilliance are to be rewarded. Jumping decorations to utilize a shorter track is NOT permissible. 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 horseand-rider combination for this round.

D. 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.

E. 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.

International Hunter Derby - Standard Format Only

Tie Breaking Procedures

- A. Neither judging panel may award the same base score to any two competitors in any one round unless a competitor's score is below the cut-off score.
- B. All ties in all rounds will be broken by the base score (before adding height and/or handy bonus points) of the designated tie breaking judging panel.
- C. Unless the prize list states that more than twelve (12) entries are to return for the second round, only the top twelve (12) horses from the first round, after all ties are broken, are eligible to return for the second round.
- D. All ties for overall first place in the class will compete in a jump-off round. In the case of unsafe conditions preventing a jump-off from being held, the tie will be broken using the second round base score (before adding height and handy bonus points), of the designated jump-off tie breaking judging panel.
- E. Ties for other than first place in the overall standings will be broken using the second round base score (before adding height or handy bonus points) of the designated jump-off tie breaking judging panel.

International Hunter Derby - Hunt & Go Format

Hunt and Go

The Hunt and Go format will consist of two phases, one Classic Hunter and one Handy Hunter. The phases will be jumped consecutively with no break in pace. All participants will complete both the Classic and the Handy portions even if penalties (rails, refusals, etc.) are incurred. Major penalties (falls, 3 refusals, off course, etc.) will result in elimination.

Standard Hunt and Go Format

- a. The Classic Hunter Round, consisting of 7-8 fences with 2 high options, shall be judged on quality, movement, jumping style, manners and way of going.
- b. After the completion of the classic round horses will pick up their pace and pass through a set of markers to begin their handy portion of the class. The Handy Hunter Round, consisting of 5-8 fences with 2 high options, shall be judged on quality, movement, jumping style, manners and way of going. Pace, brilliance, and a shorter track are to be rewarded. A horse/rider may not jump decorations or other obstacles in order to create a shorter track.
- c. Two scores will be given by each judging panel, with one score for the Classic Round and one score for the Handy Round. Bonus points of one point per high option jump will be added to each judging panel's score. The scores from each panel will be added together to determine the total score and placement. Prior to the start of the class one judging panel must be designated as the tie breaker.
- d. A judging assistant must be present during all phases of the competition. The duties of the judging assistant include notifying the Judges if a rail comes down and when a horse jumps the higher height option fences. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judging panels. A competition staff member may fill this role.
- e. 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.

National Hunter Derby

Judging System

- A. No panel may award the same base score to any two competitors in any one round.
- B. 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.)
- C. 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.)
- D. Overall Score - The final score from each round (3'0" with 3'5" options) will be either averaged or added as specified in the prize list to obtain the overall total for each horse.

Tie Breaking Procedures

- A. No panel may award the same base score to any two competitors in any one round unless a competitor's score is below the cut-off score.
- B. Any ties in all rounds will be broken by the base score (before adding height bonus points) of that round.
- C. Unless the prize list states that more than 12 entries are to return for the second round, only the top 12 horses from the first round, after all ties are broken, are eligible to return for the second round.
- D. All ties for overall first place in the class will compete in a jump-off round. In the case of unsafe conditions preventing a jump-off from being held, the tie will be broken using the second round base score (before adding height bonus points).
- E. Ties for other than first place in the overall standings will be broken using the second round base score (before adding height bonus points).
- F. Prior to the start of the class, if two judging panels are used, one panel must be designated as the tie breaking panel for the first round and another panel must be designated as the tie breaking panel for the second round. The tie breaking panel for the first round will also be designated as the tie breaking panel for the jump-off round.

National Hunter Derby

Schooling

A. During the two rounds of the National Hunter Derby, all horses entered must be ridden in official horse show schooling areas unless Management designates a specific schooling area for National Hunter Derby horses. Riders must wear their horse's Derby competition number while mounted. This includes horses entered simultaneously in another class, if any. Entered horses ridden or schooled elsewhere on the competition grounds or NOT wearing their Derby competition number will be eliminated from competing in the Derby and the entry fee will be forfeited.

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 so that there will be a minimum of eight horses (if available) separating 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 jumpoff occur, horses will return in the same order in which they competed in the second round.

Awards Presentation

A. All riders in the top 12 overall (or their designated representative if not available) must ride for ribbons in order to receive prize money. Although not required, a show may choose to award separate ribbons for the first round if so stated in the prize list.

USHJA National Hunter Derbies are open to any horse or pony registered with USHJA. In order to receive Zone Horse of the Year bonus points, horses, ponies and owners must be actively recorded with USEF and registered with USHJA, and riders must fill out the official USHJA Declaration Form in the horse show office.

USHJA International Hunter Derby Program is open to all horses that are registered with USHJA and recorded with USEF. A horse may compete in an International Hunter Derby without being enrolled in the International Hunter Derby Program, but a horse must be enrolled in the program to be eligible for inclusion on the regional and national money won tracking lists, and to participate in the Derby Championship. Money won in International Hunter Derbies prior to enrollment in the program is not retroactive and does not count toward tracking lists, regional awards or Derby Championship qualifying.

Enrolled horses must maintain a current USEF recording at all times to retain Derby money won and to continue to accumulate money toward the Derby tracking lists.