

2021 WINTER EQUESTRIAN FESTIVAL

# WEEK 12

# DERBY GUIDE



**REVISED 4/1/2021 - 11:00 AM**

**CLASS #950**

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

**CLASS #911 (JUNIOR)**

**CLASS #912 (AMATEUR)**

**CLASS #910 (OPEN)**

**\$10,000 USHJA NATIONAL HUNTER DERBIES**  
***HUNT & GO FORMAT***

**CLASS #907**

**\$50,000 INTERNATIONAL HUNTER DERBY**  
***STANDARD FORMAT***

## Thursday - April 1

**8:30 - 9:30 am**

Hunt & Go Check-In

*Behind Exhibitor Services or*

*In Tent Stalls at Equestrian Village*

### STADIUM DERBY FIELD

**12:00 - 5:00 pm**

Open Flatting\*

*(Walk/Trot Only)*

Must have Derby Back Number

Open to ALL format Derby Exhibitors

***\*Weather Permitting***

### DERBY FIELD ANNEX RING

**10:00 am - 5:00 pm**

Schooling Jumps

Must have Derby Back Number

Open to ALL format Derby Exhibitors

***\*Weather Permitting***

## Friday - April 2

### STADIUM DERBY FIELD

**7:15 am**

Rider Meeting - Derby Mound

**7:20 - 8:20 am**

Hunt & Go

Course Walk / Hand Walk

**8:30 am**

**\$15,000 IHD Hunt & Go**

**11:00 am - 12:00 pm**

\$50,000 IHD Check-In

*Derby Field Schooling Area*

### 15 Minutes After IHD Awards

National Derby Course Walk

and Hand Walk

*Open for 30 Minutes*

**\$10,000 National Derby**

***HUNT & GO***

***PINNED AS 3 SECTIONS (JR / AM / PRO)***

## Saturday - April 3

### STADIUM DERBY FIELD

**9:45 am**

Rider Meeting - Derby Mound

**9:50 - 10:50 am**

\$50,000 Derby Course Walk / Hand Walk

**11:00 am**

**\$50,000 Int. Hunter Derby**

*Round 1*

*Round 2 (Top 12) follows*

# International Hunter Derby - Standard / Hunt & Go

## 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 Annex Ring. (see time schedule)**

**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.

## Judging System

### Hunt and Go

Alternatively the Hunt and Go option may be utilized in lieu of the traditional format. The Hunt and Go format will consist of two (2) phases, one (1) Classic Hunter and one (1) Handy Hunter. The phases will be jumped consecutively. 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.

#### 1. Standard Hunt and Go Format

a. The Classic Hunter Round, consisting of seven to eight (7-8) fences with two (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 five to eight (5-8) fences with two (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 (2) judges are required to judge the class. Each judge will be designated either the Classic Hunter Phase or the Handy Hunter Phase. Each will provide a single score for their designated phase, in addition to the Bonus points of one point per high option jump that will be added to each judging's score. The scores from each judge will be added together to determine the total score and placement.

d. A judging assistant may 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 (1) 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.

f. For the Hunt and Go Format it is recommended that the judge designated to the Classic Hunter phase be the tie breaker.

## 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.



Due to the COVID-19 pandemic, the following USHJA programs have been adjusted as outlined for the 2021 competition year.

## **HUNTER**

### **USHJA International Hunter Derby Classes**

- Only two judges will now be required for International Hunter Derby classes (previously, four were required).
- The USEF Presidential Modification regarding jogging continues to replace the FEI-style jog in all International Hunter Derby classes. Exhibitors are directed to make a circle on a loose rein at the conclusion of the classic round.

### **USHJA Pony Hunter Derby Classes**

- The panel of judges may be separated rather than sit together, still providing a single score, or a single "R" may judge the class.

### **USHJA National Hunter Derby Classes**

- The panel of judges may be separated rather than sit together. However, two judges are still required.