



HARFORD HORSE SHOWS ASSOCIATION

\$500 HUNTER DERBY

Saturday, September 23, 2017

7:30AM



Location: Heavenly Waters Equestrian Center

Lower Ring (Ring 2)

Entry Fee: \$25

Prize Money: 1st - \$150, 2nd - \$100, 3rd - \$70, 4th - \$50,

5th - \$40, 6th - \$35, 7th - \$30, 8th - \$25

Prizes: Ribbons and sashes awarded to 1st and 2nd place,

sashes awarded 3rd through 10th place

Fence Heights:

2' with 2'3" high options, 2'3" with 2'6" high options, 2'6" with 2'9" high options, 3' with 3'3" high options

Round 1: Classic Hunter Course

To be shown over a classic hunter course of at least (8) fences, consisting of some obstacles that simulate those reminiscent of the hunt field. To be judged on performance, hunter pace and style, quality and substance, movement and brilliance. Course will include a minimum of two "high options" fences.

Round 2: Handy Hunter Course

The top 12 from the first round will be called back for the second round which will be a handy hunter course that should include, but is not limited to, fences at the gallop, rollbacks, trot fences, bending lines, etc. To be judged on quality, movement, jumping style, manners, and way of going. Pace and brilliance are to be rewarded. Course will include a minimum of two "high options" fences.



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Rules & Regulations

- Derby will start promptly at 7:30AM.
- Open to all horses and ponies ridden by Juniors and Amateurs only.
- Hacking only in Lower Ring until 7:15AM, ring will be monitored.
- All horses / ponies must be entered and compete in at least two classes in order to receive derby prize money at checkout.
- Proper show attire required - formal show attire encouraged.

Judging

- Horse-pony/rider combinations will receive one bonus point for every high option fence jumped without major fault in both rounds.
- Horse-pony/rider combinations are not required to jump high option fences.
- Numerical scores will be given for rounds 1 and 2 separately, then added together to determine the final placings of 1st-10th.
- In the case of ties in the overall placings, the handy round scores will be used to break any ties.

