



2026 USHJA INTERNATIONAL HUNTER DERBY SPECIFICATIONS

Effective for competitions starting December 1, 2025, through November 30, 2026

I. Enrollment

- A. Horses must be enrolled in the USHJA International Hunter Derby Program (Derby Program) and appear on the USHJA International Hunter Derby Enrolled List (Enrolled List) to compete in the USHJA International Hunter Derby Championship (Championship).
- B. Horses must be enrolled in the Derby Program and appear on the Enrolled List to be included on the USHJA International Hunter Derby Money Won List (Money Won List).
 1. Horse's earnings from the date of their enrollment in the Derby Program through the end of the same competition year will be included on the Money Won List.
 2. Money won earned by horses not enrolled in the Derby Program will not be included on the Money Won list.
- C. Horses must be enrolled in the Derby Program and appear on the Enrolled List to compete in any USHJA International Hunter Derby Regional Championship (Regional Championship).
- D. Horses must be enrolled in the Derby Program and appear on the Enrolled List to be eligible for USHJA International Hunter Derby Regional Awards (Regional Awards).
 1. Horses' earnings from the date of their enrollment in the Derby Program through the end of the same competition year will count toward Regional Awards.
 2. In order for money won and points in a Derby to count toward Regional Awards horses must be enrolled in the Derby Program and appear on the Enrolled List *prior* to competing in that Derby.
 3. Money won and points earned by horses not enrolled in the Derby Program will not count towards Regional Awards.
 4. Owners must choose and declare their horse's region upon enrollment of the horse.
 5. A horse's region may not be changed during the Derby Program year.
 6. The region an owner declares does not have to be the owner's home region.
- E. ***It is the exhibitor's responsibility to enroll their horse in a timely manner to be eligible to receive credit for money won.***
- F. ***There will be no exceptions allowed regarding enrollment dates for program eligibility.***
- G. Horses may only be enrolled online at www.ushja.org.
- H. The annual USHJA International Hunter Derby Program Enrollment Fee (Enrollment Fee) is \$450.
- I. Enrollment opens on December 1 of each competition year.
- J. The Enrollment Fee is non-refundable and non-transferable.

II. Non-Enrollment

- A. Horses are *not required* to be enrolled in the Derby Program to compete in any Derby.
- B. A Non-Enrollment fee of \$150/horse will be charged for horses that compete in a Derby that are not enrolled in the Derby Program.
- C. There is no limit to the number of Derbies a horse may compete in without being enrolled in the Derby Program.
- D. The Non-Enrollment fee of \$150 applies to every Derby a horse not enrolled in the Derby Program competes in.
- E. Non-Enrollment fees do not apply as a credit to any future enrollment fees.

III. Membership and Participation Requirements

- A. To compete in a Derby, horses must be recorded with the USEF and registered with the USHJA prior to the start of the class.
- B. To compete in a Derby, Riders, Owners and Trainers must be current active members of the USEF and USHJA prior to the start of the class.
- C. To compete in a Derby, horses must be either enrolled in the Derby Program or pay a Non-Enrollment Fee.
- D. The same horse may not compete in a USHJA International Hunter Derby and a USHJA National Hunter Derby at the same competition.
- E. Horses entered in a Derby are not required to show in any other hunter or jumper classes at the horse show.
- F. Horses may be ridden by a Junior, Amateur or Professional.
- G. There is no limit to the number of horses a rider may compete.
- H. The same horse-and-rider combination must compete in both rounds of the International Hunter Derby.
 1. If a rider is unable to continue to compete on a horse in the second round of the competition, the rider and/or trainer must request permission from Competition Management to change riders before the start of the second round.
 2. The decision of Competition Management is final and binding and not subject to further appeal of any kind.

IV. Entry Fees

- A. The entry fee may not exceed 10% of the prize money offered.
- B. The entry fee must include the \$50 per horse USHJA International Hunter Derby Fee
- C. The \$150 per horse USHJA Non-enrollment Fee will apply to every horse competing that is not enrolled in the Derby Program for the current competition year.

V. Competition Policies

- A. Monitoring of Derby Horses
 1. All horses competing in the Derby must be on the competition grounds a minimum of 24 hours prior to the start of the first round of the Derby.
 2. All horses will be monitored and must remain on the competition grounds until the horse is finished competing in the Derby.
 3. Any horse that leaves the competition grounds prior to finishing competing in the Derby will be disqualified.
- B. Hand Walking and Flatting Derby Horses
 1. At the sole discretion of competition management, flatting and/or hand walking in the Derby arena may be permitted.
 2. There will be no hand walking of horses during the official course walk.
- C. Competition management must hold the following meetings:
 1. Officials Meeting
 - a. To be held prior to the Rider's Meeting.
 - b. The Derby Judges, Course Designer, Steward, and competition manager are required to meet to review the Specifications, Judging System and to have the opportunity to walk the course.
 2. Riders Meeting
 - a. Must be held prior to the start of the Derby.
 - b. The Course designer and at least one officiating Judge and Steward must attend this meeting to answer any questions regarding the course, judging system and class specifications.

- c. Attendance by the riders is suggested but not mandatory.
 - d. Copies of the courses must be available for distribution at the Riders Meeting.
- D. Order of Go
- 1. The draw may be performed by hand or competition management may host a computer draw.
 - 2. All horses must be ridden in the sequence that appears on the jumping order in the first round of the competition.
 - 3. In the second-round horses will return in reverse order of their first round scores (lowest to highest).
 - 4. When multiple rides occur, competition management will determine a fair separation between horses for the order of go.
 - 5. Should a jump-off occur, horses will return in the same posted order in which they competed in the second round.
- E. Formal Attire is requested but not required (see HU107).

VI. Rider Ranking System – Tier I, Tier II

- A. Tier I and Tier II Riders
- 1. A Tier I Rider is any rider standing 40th or higher on the USHJA International Hunter Derby Money Won List (Money Won List) from the preceding competition year.
 - 2. Any riders that are previous winners of the USHJA International Hunter Derby Championship (Championship) are also considered Tier I Riders. These riders will be included on the USHJA International Hunter Derby Tier Eligibility List (Tier Eligibility List) *in addition* to the top forty (40) riders on the Money Won List.
 - 3. All remaining riders will be considered Tier II riders.
 - 4. Refer to the USHJA website for the Tier Eligibility List.

VII. Option to Offer the Tier II Section

- A. Competition management has the option of offering a Tier II section at any Derby.
- 1. The Tier II prize money will be in addition to the Tier I prize money offered.
 - 2. If a Tier II section is offered, it must be published in the competition's prize list.
- B. Tier I Riders are eligible for Tier I prize money only.
- C. Tier II Riders are eligible for Tier I prize money and Tier II prize money.

VIII. Competition Formats

- A. Traditional Format – Two Phases
- 1. The Classic Hunter Round
 - 2. The Handy Hunter Round
 - 3. Both rounds will be run separately.
 - 4. All horse-and-rider combinations will compete in the Classic Hunter Round.
 - 5. The top 12 horse-and-rider combinations from the Classic Hunter Round, if available and including ties, will compete in the Handy Round.
 - 6. Optional Tier II Section – Traditional Format
 - a. Tier I and Tier II Sections will run concurrently.
 - b. All Tier I and Tier II Rider will compete in the Classic Hunter Round.
 - c. A minimum of the top twelve Tier I and Tier II riders from the Classic Hunter Round, if available, will qualify for the Handy Hunter Round.
 - d. Any of the remaining top twelve Tier II riders that did not previously qualify for the Handy Hunter Round will also qualify to compete in the Handy Hunter Round.
- B. Hunt and Go Format – Two Phases
- 1. The Classic Hunter Round
 - 2. The Handy Hunter Round

3. Both rounds will be run consecutively.
 4. After the completion of the Classic Hunter Round, all horse-and-rider combinations not eliminated in the Classic Hunter Round will walk or trot through a set of markers and continue directly on to the Handy Hunter Round.
 5. **A competitor's final score is determined by adding the Classic Hunter Round score to the Handy Hunter Round score.**
 6. Optional Tier II Section – Hunt and Go
 - a. Tier I and Tier II Sections will run concurrently.
- C. Jump Off Round
1. After the Handy Hunter Round, if required, a Jump Off Round will be offered to any horse-and-rider combinations tied for first place for the overall Derby Awards
 2. After the Handy Hunter Round, if required, a Jump Off Round will be offered to any horse-and-rider combinations tied for first place for the overall Tier II Derby Awards.
 3. All other ties will remain tied.
 4. In the case of a tie, prize money will be added together and split evenly among the tied entries.

IX. USHJA International Hunter Derby Star Rating System

- A. The USHJA International Hunter Derby Star Rating System (Star System) designates certain requirements for Derbies.
 1. Fence Heights
 2. Course Requirements
 3. Prize Money
 4. Judging Requirements
- B. There are two sets of Star System Requirements
 1. Traditional Format
 2. Hunt and Go Format
- C. Star Rating Chart(click format): TRADITIONAL HUNT AND GO

X. Judging Requirements

- A. One and Two Star Derbies
 1. A minimum of two USEF “R” licensed judges are required.
 - a. At the sole discretion of competition management, if two judges are used, they may sit separately or together as one panel.
 - b. If four judges are used, they will form two judging panels of two judges each.
 2. Each judge or judging panel will provide one score.
- B. Three Star Derbies
 1. A minimum of two judging panels are required.
 2. Each judging panel must consist of two USEF “R” licensed judges.
 3. Each judging panel provides one score.
- C. Four Star Derbies
 1. Three judging panels are required.
 2. Each judging panel must consist of two USEF “R” licensed judges.
 3. Each judging panel provides one score.
- D. No guest cards will be granted for Derbies.
- E. A judging assistant must be present during all phases of the competition.
 1. The duties of the judging assistant include notifying the Judges if a rail comes down and/or when a horse jumps the higher height option fences.
 2. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judging panels.

3. A competition staff member may fill this role.

XI. Judging System – Traditional Format

- A. The Classic Hunter Round will be judged on quality, movement, jumping style, manners and way of going ***with pace and brilliance to be rewarded.***
 1. Using the open numerical judging system each judge or judging panel will award a base score for each round.
 2. In addition to this base score, each ***judge or*** judging panel will award an Option Bonus Score for each round.
 - a. The Option Bonus Score will consist of one additional point for every higher height option fence jumped.
 - b. The Option Bonus Score for each higher height option fence jumped must be awarded even if there is a rail down, or loss of good jumping style at the higher height option fence.
 - c. 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 ***judge or*** judging panel.
 - d. The scores of all the ***judges or*** 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 will be judged on quality, movement, jumping style, manners and way of going ***with pace, brilliance and handiness to be rewarded.*** A horse-and-rider combination may not jump decorations or other obstacles in order to create a shorter track.
 1. Using the open numerical judging system each judge or judging panel will award a base score for each round.
 2. In addition to this base score each ***judge or*** judging panel will award an Option Bonus Score for each round.
 - a. The Option Bonus Score will consist of one additional bonus point for every higher height option fence jumped.
 - b. The Option Bonus Score for each higher height option fence jumped must be awarded even if there is a rail down, or loss of good jumping style at the higher height option fence.
 - c. 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 ***judge or*** judging panel.
 - d. The scores of all the ***judges or*** judging panels will be added together to determine the total score of each horse and rider combination for this round.
 3. In addition to the base score and the Option Bonus Score, each judge or judging panel will award a Handy Bonus Score.
 - a. The Handy Bonus Score is to reward handiness in a round.
 - b. The Handy Bonus Score is based on a scale of zero (0) to five (5), with five (5) representing the maximum degree of handiness.
 4. 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 ***judge or*** judging panel.
 5. The scores of all the ***judges or*** judging panels will be added together to determine the total score of each horse-and-rider combination for this round.
 6. The total scores of each horse-and-rider combination will determine the final overall standings of the Derby.
- C. Soundness
 1. **Judges have the authority to disqualify a horse due to unsoundness at any time during the competition.**
 2. In the Traditional Format, horses are required to trot a circle on a loose rein at the end of their

- Classic Round. If the class is held over two days, horses are required to trot a circle on a loose rein at the end of both the Classic and Handy Rounds.
3. Horses may be asked to return to the ring and trot another circle at the judge's discretion.
- D. The Jump-Off Round, if required, will be judged on quality, movement, jumping style, manners and way of going ***with pace, brilliance and handiness to be rewarded***. A horse-and-rider combination may not jump decorations or other obstacles in order to create a shorter track.
1. Each judge or judging panel will award a base score for each round using the open numerical judging system.
 2. The scores must be announced separately and then added together to determine the total score of each horse-and-rider combination for this round from each ***judge or*** judging panel.
 3. The scores of all the ***judges or*** judging panels will be added together to determine the total score of each horse-and-rider combination for this round.
 4. The total score of each horse-and-rider combination will determine the final overall standings of the class.

XII. Judging System-Hunt and Go Format

- A. The judging system for the Hunt and Go Format is consistent with the judging format for the Traditional Format with the following exceptions:
1. Each ***judge or judging panel*** will be designated to judge either the Classic Round or the Handy Round.
 2. Using the open numerical judging system, each judge or judging panel will award a base score for their designated round *that is separate and distinct from the other round*.
 - a. ***Competitors eliminated in the Classic Round will not continue to the Handy Round.***
 - b. ***Competitors not eliminated in the Classic Round will continue to the Handy Round regardless of penalties incurred in the Classic Round.***
 - c. ***The Handy Round will begin with a clean slate.***
 3. The judge or judging panel designated to judge the Classic Round will also award an Option Bonus Score consisting of one additional bonus point for every higher height option fence jumped (see XI above).
 4. The judge or judging panel designated to judge the Handy Round will also award an Option Bonus Score consisting of one additional bonus point for every higher height option fence jumped, and a Handy Bonus Score based on a score of 0-5, with 5 being the highest degree of handiness (see XI above).
 5. The total scores from each judge ***or judging panel*** for each horse and rider combination will be added together to determine their total score.
 6. The total score of each horse and rider combination will determine the final overall standings of the class.
- B. Soundness
1. ***Judges have the authority to disqualify a horse due to unsoundness at any time during the competition.***
 2. In the Hunt and Go Format horses are required to trot a circle on a loose rein at the end of their Handy Round.
 3. Horses may be asked to return to the ring and trot another circle at the judge's discretion.
- C. The Jump-Off Round, if required, will be judged on quality, movement, jumping style, manners and way of going ***with pace, brilliance and handiness to be rewarded***. A horse/rider may not jump decorations or other obstacles in order to create a shorter track.
1. Each judge or judging panel will award a base score for each round using the open numerical judging system.
 2. The scores must be announced separately and then added together to determine the total score of each horse-and-rider combination for this round from each ***judge or*** judging panel.

3. The scores of all the *judges or* judging panels will be added together to determine the total score of each horse-and-rider combination for this round.
4. The total score of each horse-and-rider combination will determine the final overall standings of the Derby.

XIII. Tie Breaking Procedures – Traditional

- A. Ties in the first round will remain tied.
- B. A *minimum* of the top 12 from the first round, including ties, will return for the second round.
- C. After the second round, all ties for Overall first place will have the option to compete in a Jump Off Round.
 1. If all tied exhibitors agree NOT to jump off, the exhibitors will be named co-winners. Prize Money will be added together and split evenly. Tied exhibitors will determine amongst themselves how to distribute awards that are available at the time of the competition. **Duplicate Awards will be distributed at a later date.**
 2. If there are two exhibitors that are tied, and one exhibitor declines to jump off, that exhibitor will receive second place. All exhibitors will be presented with a forfeiture agreement for their signature at that time.
 3. If there are more than two exhibitors that are tied and some, but not all of those exhibitors wish to jump off, a Jump Off Round will be held.
 - a. The exhibitors involved in the Jump Off Round will be placed according to their total scores from the Jump Off Round.
 - b. Any exhibitors that decline to jump off will remain tied for the remaining places. Prize money will be added together and split evenly. All exhibitors will be presented with a forfeiture agreement for their signatures at that time.
- D. Ties for other than first place in the overall standings will remain tied. Prize money will be added together and split evenly.

XIV. Tie Breaking Procedures – Hunt and Go

- A. All ties for Overall first place will have the option to compete in a Jump Off Round.
 1. If all tied exhibitors agree NOT to jump off, the exhibitors will be named co-winners. Prize Money will be added together and split evenly. Tied exhibitors will determine amongst themselves how to distribute awards that are available at the time of the competition. **Duplicate awards will be distributed at a later date.**
 2. If there are two exhibitors that are tied, and one exhibitor declines to jump off, that exhibitor will receive second place. All exhibitors will be presented with a forfeiture agreement for their signature at that time.
 3. If there are more than two exhibitors that are tied and some, but not all of those exhibitors wish to jump off, a Jump Off Round will be held.
 - a. The exhibitors involved in the Jump Off Round will be placed according to their total scores from the Jump Off Round.
 - b. Any exhibitors that decline to jump off will remain tied for the remaining places. All exhibitors will be presented with a forfeiture agreement for their signatures at that time.
 4. Ties for other than first place in the overall standings will remain tied. Prize Money will be added together and split evenly.

XV. Course Requirements

- A. The course diagrams for each round must be posted a minimum of one hour before the start of the first round. (Exception: If the Handy Hunter Round and/or Jump Off Round are held at least two hours after the Classic Hunter Round the courses for the Handy Hunter Round and/or Jump Off Round must be posted a minimum of one hour prior to the start of those rounds.

- B. Copies of the courses must be available for distribution at the Riders Meeting.
- C. Competition management is required to provide copies of the course to riders prior to the start of the course walk and are encouraged to have them available for spectators.
- D. Jumps in all Rounds
 - 1. Obstacles must simulate those reminiscent of the hunt field.
 - 2. The course must offer a variety of Derby jumps with different appearances such as natural post and rail, stone wall, white-board fence or gate, coop, aiken, hedge, oxer, brush, logs or natural foliage.
 - 3. Natural obstacles such as banks and ditches are allowed.
 - 4. A minimum 2” difference is required for the back element of an obstacle.
 - 5. The jumpable portion of any obstacle must be a minimum of eight feet wide on its frontface.
 - 6. For appropriate jumps, the use of groundlines is not necessary.
 - 7. Jump Cups
 - a. The top rail of all obstacles must rest in a cup (Exception: Walls with moveable bricks).
 - b. Flat cups may only be used in accordance with Federation rules.
 - c. Flat cups may be used for obstacles involving logs.
- E. Classic Hunter Round (First Round)
 - 1. A minimum of 10 obstacles must be offered in the Classic Hunter Round.
 - 2. **Fence heights to be determined by Star System.**
 - 3. The course must include higher-height option fences.
 - a. **The height of the higher height option fences to be determined by Star System.**
 - b. **The number of higher height option fences and height to be determined by Star System.**
 - 4. If there is a difference in difficulty between any two tracks containing height options, the higher options must include the more inviting obstacles and be on the less difficult track.
 - 5. The Classic Hunter Round must include at least two changes of direction, one in and out, one bending line, one line with an unrelated distance and one fence with a long approach.
- F. Handy Hunter Round (Second Round)
 - 1. A minimum of eight obstacles must be offered in the Handy Hunter Round.
 - 2. **Fence heights to be determined by Star System.**
 - 3. The course must include higher-height option fences.
 - a. **The height of the higher height option fences to be determined by Star System.**
 - b. **The number of higher height option fences and height to be determined by Star System.**
 - 4. If there is a difference in difficulty between any two tracks containing height options, the higher options must include the more inviting obstacles and be on the less difficult track.
 - 5. The course should simulate riding over hunt country.
 - 6. The course must include a minimum of three of the following handy options: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, a hand gallop jump, a trot jump not to exceed 3’ in height, a walk fence (while mounted) not to exceed 12” in height and/or a Halt.
 - 7. Leading a horse over an obstacle and opening and/or closing a gate(s) while mounted or not mounted is not permitted.
 - 8. Gimmicky options are not appropriate.
- G. Jump-Off Round
 - 1. A minimum of eight obstacles must be offered.
 - 2. **Fence heights to be determined by Star System.**
 - 3. There will be no high options for the Jump Off Round.
 - 4. The course should simulate riding over hunt country
 - 5. The course must include a minimum of two of the following handy options: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, a hand gallop jump,

a trot jump not to exceed 3' in height, a walk fence (while mounted) not to exceed 12" in height and/or a Halt.

6. Leading a horse over an obstacle and opening and/or closing a gate(s) while mounted or not mounted are not permitted.
7. Gimmicky options are not appropriate.

XVI. Prize Money

- A. **The minimum prize money required for any Derby is relative to its Star Rating.**
- B. Prize money must be paid to a minimum of 12 places as follows:

1 st – 30%	7 th – 4%
2 nd – 22%	8 th – 3%
3 rd – 15%	9 th – 3%
4 th – 7%	10 th – 2%
5 th – 6%	11 th – 2%
6 th – 5%	12 th – 1%

- C. If there are fewer than twelve (12) entries placed in the class, prize money must be paid according to the breakdown above through the last placing entry. Any remaining prize money not awarded due to fewer than twelve (12) entries must be split and awarded equally to all entrants that place in the class.
- D. A competition may choose to offer add-back prize money in addition to the prize money offered; however, the minimum required prize money must be guaranteed.
- E. If add-back prize money will be offered, it must be stated in the prize list.
- F. Competitions wishing to offer additional prize money above the minimum required and pay additional placings must print the information in the prize list and notify the USHJA of the final prize money distribution.
 1. Any add-back money to be included if applicable.
 2. If a change in prize money and placings occurs after the prize list is printed, the competition must follow all USEF rules regarding changes to the prize list (See GR904).
 3. The prize money awarded to each placing below 12th place must not exceed the amount awarded to 12th place.

XVII. Prize Money – Optional Tier II Section

- A. When the Optional Tier II Section is offered, Tier II must have added money in addition to the Tier I prize money.
- B. Tier II added money may not exceed Tier I prize money.
- C. Tier II Prize money must be paid to a minimum of twelve (12) places as follows:

1 st – 30%	7 th – 4%
2 nd – 22%	8 th – 3%
3 rd – 15%	9 th – 3%
4 th – 7%	10 th – 2%
5 th – 6%	11 th – 2%
6 th – 5%	12 th – 1%

- D. If there are fewer than twelve (12) Tier II entries placed in the class, prize money must be paid according to the breakdown above through the last placing entry.
- E. Any remaining prize money not awarded due to fewer than twelve (12) entries with Tier II riders must be split and awarded equally to all entries with Tier II riders that place in the class.

XVIII. Money Won and Bonus Points

- A. In order for Derby National HOTY bonus points/money to be awarded, riders must complete the USHJA Exhibitor Declaration Form which must be submitted to the show office by the end of the competition.
- B. National HOTY bonus points/money are awarded to each horse's respective section as declared at the time of entry.
 - 1. Riders may only declare one hunter section.
 - 2. Horses declared in open sections will be awarded both National bonus points and the value of their money won for their declared hunter section, toward the appropriate HOTY standings. (See HU 173.2 for bonus point structure.)
 - 3. National bonus points and/or money won may not be credited toward HOTY awards for Green Conformation Hunter 3'6" or High Performance Conformation Hunter, per HU173.2.
 - 4. Only Juniors or Amateurs may declare for the applicable Junior or Amateur Owner section.
- C. The point structure will be as follows:

	Round #1	Round #2	Overall/ Top 12
1st	50	50	200
2nd	40	40	160
3rd	35	35	140
4th	30	30	120
5th	25	25	100
6th	20	20	80
7th	15	15	60
8th	10	10	40
9th	7	7	28
10th	5	5	20
11th	3	3	12
12th	2	2	8

- D. For USHJA Awards purposes, a computer ranking system tracks the money won for both the horse and rider, nationally and regionally.

XIX. Competition Requirements

- A. **Applications to hold a Derby are required and may be found on the USHJA website.** ↓
- B. Derby classes may only be offered at USEF licensed Channel I (Premier and National) rated competitions and competitions approved for a standalone status.
- C. Competition management will collect and remit to USHJA the per horse entrant fee of \$50 **as well as the \$150 Non-Enrollment fees.**
- D. Competition management will remit complete results for each round and the overall, including prize money awarded, to USHJA and USEF within 10 days of the conclusion of the competition.
- E. The Derby is a featured class of the horse show, and must be presented as such with regard to arena size and location, jump quality, decorations, footing and ring preparation, lighting, etc. The Derby ring must have spectator seating, a quality sound system, and a dedicated announcer with no other duties during the class. An electronic scoreboard is recommended. It is important for competition management to make sure that information on the scoring system is available to spectators.
- F. Results –For both Traditional and Hunt and Go formats, competitions must submit results

from the Classic Hunter Round, the Handy Hunter Round, and the Overall results.

G. Awards

1. The Overall First Place must be presented in the ring. All other placing presentations will be at competition management's discretion.
2. USHJA will provide ribbons for the first round, second round and the overall standings.
3. Competition management may offer additional awards (e.g., highest placing junior owner, highest placing amateur, highest placing thoroughbred, highest placing rider competing on only one entry in the class)

H. Cancellation Policy

1. Competitions approved to host an International Hunter Derby must hold the class with a minimum of three entries, unless the entire competition is cancelled.
2. Cancelling the class without cause (i.e., an act of God), is grounds for future applications to host an International Hunter Derby to be denied.

XX. USHJA Contact Information

If questions arise pertaining to the International Hunter Derby that cannot be answered from the class specifications provided, one of the following USHJA representatives must be contacted to resolve any questions regarding the judging procedures or class specifications.

Jennifer Osterman, Sport Department Managing Director, USHJA	(859) 225-6703
Rachel Kennedy, Co-Chair, International Hunter Derby & Incentive Task Force	(443) 878-8146
Colleen McQuay, Co-Chair, International Hunter Derby & Incentive Task Force	(940) 367-3030

Any deviations from the class specifications are not permitted without the express written permission from USHJA prior to the printing of the prize list.

In all sport or education related matters, where there are either discrepancies or deficiencies in the specifications, procedures or any unforeseen circumstances related to a USHJA property, the President and Executive Director will consult with the Task Force/Committee Chair (if applicable), the Officers of the USHJA and USHJA legal counsel (if applicable) before making any final decisions.



USHJA International Hunter Derby Star Rating – Traditional Format

ONE STAR	TWO STAR	THREE STAR	FOUR STAR
Minimum of \$10,000 in prize money	Minimum of \$25,000 in prize money	Minimum of \$40,000 in prize money	Minimum of \$75,000 in prize money
<u>Classic Round</u> must have a minimum of ten (10) fences set at a 3’6” base height. Must include 2-4 high option fences set at 3’9”-4’.	<u>Classic Round</u> must have a minimum of ten (10) fences set at a 3’6” base height. Must include 3-4 high option fences set at 4’-4’3”.	<u>Classic Round</u> must have a minimum of ten (10) fences set at a 3’9” base height. Must include 4 high option fences set at 4’3”-4’6”.	<u>Classic Round</u> must have a minimum of ten (10) fences set at a 3’9” base height. Must include 4 high option fences set at 4’3”-4’9”.
<u>Handy Round</u> must have a minimum of eight (8) fences set at a 3’6” base height. Must include 2-4 high option fences set at 3’9”-4’.	<u>Handy Round</u> must have a minimum of eight (8) fences set at a 3’6” base height. Must include 3-4 high option fences set at 4’-4’3”.	<u>Handy Round</u> must have a minimum of eight (8) fences set at a 3’9” base height. Must include 4 high option fences set at 4’3”-4’6”.	<u>Handy Round</u> must have a minimum of eight (8) fences set at a 3’9” base height. Must include 4 high option fences set at 4’3”-4’9”.
The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>
Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.
Must have a minimum of 2 R-licensed judges. Each judge or judges panel provides a separate score.	Must have a minimum of 2 R-licensed judges. Each judge or judges panel provides a separate score.	Must have two judging panels, each panel must have 2 R-licensed judges. Each panel provides one score.	Must have three judging panels, each panel must have 2 R-licensed judges. Each panel provides one score.

USHJA International Hunter Derby Star Rating – Hunt And Go Format

ONE STAR	TWO STAR	THREE STAR	FOUR STAR
Minimum of \$10,000 in prize money	Minimum of \$25,000 in prize money	Minimum of \$40,000 in prize money	Minimum of \$75,000 in prize money
<u>Classic Round</u> must have 7-8 fences set at a 3'6" base height. Must include 1-2 high option fences set at 3'9"-4'.	<u>Classic Round</u> must have 7-8 fences set at a 3'6" base height. Must include 1-2 high option fences set at 4'-4'3".	<u>Classic Round</u> must have 7-8 fences set at a 3'9" base height. Must include 2 high option fences set at 4'3"-4'6".	<u>Classic Round</u> must have 7-8 fences set at a 3'9" base height. Must include 2 high option fences set at 4'3"-4'9".
<u>Handy Round</u> must have a minimum of 5-8 fences set at a 3'6" base height. Must include 1-2 high option fences set at 3'9"-4'.	<u>Handy Round</u> must have a minimum of 5-8 fences set at a 3'6" base height. Must include 2 high option fences set at 4'-4'3".	<u>Handy Round</u> must have a minimum of 5-8 fences set at a 3'9" base height. Must include 2 high option fences set at 4'3"-4'6".	<u>Handy Round</u> must have a minimum of 5-8 fences set at a 3'9" base height. Must include 2 high option fences set at 4'3"-4'9".
The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) <u>The course must include derby type jumps.</u>
Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.	Managers may allow horses to hack in the competition arena prior to the Classic Round. In case of poor weather, managers may allow hand walking instead of hacking prior to the official course walk.
Must have a minimum of 2 R-licensed judges. Each judge or judges panel provides a separate score	Must have a minimum of 2 R-licensed judges. Each judge or judges panel provides a separate score.	Must have two judging panels, each panel must have 2 R-licensed judges (four judges total). Each panel provides one score.	Must have three judging panels, each panel must have 2 R-licensed judges (six judges total). Each panel provides one score.