



2021 USHJA INTERNATIONAL HUNTER DERBY SPECIFICATIONS

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2021 USHJA INTERNATIONAL HUNTER DERBY SPECIFICATIONS*

*Effective for competitions starting December 1, 2020-November 30, 2021
Changes from 2020 marked in bold italic and underlined.

I. Membership and Participation Requirements

- A. Riders, Owners and Trainers must be current Active members of USEF and USHJA before the start of the class.
- B. Horses must be recorded with the Federation and registered with USHJA.
- C. **Exception:** Foreign residents and horses in good standing with their National Federation are eligible to compete in this class. However the points and/or money won will not count for any USEF or USHJA standings or awards unless they are also members of USEF and USHJA, and the horse is recorded with USEF and registered with USHJA.
- D. The same horse may not compete in the USHJA International Hunter Derby and the National Hunter Derby at the same competition.
- E. Horses entered in this class are not required to show in any other hunter or jumper classes at the horse show.
- F. Riders are limited to competing no more than four (4) horses in each class, however, a competition may choose to further limit the number of horses a rider can compete to three (3) horses, as long as the competition notifies the USHJA 60 days in advance of the date of the class and such limitation is printed in the prize list.
- G. Attire: Refer to HU107 in the USEF Rule Book for current specifications.
- H. In accordance with HU174.14 the same horse-and-rider combination must compete in both rounds of the International Hunter Derby.

II. Bonus Points and Awards

- A. In order for International Hunter 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. Riders may only declare one hunter section (not including Green Conformation Hunter 3’6” and the High Performance Conformation Hunter, per HU167.3) for National HOTY points/money. Only Juniors or Amateurs may declare for the applicable Junior or Amateur Owner section. Horses declared in open sections will be awarded both bonus points and the value of their money won for their declared hunter section, toward the appropriate HOTY standings. (See HU167.3 for bonus point structure.)
- C. The point structure will be as follows:

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

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

III. **Enrollment Policy-International Hunter Derby Program**

- A. There is a **mandatory** annual Enrollment Fee for the 2021 series. Horses DO need to be enrolled to compete in an International Hunter Derby. Enrolled horses **are** eligible for Regional Awards, to be included on the USHJA IHD Money Won list and to compete in the 2021 Derby Championship.
1. Upon enrollment in the Derby Program, horses' earnings, from date of enrollment forward through November 30, 2021, will be included on the USHJA International Hunter Derby Money Won list and count toward Regional Awards. Horses must be enrolled in the program before competing in a Derby, if they wish the money won in that Derby to count toward standings, regardless of the start date of the competition.
 2. **Slots: Owners may purchase a slot in the program at the current rate and name a horse to that slot at a later date. Only results achieved by the horse after it is assigned to the slot will count in program standings and qualifying for championships. Slots expire at the end of the competition year the same as the regular enrollment. They are non-transferrable; they cannot be sold to another owner and a horse cannot be substituted for one already assigned. Any slots that are unused will stay dedicated to the current year's purse and will not roll over.**
 3. Money (and points) won by horses not enrolled in the Derby Program will count toward HOTY awards, but will not be included on the USHJA International Hunter Derby Money Won list or Regional Award Standings.
 4. Owners must declare their horse's region upon enrollment of the horse and the region may not be changed during the Derby Series year.
 5. Owners may choose one region in which to declare their horse(s); the region declared does not have to be the owner's home region.
 6. Regions are generally based on the number and location of Derby Series classes and are as follows:
 - ✓ North Region: Includes Zones 1 and 2.
 - ✓ South Region: Includes Zones 3 and 4.
 - ✓ **North** Central Region: Includes Zones **5 and 6**.
 - ✓ **South Central Region: Includes Zone 7.**
 - ✓ **Northwest** Region: Includes Zones 9 and 12, and British Columbia
 - ✓ **Southwest Region: Includes 8, 10 and 11.**
- B. Annual Enrollment Fee:
- Opening Date of Enrollment until February 1 of each series - \$350
 - February 2 until June 1 of each series - \$550
 - June 2 until November 30 of each series - \$750

Horses may only be enrolled online and it is the exhibitor's responsibility to enroll his horse in a timely manner in order to be eligible to receive credit for money won. There will be no exceptions allowed regarding enrollment dates for program eligibility.

IV. **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.

V. **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.
- 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.

VI. **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.
- C. The draw may be performed by hand or competition management may host a computer draw.

VII. **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 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 horse- and-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.
- F. Alternatively the Hunt and Go option (Formula B) may be utilized in lieu of the traditional format (Formula A). The Hunt and Go format will consist of two phases, one Classic Hunter and one 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 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 tiebreaker.
 - 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.
 - f. It is recommended for all formats (including Hunt and Go) that Panel 1 breaks the ties for the Classic round/phase, Panel 2 breaks the tie for the Handy round/phase and Panel 1 breaks ties in the overall.

VIII. Tie Breaking Procedures

- A. Neither judging panel may award the same base score to any two competitors in any oneround 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 handybonus 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.

IX. Prize Money and Entry Fee

- A. Prize money must be paid to a minimum of 12 places as follows: st

1 st – 30%	7th – 4%
2 nd - 22%	8th – 3%
3 rd – 13%	9th – 3%
4 th – 8%	10th – 2%
5th – 6%	11th – 2%
6th – 5%	12th - 2%

- B. If there are *fewer* than *twelve* (12) entries in the class, prize money must be paid according to the breakdown in Section IX.A, through the last placing entry. Any remaining prize money not awarded due to *fewer* than *twelve* (12) entries may be split and awarded equally to all entrants that place in the class.
- C. A minimum of \$10,000 prize money must be offered per class.
- D. When the Optional Rider Ranking Tiered System is used, Tier II (section B) must have added money in addition to the base \$10,000 prize money required. See section X. for more information.
- E. 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. If add-back prize money will be offered, this must be stated in the prize list.
 - 1. Competitions wishing to offer additional prize money above the minimum required (*including any add-back money if applicable*) and pay additional placings must print the information in the prize list and notify the USHJA of the final prize money distribution. 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). *The prize money awarded to each placing below 12th place must not exceed the amount awarded to 12th place.*
- F. The entry fee cannot exceed 10% of the prize money offered and must include the \$50 per horse fee along with the entry fee and post as one fee.

X. Optional Rider Ranking Tiered System

- A. Management has the option to offer the Rider Ranking Tiered System. The Tier II purse will be in addition to the original minimum \$10,000 base prize money. If the Rider Ranking Tiered System is used, it must be published in the competition's prize list.
- B. Rider Ranking will be determined November 30 based on the rider's three previous calendar years' cumulative earnings in International Hunter Derbies. The top 40 riders will determine Tier I. The remaining riders will determine Tier II. All riders are always eligible for Tier I money. Tier I riders are restricted to Tier I money.
- C. When offering the Tier Rider Ranking System, a minimum of twelve (12) horses and riders will return to the Handy round in the Tier I section. A minimum of twelve (12) horses with riders from Tier II will return to the Handy round in the Tier II section. (There will often be an overlap of riders)
- D. Prize money must be paid to a minimum of twelve (12) places as follows:

1st – 30%	7th – 4%
2nd – 22%	8th – 3%
3rd – 13%	9th – 3%
4th – 8%	10th – 2%
5th – 6%	11th – 2%
6th – 5%	12th – 2%

 - 1. Competitions wishing to offer additional prize money above the minimum required (*including any add-back money if applicable*) and pay additional placings must print the information in the prize list and notify the USHJA of the final prize money distribution. 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). *The prize money awarded to each placing below 12th place must not exceed the amount awarded to 12th place.*
 - 2. Tier II added money may not exceed Tier I added money.
- E. If there are fewer than twelve (12) Tier II entries in the class, prize money must be paid according to the breakdown in Section IX.A, through the last placing entry. Any remaining prize money not awarded due to fewer than twelve (12) entries may be split and awarded equally to all horses with Tier II riders that place in the class.

XI. Judging Requirements

- A. There will be a total of four judges for this class. Judges will be seated separately in two panels consisting of two judges per panel.
- B. Each judging panel may consist of either two R-licensed hunter judges or one R-licensed hunter judge and one r-licensed hunter judge.
- C. All judges must be Federation licensed and in good standing with the Federation and USHJA.
- D. No guest cards will be granted for this competition.
- E. Two of the four judges must sign off on the course prior to the start of the class.
- F. Prior to the start of the class, one judging panel must be designated as the tie breaking judging panel for the first round and another panel must be designated as the tie breaking judging panel for the second round. The tie breaking judging panel for the first round will also be designated as the tie breaking judging panel for the jump-off round.
- G. 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.

XII. Award Presentations

- A. All riders in the top 12 overall (or their designated representative if they are not available) must ride for ribbons in order to receive prize money.
- B. For all Member Event Series classes, USHJA will provide ribbons for the first round, second round and the overall standings.
- C. 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).

XIII. Course Requirements

- A. The course diagrams for each round must be posted a minimum of one hour before the start of the first round, unless the second round and/or jump-off are held at another time. In that case, the course for the second and/or jump-off rounds must be posted a minimum of one hour prior to the start of the second round. Copies of the course(s) must also be available for distribution at the Riders Meeting.
- B. Jumps in all Rounds (see [Hunt and Go](#) for Hunt and Go specific details)
 1. Obstacles must simulate those reminiscent of the hunt field and 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, natural foliage.
 2. Natural obstacles such as banks and ditches are allowed.
 3. A minimum 2" difference is required for the back element of an obstacle.
 4. Ground lines are not to exceed 18" in depth from the vertical plane of the jump. For appropriate jumps, no ground line is necessary.
 5. The jumpable portion of any obstacle must be a minimum of eight feet on its front face.
 6. Flat cups may only be used for obstacles involving logs and/or in accordance with Federation rules.
- C. Classic Hunter Style Round (First Round)
 1. A minimum of 10 obstacles must be offered in the Classic Hunter Style Round.
 2. Fences must be set at 3'6" to 4'0" in height, exception option fences.
 3. The course must include higher height option fences set at a minimum of 4' in height ([See Star System for further details.](#)) The number of higher height option fences cannot exceed four and the jump cups on those fences must be normal deep cups of 25-30 mm. If there is a difference in difficulty between any two tracks containing height options, the higher options should include the more inviting obstacles and be on the less difficult track.
 4. At least one in and out.
 5. At least one bending line.
 6. At least one line with an unrelated distance.
 7. At least one fence with a long approach.

D. Handy Hunter Round (Second Round)

1. A minimum of eight obstacles must be offered in the Handy Hunter Round.
2. Fences must be set at 3'6" to 4'0" in height, exception option fences.
3. The course must include higher height option fences set at a minimum of 4' in height. ([See Star System for further details.](#)) The number of higher height option fences cannot exceed four and the jump cups on those fences must be normal deep cups of 25-30 mm. If there is a difference in difficulty between any two tracks containing height options, the higher options should include the more inviting obstacles and be on the less difficult track.
4. The course should simulate riding over hunt country and must include a minimum of three of the following handy options: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 3'0" in height. Leading over an obstacle and opening and/or closing a gate(s) while mounted or not mounted is not permitted. Gimmicky options are not appropriate.
5. Unless the prize list states that more than 12 entries are to return for the second round, then only the top 12 horses from the first round, after all ties are broken, are eligible to return for the second round.

E. Jump-Off Round

1. A minimum of eight obstacles must be offered in the jump-off round.
2. Fences must be set at 3'6" to 4'0" in height, exception option fences.
3. The course must include higher height option fences set at a minimum of 4' in height. ([See Star System for further details.](#)) The number of higher height option fences cannot exceed four and the jump cups on those fences must be normal deep cups of 25-30 mm. If there is a difference in difficulty between any two tracks containing height options, the higher options should include the more inviting obstacles and be on the less difficult track.
4. The course should simulate riding over hunt country and must include a minimum of two of the following handy options: tight turn options, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 3'0" in height, halt and/or back. Leading over an obstacle and opening and/or closing a gate(s) while mounted or not mounted are not permitted. Gimmicky options are not appropriate.

XIV. Star System

- A. [See Chart for Star System.](#)

XV. Competition Requirements

- A. USHJA International Hunter Derby (IHD) classes may only be offered at USEF licensed Premier and National* rated competitions and competitions approved for a standalone status.
National competitions which meet or exceed the competition standards of a Premier rating, but do not meet the prize money and/or horse entry standard requirements of a Premier rating are eligible to host an International Hunter Derby during the 2021 competition year. The competition Steward must verify in his report to the Federation that the National competition met all other requirements of a Premier competition.
- B. Competition Management will collect and remit to USHJA the per horse entrant fee of \$50.
- C. 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.
- D. For all classes, 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.
- E. Competition Management must hold the following meetings:
 1. Officials Meeting should be held prior to the Riders Meeting. Derby Judges, Course Designer, Steward, and Competition Manager are required to meet prior to the start of the class to review the specifications, judging system and to walk the course.
 2. Riders Meeting must be held prior to the start of the class. 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. Attendance by the riders is suggested but not mandatory.

Copies of the course(s) must be available for distribution at the Riders Meeting.

- F. The USHJA International Hunter 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.
- G. It is important for competition management to make sure that information on the scoring system is available to spectators.

XVI. Other

- A. The USHJA International Hunter Derby is a two round class with a jump-off round when necessary.
- B. Competition Management may apply to hold the Derby class in its entirety on one day or may apply to hold the first round on one day and the second round and jump-off (when necessary) on the following day. If the two day format is utilized, the class must be held on consecutive days with the first round on day one and the second round and jump-off (when necessary) on day two. When applying to host a Derby class, competition management must designate the format they intend to follow and apply for the day(s) and date(s) accordingly. Competition management must then list the format they have been approved for in their prize list, schedule, and any other form of advertising for the Derby class. Any request to change the format, location, date(s), licensee and/or management team applied for and approved must be made in writing to the USHJA a minimum of 60 days before the date(s) of the class and all exhibitors must be notified of the change.
- C. USHJA reserves the right to accept/approve the hosting of an International Hunter Derby at any time after the application deadline has passed, including during the current series. Applications to host a Derby after the application deadline has passed will be considered on a case-by-case basis.
- D. For an exception to International Hunter Derby Class Specifications, competitions must apply in writing to the USHJA a minimum of 90 days in advance of the date of the class and allowing enough time that any exception will be in the prize list. USHJA, in its sole discretion, may waive the above time requirements in situations of extenuating circumstances. Requests for exceptions will be considered on a case-by-case basis.
- E. A maximum of two International Hunter Derbies may be run at the same competition. If the manager decides to run two derbies, both formulas must be used. (See Section VII for details.)

XVII. Cancellation Policy

Competitions approved to host an International Hunter Derby must hold the class with a minimum of three entries, unless the entire competition is cancelled. 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.

XVIII. USHJA Contact Information

- A. 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:

Katie Patrick—USHJA Sports Director (859) 225-6725

Ron Danta—Chair of the Intl. Hunter Derby & Incentive Task Force (803) 243-0700

Mary Babick—USHJA President (732) 239-1235

The USHJA International Hunter Derby and the related format and specifications are the sole properties of the USHJA and may only be held, conducted or used upon the terms and conditions specified by the USHJA. USHJA reserves the right to change language in documents related to the conduct of the USHJA International Hunter Derby as necessary for the purposes of consistency and clarity.

Any deviations from the class specifications for the USHJA International Hunter Derby are not permitted without the express written permission from USHJA prior to the printing of the prize list. For any rules not specified above, please refer to the current USEF Rule Book.

USHJA International Hunter Derby Star System

ONE STAR	TWO STAR	THREE STAR CHAMPIONSHIP
Minimum of \$10,000 in prize money	Must exceed \$11,000 in prize money	Minimum of \$100,000 in prize money
Classic round must have a minimum of ten (10) fences	Classic round must have a minimum of ten (10) fences	Classic round must have a minimum of ten (10) fences
Classic round must have 40% of the course set at 3'6". The remainder of the course must be set higher.	Classic round must have 25% of the course set at 3'6". The remainder of the course must be set higher.	Classic round must have 20% of the course set at 3'9". The remainder of the course must be set higher.
Classic round course must include three (3) higher height option fences set at 3'9" – 4'3".	Classic round course must include four (4) higher height option fences set at 4' – 4'6".	Classic round course must include four (4) higher height option fences set at 4' – 4'9".
Handy round must have a minimum of eight (8) fences.	Handy round must have a minimum of eight (8) fences	Handy round must have a minimum of eight (8) fences
Handy round must have 25% of the course set at 3'6". The remainder of the course must be set higher.	Handy round must have 25% of the course set at 3'6". The remainder of the course must be set higher.	Handy round must have at least 20% of the course set at 3'9". The remainder of the course must be set higher.
Handy round course must include a minimum of two (2) higher height option fences set at 3'9" – 4'3".	Handy round course must include four (4) higher height option fences set at 4' – 4'6".	Handy round course must include (4) higher height option fences set at 4'9".
The spread of a fence cannot exceed the height of the fence. (Applies to both Classic and Handy rounds.)	The spread of a fence cannot exceed the height of the fence. (Applies to both Classic and Handy rounds.)	The spread of a fence cannot exceed the height of the fence. (Applies to both Classic and Handy rounds.)
The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) The course must include derby type jumps for 50% of the course.	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) The course must include derby type jumps for 50% of the course.	The course should be equally balanced, when possible, between verticals and oxers. (Applies to both Classic and Handy rounds as well as option fences.) The course must include derby type jumps for 50% of the course.
Managers are encouraged to allow horses to hack and/or hand walk in the competition arena prior to the Classic round	At manager's discretion, horses may be allowed to hack and/or hand walk in the competition arena prior to the Classic round	At manager's discretion, horses may be allowed to hack and/or hand walk in the competition arena prior to the Classic round
Competition arena must be a minimum of 28,000 sq. ft. (Premier and National minimum)	Competition arena must be a minimum of 33,600 sq. ft. (120 x 280)	Competition arena must be a minimum of 33,600 sq. ft. (120 x 280)
Competition arena may have a score board	Score boards are encouraged in the competition arena.	Competition arena must have a score board
Course designer must be 'R'	Course designer must be 'R' with previous Derby experience	Course designer must be 'R' with previous Derby experience
Must have a minimum of 2 judging panels (each panel to have 2 judges: 1 "R" and 1 "r" at min) sitting in separate places and giving separate scores	Must have a minimum of 2 judging panels (each panel to have 2 judges: 1 "R" and 1 "r" at min) sitting in separate places and giving separate scores	Must have three judging panels - each panel must have two big "R" judges - sitting in different places giving their own combined score.

*Higher options in the handy should be the easiest track with the handiest to get to.

** All derbies must incorporate and simulate derby style jumps.

