

**2027 USHJA HUNT AND GO TEAM
CHALLENGE SPECIFICATIONS**

The USHJA Hunt and Go Team Challenge offers a unique team experience for riders competing in the 2'-2'6" Children's Pony Hunters, 2'6" Low Child/Adult Hunters and 3' Children's/Adult Amateur Hunter divisions. Participation in these classes accrues bonus points for the USHJA Zone Horse of the Year standings in the respective sections.

I. ELIGIBILITY/PARTICIPATION

- A. Horses/ponies, riders, and owners (or lessee) must be a USHJA and USEF Active Competing member.
- B. The team challenge is open to riders from all Zones. All horses and riders are eligible for USHJA Zone HOTY points regardless of whether the owner or rider resides within the zone where the Championship is held.
- C. Three fence heights will be offered:
 - 1. 3'0" Children's and Adult Amateur Hunter
 - 2. 2'6" Low Children's and Adult Hunter, Large Children's Pony Hunter
 - 3. 2'0" Small/Medium Children's Pony Hunter
- D. Riders must enter the USHJA Hunt and Go Team Challenge a minimum of two hours prior to the start of the Team Challenge.
- E. Formal attire is required. Colors will be designated to differentiate teams. Riders are allowed to wear their team color throughout the Hunt and Go Team Challenge competition.

II. RESTRICTIONS

- F. Riders are only allowed to compete on one (1) horse/pony in the Hunt and Go Team Challenge.
- G. Open to Junior and Adult Amateur riders. Professionals are not eligible to compete in the Hunt and Go Team Challenges.
- H. Riders entered in the Hunt and Go Team Challenge may not cross enter any class where fences exceed 3'9" at the same competition.

III. TEAM CHALLENGE EVENT & HOST

- A. Channel I (National, Premier) and/or Channel II (Regional) competitions may host a USHJA Hunt and Go Team Challenge. Multiple Hunt and Go Team Challenges may be hosted within a Zone during the competition year.
- B. The host management must provide one staff member to be the Designated Score Keeper.

IV. TEAM COMPOSITION

- A. Teams will consist of a maximum of four (4) and minimum of three (3) horse/pony-and-rider combinations. **Teams can be determined by random draw or organized by show management**
- B. The construction of teams starts by filling each team with one horse/pony from each section with as many entered as teams, so each team has an even number from the sections.
 - 1. The first teams to be created are three (3) rider teams.
 - 2. Remaining riders after the ~~random~~ team creation ~~draw~~, will be randomly assigned to a team.
- C. If a rider scratches after the team draw, a four (4) rider team will become a three (3) rider team system.
- D. If a rider scratches from a three (3) rider team before the start of the competition, riders will be randomly redistributed.

V. CHALLENGE FORMAT

- A. The class must be conducted as a one-round, two-phase, Hunt and Go course at each respective height.

1. The Classic Hunter Phase
 - a. Must consist of five to seven (5-7) fences
 - i. Refer to HU109 for course information
 - ii. Shall be judged on quality, movement, jumping style, manners and way of going conducted at each respective height (3', 2'6", and 2')
 - b. After the completion of the classic round horses/ponies will pick up their pace and pass through a set of markers to begin their handy portion of the class. Riders are not permitted to walk or pause between rounds.
2. The Handy Hunter Phase
 - a. Must consist of five to seven (5-7) fences
 - b. Refer to HU112.6 for course information
 - c. The course should be designed as an introduction to Handy courses, and it is encouraged that the course includes a bending line, a roll back turn, and a trot fence.
 - d. There will be no high options in any section.
 - e. Shall be judged on quality, movement, jumping style, manners and way of going. Pace, brilliance, and a shorter track are to be rewarded.
3. A horse/rider may not jump decorations or other obstacles to create a shorter track.

VI. JUDGING

- A. One "r" or "R" (1) judge is required to judge the class. The judge must be in good standing with USEF and USHJA.
- B. A judging assistant may be present during all phases of the class. The duties of the judging assistant include notifying the Judges if a rail comes down. The judging assistant is not required to be a licensed official and is not responsible for the scoring of the judge. A competition staff member may fill this role.
- C. The host management must provide one staff member to be the Designated Score Keeper.
- D. See GR 1304 for Judging restrictions.
- E. 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.

VII. SCORING

- A. A rider will receive a Classic Phase numerical score and a Handy Phase numerical score from their Hunt and Go round.
- B. That judge will provide a single numeric score (0-100) for each phase (Classic and Handy).
- C. For a four-man team, the lowest team member score in each phase will be dropped.
- D. Three- man teams will drop the lowest score and duplicate the middle score in each phase.
- E. Team Scores will be determined by adding each phase's Overall Score.
- F. Judges will be required to score all riders in an open numerical scoring system.

Examples of Scores:

Four-Member Team Example

RIDER	CLASSIC PHASE	HANDY PHASE	TEAM TOTAL
1	80	82	
2	78	65	
3	75	81	
4	82	60	
PHASE TOTAL	240	228	468

Three-Member Team Example

RIDER	CLASSIC PHASE	HANDY PHASE	TEAM TOTAL
1	80	82	
2	78	65	
3	75	81	
4 th Score	78	81	
PHASE TOTAL	236	244	474

VIII. OVERALL CHAMPION TEAM

- A. The Champion Team is the team with the highest Team Score after the completion of the class.
- B. Tie-Breaking: the team with the highest combined score from the Handy Phase will break the tie. If the teams have the same combined score in the Handy, then the highest pointed rider from each team will answer a tie- breaking question pulled from the [USHJA Horsemanship Quiz Challenge Study Guide](#). Questions will be given by a horse show official and will be tailored to the level of each height section.

IX. AWARDS

- A. Show management must provide all ribbons and awards. Ribbons will be awarded 1st- 8th. A victory gallop of the Champion team is at the show management's discretion.
- B. Prize money is not required but may be offered if the organizer chooses to do so. If prize money is offered, it must be included in the prize list. The Prize Money shall be distributed 30% for 1st, 22% for 2nd, 15% for 3rd, 10 % for 4th, 7% for 5th, 6% for 6th, 5% for 7th and 5% for 8th.

X. USHJA ZONE HOTY POINTS

- A. For each height section, USHJA Zone Horse of the Year points will count toward the respective sections listed below. The points will be awarded in the Channel level which the hosting competition is licensed for.
 - Children's Hunter Pony - Small & Medium
 - Children's Hunter Pony - Large
 - Low Children's Hunter Horse
 - Low Adult Amateur Hunter
 - Children's Hunter Horse
 - Adult Amateur Hunter
- B. USHJA Zone HOTY points will be awarded to each team member of the top six teams overall. Points to be awarded to each horse/pony and rider combination's applicable section for the current competition year.
- C. The point structure will be as follows for USHJA Zone HOTY points:

1st – 60 points	5th – 20 points
2nd – 50 points	6th – 15 points
3rd – 40 points	7th – 10 points
4th – 30 points	8th – 5 points

XI. CONTACT INFORMATION

Please contact one of the following USHJA representatives if questions arise pertaining to the USHJA Hunt and Go Team Challenge that cannot be answered by the Competition Steward or Management based on the class specifications provided.

Emily Martinez	USHJA Zone Liaison	(859) 225-6713
Britt McCormick	USHJA President	(972) 467-6008

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.

The USHJA Hunter Team Challenge 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 Hunter Team Challenge as necessary for the purposes of consistency and clarity. Any deviations from the class specifications for the USHJA Hunter Team Challenge 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.

