

## **2022 USHJA Hunter Team Challenge Specifications**

Changes from 2021 marked in bold italic and underlined.

- I. Eligibility:
- A. Horses/ponies and riders must be an active USHJA member in good standing
  - B. **Eligibility to participate will follow the host competition's Zone specifications for the following divisions.**
    - **3' Children's and Adult Amateur Hunter**
    - **2'6" Low Children's and Adult Hunter**
    - **2'-2'6" Children's Pony Hunter**
  - C. **Hunter Team Challenge riders may not compete in any class 3'6" or higher at the host competition.**
- II. Participation:
- A. Riders do not have to apply. Riders must pre-enter the USHJA Hunter Team Challenge a minimum of **one hour** prior to the start of the Team Challenge Rider Meeting.
    - 1. USHJA Hunter Team Challenge: \$75 entry fee **per/rider** to USHJA. **Host competition will collect USHJA fee and submit to USHJA.**
  - B. There will be three sections of the Team Challenge
    - 1. 3' Children's and Adult Amateur Hunters
    - 2. 2'6" Low Children's and Adult Hunters
    - 3. 2'-2'6" Children's Pony Hunters
  - C. 16 riders per section will be accepted based on a first come, first served basis.
  - D. A grand total of 48 riders can participate in the Team Challenge.
  - E. In the event that one section does not fill their allocated 16 spots and one or more other sections have riders available; then riders will be accepted based on first come, first served, regardless of section until the remaining spots are full and the Team Challenge reaches 48 riders total.
  - F. **All Riders are recommended they wear their team colored arm band throughout the Hunter Team Challenge competition.**
- III. Team Challenge Event and Location
- A. Three locations: East, Central, and West.
  - B. Must be held at a Federation licensed National-rated competition or above.
  - C. Host must provide one staff member to be the Designated Score Keeper.
  - D. All sections' Under Saddle classes must be held **on Day Two prior to the Final Round.**
  - E. The Final Round must **immediately follow the Team Challenge under saddle classes on Day Two** in order to accommodate Team Awards and Presentation at a featured time.
- IV. Rider Meeting
- The Rider Meeting must be held the day before the start of the Team Challenge. The meeting will include an overview of the rules, scoring, and draw of teams. At the discretion of the host, there may be additional activities such as a dinner or snacks and drinks.

V. Hunter Team Challenge Liaison

The USHJA Hunter Team Challenge Liaison is not the coach or trainer of the teams. The Liaison is responsible to be the main point of contact, understand the Team Challenge rules and specifications, and provide communication between participants, trainers, horse show staff, and USHJA. The Liaison will be determined prior to the beginning of the Team Challenge and must meet the following criteria:

- A. Current member in a good standing with USHJA and USEF
- B. Be declared a professional
- C. Current Safe Sport Certified
- D. Attend Rider meeting at Event

VI. Team Composition

- A. Teams are made up of a maximum of four (4) and minimum of three (3) horse-and-rider combinations. Teams are determined by random draw.
- B. Teams comprised of one rider from each height section; one 3' (Child or Adult) rider, one 2'6" (Child or Adult) rider, and one Children's Pony (Small/Medium or Large) rider, until all teams possible have one rider from each section. The remaining riders will have their teams randomly drawn. USHJA has the final decision on the composition and combination of the teams.
- C. Teams will have designated colored arm bands, and the option to braid in colored yarn or other team spirit is encouraged and will not be penalized in the rider's regular division.
- D. A maximum of 16 riders per section to create a maximum of 12 total teams.
- E. **If a rider scratches after the team draw a four (4) rider team will become a three (3) rider team system, a three (3) team rider scratched spot will automatically receive zero points and be the drop off score.**

VII. Scoring

- A. A rider's Overall Score will be determined by adding together their **numerical score** received for their two over fences **classes** from their designated division on Day One **and their score from the Team Challenge under saddle class on Day Two.** Overall Scores will count toward their Team's score.
- B. Team Scores will be determined by adding each team member's Overall Score. Four-member teams will drop their lowest score. Three-member teams will drop the lowest score and double the second lowest score. This will ensure that all teams have the benefit of a dropped score.
- C. Final Team Scores for awards are determined by adding the Team Scores and **the score** from the team's highest rider from the Final Round.
- D. Judges will be required **to score all riders in an open numerical scoring system in each overlay class and the designated Hunter Team Challenge under saddle on Day Two.**

**Example of Scores:**

**FOUR-MEMBER TEAM**

	Day One		Day Two		
RIDER	O/F 1	O/F 2	U/S	FINAL ROUND	OVERALL
1	80	82	90	88 x2 = 176	428
2	78	65	88	85	231
3	75	81	73	77	229
4	82	60	80	79	222
TEAM OVERALL					888

**THREE-MEMBER TEAM**

	Day One		Day Two		
RIDER	O/F 1	O/F 2	U/S	FINAL ROUND	OVERALL
1	80	82	90	88 x2 = 176	428
2	78	65	88	85	231
3	75	81	73	77	229
4 <sup>th</sup> Score	-	-	-	-	231
TEAM OVERALL					890

VIII. **Team Challenge Format**

A. General

1. Scores will be tracked after each class is complete and be displayed throughout the day.
2. Awards presentation will immediately follow the conclusion of the Final Round.
3. Riders can complete their regular division classes as scheduled at the conclusion of the awards presentation.

B. Day One

1. Team Challenge classes will run concurrently with the horse show's regular division classes on the first day.
2. The 3' Children's and Adult Amateur Hunter, 2'6" Low Children's and Adult, and the Children's Pony Hunter will run as an overlay with the regular division.

C. Day Two

1. Under Saddle

- a. Each height section will have their own under saddle class: 3' Children's and Adult Amateur, 2'6" Low Child and Adult, and Children's Pony.
- b. All under saddle classes must be held at the beginning of Day Two prior to the Final Round.
- c. Each entry will be scored under an open numeric system 0-100.

2. Final Round Each entry will be scored under an open numeric system 0-100.

- a. Must be held immediately following the designated Hunter Team Challenge under saddle classes on Day Two.
- b. All teams are invited to compete in the Final Round.
- c. Each rider will compete over one Classic style round at their respective height.
- d. The Final Round will be placed as one section from 1<sup>st</sup>- 8<sup>th</sup>
- e. Each team's highest score from the Final Round will be doubled and added to their overall Team Scores. If a horse/rider combination from one of the top six teams is unable to compete in the Final Round for any reason, there will be no substitutions and the team will compete in the Final Round with only their available team members who competed on Day One.

D. Overall Team Champion

1. The Team Champion is the one with the highest Team Score after the Final Round.
2. If there is a tie for any top six overall team placing, the team with the highest combined score from the second over fences on Day One will break the tie. If the teams have the same combined score in the second over fences, 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. If there are multiple riders with the same score on one team, then the Hunter Team Challenge Liaison will select the designated rider chosen to answer the question.

- IX. The following Zone HOTY points will be awarded to each team member of the top 8 teams overall. Points to be awarded to each horse and rider combination's applicable section for the current competition year.

1st – 40 points	5th – 20 points
2nd – 35 points	6th – 15 points
3rd – 30 points	7th – 10 points
4th – 25 points	8th – 5 points

X. Awards

Team Overall, Champion through 6<sup>th</sup> place ribbons will be awarded. The Champion team will receive coolers, and medals awarded to the Gold, Silver, and Bronze medal teams. Victory gallop of the Champion team is optional. The Final Round will receive Ribbons 1<sup>st</sup>-8<sup>th</sup>, and the highest scoring rider from the Final Round will receive a trophy.