



## **2026 USHJA NATIONAL HUNTER DERBY SPECIFICATIONS**

*Changes from 2025 marked in bold italic and underlined.*

### Contents

I. Membership and Participation Requirements.....	2
II. Competition Policies.....	2
III. Competition Format.....	3
IV. Combining of Classes, Dividing of Classes and Prize Money Offered.....	3
V. Entry Fees.....	4
VI. Prize Money.....	4
VII. Judging Requirements.....	5
VIII. Judging System-Traditional Format.....	5
IX. Judging System-Hunt and Go Format.....	7
X. Tie Breaking Procedures-Traditional Format.....	7
XI. Tie Breaking Procedures-Hunt and Go Format.....	8
XII. Course Requirements.....	8
XIII. Zone HOTY Points and Awards.....	10
XIV. .... Competition Requirements	10
XV. USHJA Contact Information.....	11



## 2026 USHJA NATIONAL HUNTER DERBY SPECIFICATIONS

\*Effective for competitions starting December 1, 2025, to November 30, 2026

### I. Membership and Participation Requirements

- A. To compete in a USHJA National Hunter Derby (NHD), horses must be recorded with USEF and registered with the USHJA prior to the start of the class.
- B. To compete in an NHD, Riders, Owners and Trainers must be current active members of the USEF and USHJA prior to the start of the class.
- C. Foreign residents and horses in good standing with their National Federation are eligible to compete in an NHD but will not receive USHJA National and Zone HOTY bonus points unless they comply with Roman Numerals I.A and I.B above.
- D. The same horse may not compete in the USHJA NHD and the USHJA International Hunter Derby at the same competition.
- E. If specified in the prize list, horses entered in an NHD may be required to compete in one (1) or two (2) additional classes at the same competition.
- F. If specified in the prize list, the number of horses a rider can compete in an NHD may be limited.

### II. Competition Policies

- A. Schooling
  1. All horses competing in an NHD must be ridden in official horse show schooling areas during both rounds of the class. (Exception: If management designates a specific schooling area for horses competing in the NHD, all horses must be ridden in that designated schooling area during both rounds of the class.)
  2. Horses that are competing in an NHD that are found being ridden or schooled in other than an official horse show schooling area, or a specific schooling area designated for the NHD during the class will be eliminated. Entry fees will be forfeited.
  3. Horses that are competing in an NHD that are found being ridden or schooled by a rider NOT wearing the number assigned to that horse will be eliminated from the class. Entry Fees will be forfeited.
- B. Hand walking in the NHD arena is permitted prior to the start of the class.
- C. **When appropriate, management is encouraged to allow flatting in the NHD arena.**
- D. In accordance with HU 174.14 the same horse-and-rider combination must compete in both rounds of the NHD.
- E. Order of Go
  1. The order of go must be posted a minimum of one hour prior to the start of the class.
  2. The draw for the order of go may be performed by hand, or competition management may host a computer draw.
  3. All horses must be ridden in the sequence that appears on the jumping order in the first round of the competition.
  4. In the case of multiple rides, every effort will be made to have a minimum of eight horses (if available) separating horses in the jump order.
  5. In the second round horses will return in reverse order of their first round scores (lowest to highest). Any rider with multiple rides or a rider conflict may elect to move up in the order.
  6. Should a jump-off occur, horses will return in the same posted order in which they competed in the second round.

- F. ***Formal attire is required.***
- G. All riders placing in the top twelve (12) overall, or their designated representative, must ride for ribbons in order to receive prize money.

### III. **Competition Format**

- A. Traditional Format-Two Phases
  - 1. The Classic Hunter Round
  - 2. The Handy Hunter Round
  - 3. Each round will be run separately.
  - 4. All horse-and rider combinations will compete in the Classic Hunter Round.
  - 5. The top twelve (12) horse-and-rider combinations from the Classic Hunter Round, if available and including ties for the last qualifying position, will compete in the Handy Hunter Round. (Exception: More than twelve (12) horse-and-rider combinations may compete in the Handy Hunter Round if stated in the prize list.)
- B. Hunt and Go Format-Two Phases (Note: The NHD Hunt and Go format may differ from the International Hunter Derby Hunt and Go format.)
  - 1. The Classic Hunter Round
  - 2. The Handy Hunter Round
  - 3. Each round will run consecutively.
  - 4. After the completion of the Classic Hunter Round, ***all horse-and-rider combinations not eliminated in the Classic Hunter Round*** will pick up their pace and pass through a set of markers to begin their Handy Hunter Round. Riders are not permitted to walk or pause between rounds.
- C. In the case of a tie, prize money will be added together and split evenly among the tied entries.

### IV. **Combining of Classes, Dividing of Classes and Prize Money Offered**

- A. Entry Procedures
  - 1. ***For the purposes of combining and/or dividing, entry numbers for any National Hunter Derby will be finalized by the closing time of the Horse Show Office the day prior to the start of the class.***
  - 2. ***Adds and scratches may be accepted after entry numbers for the class have been finalized, but they will not affect the final entry numbers used to determine the combining and/or dividing of the class.***
  - 3. ***At the sole discretion of management, horses scratched from the class after the entry numbers have been finalized may be required to forfeit their entry fees.***
- B. ***All National Hunter Derbies***
  - 1. Management may choose to offer a second USHJA National Hunter Derby Restricted to Juniors and Amateurs.
    - a. Cross entry of horse between the two NHDs is not permitted.
    - b. Two (2) NHDs may run concurrently or separately at the discretion of competition management.
    - c. Prize money for each class must meet the minimum requirements outlined in Section XII, as designated by the competition's rating.
    - d. ***If*** an NHD offered as two separate NHDs ***has*** fewer than twelve (12) entries in either the NHD or the NHD Restricted to Juniors and Amateurs, ***then*** the two classes ***may*** be combined. When combined, the prize money must be equal to, or greater than, the higher amount of prize money offered in either of the two classes prior to combining.
    - e. If a second NHD is run, Junior and Amateur riders may choose to compete in either the NHD or the NHD Restricted to Juniors and Amateurs.
  - 2. ***Once the entry numbers have been finalized,*** management may choose to divide an NHD.

- a. National Hunter Derbies divided into two (2) separate classes:
  1. An NHD divided into two (2) separate derbies must divide the classes into an NHD and an NHD Restricted to Juniors and Amateurs.
  2. If, after being divided, there are fewer than twelve (12) entries in either the NHD or the NHD Restricted to Juniors and Amateurs, the original list of entries must be restored and divided into two NHDs by a random draw.
  3. **If there is a further split, per HU160, prize money must be doubled whenever a section is divided.**
- b. National Hunter Derbies divided into three (3) separate classes:
  1. An NHD divided into three (3) separate classes must first offer the classes divided as an **Open** NHD, an NHD Restricted to Juniors, and an NHD Restricted to Amateurs.
  2. If, after being divided, there are fewer than twelve (12) entries in the **Open** NHD, the NHD Restricted to Juniors, or the NHD Restricted to Amateurs, then the NHD will revert to a class divided into two (2) separate classes as outlined above in IV.B.2.a.
  3. **If there is a further split, per HU160, prize money must be doubled whenever a section is divided.**
- c. **The use of a California Split is not permitted in a National Hunter Derby.**
- d. Cross-entry of horses between the two (2) or three (3) NHDs is not permitted.
3. Competition management is required to run an NHD if there are twelve (12) or more entries.
4. Competition management is not required to run an NHD if there are fewer than twelve (12) entries.
- C. **Requirements for National Hunter Derbies offering \$10,000 or less in prize money.**
  1. **Once the entry numbers have been finalized,** if there are fewer than fifty horses entered in the class, the class may be divided into two (2) or (3) separate NHDs.
  2. **Once the entry numbers have been finalized,** if there are fifty (50) or more horses entered in the class, the class must be divided into two (2) or three (3) separate NHDs.
    - a. Prize Money
      1. When the class is divided into two (2) separate classes, the originally advertised prize money offered must be doubled and offered equally in both classes.
      2. **When NHDs offering \$10,000 or less in prize money** are divided into three separate classes, the originally advertised prize money offered must be tripled and offered equally in all three classes.
- D. **Requirements for National Hunter Derbies offering more than \$10,000 in prize money.**
  1. **If more than fifty (50) horses are entered in any section, prize money must be distributed on the basis of one (1) place for every four (4) commenced entries. The original prize money must be distributed as printed in the prize list. Additional prize money awarded to each place must at least equal the entry fee.**
  2. **If there are fewer than twelve (12) horses in either offered sections, then they may be combined with the original offered prize money for one section.**

## V. **Entry Fees**

- A. The entry fee may not exceed 10% of the prize money offered.
- B. The entry fee must include the USHJA National Hunter Derby per horse entrant fee.

## VI. **Prize Money**

- A. A minimum **of \$2,500** prize money must be offered per class in USEF licensed Channel I (Premier and National) rated competitions and competitions that have been approved for a Special Competition status.

- B. A minimum of \$1,000 prize money must be offered per class in USEF licensed Channel II (Regional) rated competitions.
- C. USEF licensed Channel I and Channel II rated competitions may offer more than the minimum prize money required.
- D. 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 GR 903).
  - 3. The prize money awarded to each placing below 12th place must not exceed the amount awarded to 12th place.
- 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.
- F. Prize money must be paid to a minimum of 12 places as follows:
 

1 <sup>st</sup> -30%	7 <sup>th</sup> -4%
2 <sup>nd</sup> -22%	8 <sup>th</sup> -3%
<u>3<sup>rd</sup>-15%</u>	9 <sup>th</sup> -3%
4 <sup>th</sup> -8%	10 <sup>th</sup> -2%
5 <sup>th</sup> -6%	11 <sup>th</sup> -1%
6 <sup>th</sup> -5%	<u>12<sup>th</sup> 1%</u>
- G. If there are twelve (12) or fewer entries 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.

**VII. Judging Requirements**

- A. See GR 1304 for Judging Restrictions
- B. Each NHD has the option of having either one (1) or two (2) panels of judges.
  - 1. Each panel of judges will consist of two (2) judges sitting together.
  - 2. One judge on each panel must be a USEF “R” licensed judge.
  - 3. The second judge on each panel may be either a USEF “R” licensed judge, or a USEF “r” licensed judge.
  - 4. All judges must be in good standing with the USEF and the USHJA.
- C. Exception: Management of NHDs with fifteen (15) or fewer entries may elect to run the class using the Traditional Format with one USEF “R” licensed judge.
- D. A judging assistant may 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.
- E. Judges may request management to provide a judging assistant if one is not offered.

**VIII. Judging System-Traditional Format**

- A. Judges are required to pin to 12<sup>th</sup> place (plus two reserve placings) for the purpose of awarding USHJA National and Zone HOTY bonus points.
- B. 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 judging panel will award a base score for each round.
  2. No judging panel may award the same base score to any two horse-and-rider combinations in any one round unless that score is below the cut-off score.
  3. In addition to this base score, each 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 **are two refusals**, a rail down, or loss of good jumping style at the higher height option fence **provided the horse-and-rider combination ultimately jump the higher height option fence.**
  4. 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.
  5. If two judging panels are used, the scores from each of the judging panels will be added together to determine the total score of each horse and rider combination for this round.
- C. The Handy Hunter Round will be judged on quality, movement, jumping style, manners and way of going *with pace, brilliance and shorter tracks 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 judging panel will award a base score for each round.
  2. No judging panel may award the same base score to any two horse-and-rider combinations in any one round unless that score is below the cut-off score.
  3. The handiness of each Handy Hunter Round will be reflected in the base score each judge or judging panel.
    - a. Handiness is defined as ground saving movement without adversely affecting performance or style.
    - b. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style.
  4. In addition to this base score each 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 **are two refusals**, a rail down or loss of good jumping style at the higher height option fence **provided the horse-and-rider combination ultimately jumps the higher height option fence.**
  5. 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.
  6. If two judging panels are used, the scores from each of the judging panels will be added together to determine the total score of each horse and rider combination for this round.
- D. 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 Hunter Round.
  3. Horses may be asked to return to the ring and trot another circle at the judge's discretion.
- E. The Jump-Off Round, if required, will be judged on quality, movement, jumping style, manners and way of going *with pace, brilliance and shorter track to be rewarded*. A horse-and-rider combination may not jump decorations or other obstacles in order to create a shorter track.

1. Each judging panel will award a base score for each round using the open numerical judging system. The handiness of each round will be reflected in the base score of each judging panel.
2. No judging panel may award the same base score to any two horse-and-rider combinations.
3. If two judging panels are used, the scores from each of the 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.

**IX. Judging System-Hunt and Go Format**

***Note: The National Hunter Derby Hunt and Go Judging System may differ from the International Derby Hunt and Go Judging System.***

- A. Judges are required to pin to 12<sup>th</sup> place (plus two reserve placings) for the purposes of awarding USHJA National and Zone HOTY bonus points.
- B. 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 of two judges or judging panels will be designated to judge either the Classic Hunter Round or the Handy Hunter 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*.
  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 VIII. B. 3. 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. (See VIII. C. 4. above).
  5. The handiness of the Handy Hunter Round will be reflected in the base score of each judge or judging panel designated to judge the Handy Hunter Round.
  6. The total scores from each judge or judging panel for each horse and rider combination will be added together to determine their total score.
  7. The total score of each horse and rider combination will determine the final overall standings of the class.
- C. 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 Hunter Round.
  3. Horses may be asked to return to the ring and trot another circle at the judge's discretion.

**X. Tie Breaking Procedures-Traditional Format**

- A. Ties in the first round will remain tied.
- B. The top twelve (12) from the Classic Hunter Round, if available and ***including ties for the last qualifying position***, will be invited back to compete in the Handy Hunter Round. (Exception: More than twelve (12) horse-and-rider combinations may be invited back to compete in the Handy Hunter Round if stated in the prize list.)
- C. After the second round, all ties for 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. 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.

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.
  4. **If unsafe conditions prevent a Jump Off Round from being held, all tied exhibitors will be named co-winners. Prize Money will be added together and split evenly. Duplicate awards will be distributed at a later date.**
- D. Ties for other than first place in the overall standings will remain tied. Prize Money will be added together and split evenly.

## **XI. Tie Breaking Procedures-Hunt and Go Format**

- 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. 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.
  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.
  4. **If unsafe conditions prevent a Jump Off Round from being held, all tied exhibitors will be named co-winners. Prize Money will be added together and split evenly. Duplicate awards will be distributed at a later date.**
- B. Ties for other than first place in the overall standings will remain tied. Prize Money will be added together and split evenly.

## **XII. 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. Dotted lines are prohibited in all rounds of a National Hunter Derby.
- C. Jumps in *ALL* rounds and *BOTH* formats:
  1. Obstacles must simulate those reminiscent of the hunt field and course must offer a variety of Classic jumps with different appearances such as natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxe, brush, logs, natural foliage.
  2. Natural obstacles such as banks and ditches are allowed.
  3. A minimum of 2" difference is required for the back element of all oxers.
  4. For appropriate jumps, no ground line is necessary.
  5. The jumpable portion of any fence must be a minimum of 8 feet on its front face.
- D. Jump Cups
  1. The top rail of all obstacles must rest in a cup (Exception: Walls with moveable bricks).
  2. Flat cups may only be used in accordance with Federation rules.
  3. Flat cups may be used for obstacles involving logs.
- E. Distances will not be adjusted for ponies.

F. Traditional Format

1. Classic Hunter Round

- a. A minimum of ten obstacles must be offered in the Classic Hunter Round.
- b. Fences to be set at 3'0"
- c. There must be four (4) higher height option fences set at 3'5".
- d. If there is a difference in difficulty between any two tracks containing height options, the higher height options should include the more inviting, less difficult track.
- e. 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.

2. Handy Hunter Round

- a. A minimum of eight obstacles must be offered in the Handy Hunter Round.
- b. Fences to be set at 3'0".
- c. There must be 4 higher height option fences set at 3'5".
- d. If there is a difference in difficulty between any two tracks containing the height options, the higher height options should include the more inviting, less difficult track.
- e. The course should simulate riding over hunt country and must have a minimum of two handy options, such as: tight turns, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 2'6" in height, halt and/or back.
- f. Leading a horse over an obstacle and opening and/or closing a gate while mounted or not mounted is not permitted.

G. Hunt and Go Format (*National Hunter Derby Hunt and Go format may differ from the International Hunter Derby Hunt and Go format*)

1. Classic Hunter Round

- a. Consists of six **(6) to eight (8) fences.**
- b. Fences to be set at 3'0".
- c. There must be two (2) higher height option fences set at 3'5".
- d. If there is a difference in difficulty between any two tracks containing the height options, the higher height options should include the more inviting, less difficult track.
- e. The Classic Hunter Round **must include two changes of direction, one in and out and a minimum of two of the following:** one bending line, one line with an unrelated distance and/or one fence with a long approach.

2. Handy Hunter Round

- a. Consists of five (5) to seven (7) fences.
- b. Fences to be set at 3'0"
- c. There must be two (2) higher height option fences set at 3'5".
- d. If there is a difference in difficulty between any two tracks containing the height options, the higher height options should include the more inviting, less difficult track.
- e. The course should simulate riding over hunt country and must have a minimum of two handy options, such as: tight turns, different tracks, clever options for jump approaches, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 2'6" in height, halt and/or back.
- f. Leading a horse over an obstacle and opening and/or closing a gate while mounted or not mounted is not permitted.
- g. **The course designer will designate on the course map the marker that indicates the beginning of the Handy portion.**

3. **Jump Off Round**

- a. **The Jump Off Round course is a Handy Hunter Course.**
- b. **A minimum of eight (8) obstacles must be offered in the Jump Off Round.**
- c. **There will be no higher height option fences for the Jump Off Round.**
- d. **The course should simulate riding over hunt country and must include a minimum of**

*two of the handy options listed above in H.5.*

- e. *The Jump Off Round may not replicate the Classic Hunter Round or Handy Hunter Round courses.*

### **XIII. Zone HOTY Points and Awards**

- A. USHJA National and Zone HOTY bonus points for a National Hunter Derby will be awarded only if the owner is a current Active member of USEF and USHJA and the horse is recorded with the USEF and registered with the USHJA.
- B. In order for a National Hunter Derby USHJA National and Zone HOTY bonus points to be awarded, riders must complete a USHJA Exhibitor Declaration Form prior to the conclusion of the competition.
- C. Points accrued by horses shown by Professionals may be awarded to the declared Green Hunter 3'0", Green Hunter 3'3", Performance Hunter 3'3", Small Hunter, Young Hunter 5 & Under, Young Hunter 6 & Under, or Young Hunter 7 & Under.
- D. Points accrued by horses shown by Juniors or Amateurs may be awarded to the declared Green Hunter 3'0", Green Hunter 3'3" Performance Hunter 3'3", or the applicable Children's Hunter Horse, Pony, Adult Amateur, Amateur Owner 3'3", Small Hunter or Junior Hunter 3'3, Young Hunter 5 & Under, Young Hunter 6 & Under, or Young Hunter 7 & Under.
- E. The money won and points won in a National Hunter Derby will only be awarded towards a declared Hunter section for HOTY points if a horse competes in the declared section a minimum of one (1) time during the competition year.
- F. At USEF licensed Channel I (Premier or National) rated competitions, or competitions approved for Special Competition status, National and Zone HOTY points will be awarded as follows:

1st – 75	7th – 23
2nd – 60	8th – 15
3rd – 54	9th – 10
4th – 45	10th – 7
5th – 38	11th – 5
6th – 30	12th – 3
- G. At USEF licensed Channel II (Regional) rated competitions, National and Zone HOTY points will be awarded as follows:

1st – 50	7th – 15
2nd – 40	8th – 10
3rd – 35	9th – 7
4th – 30	10th – 5
5th – 25	11th – 3
6th – 20	12th – 2
- H. For USHJA Awards purposes, a computer ranking system tracks the money won by horse and rider, both nationally and by zone.
- I. Money won will count for USHJA National Hunter Derby standings or awards only if the rider, owner and trainer are current Active members of USEF and USHJA, and the horse is registered with USHJA.

### **XIV. Competition Requirements**

- A. A National Hunter Derby may be offered at USEF licensed Channel I (Premier or National), or USEF licensed Channel II (Regional) rated competitions, or competitions that have been approved for Special Competition status.
- B. Competition Management will collect and remit to USHJA the \$35 per horse entrant fee at USEF

licensed Channel I (Premier and National) rated competitions and competitions that have been approved for a Special Competition status, and the \$25 per horse entrant fee at USEF licensed Channel II (Regional) rated competitions.

- C. Competition management will remit complete results including prize money awarded and declaration forms to USHJA (via PDF Form or data file) and USEF within ten (10) days of the conclusion of the competition.
- D. In the event of inclement weather, competition management has the right to change the original posted format of the class.
- E. The National 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 ring used must have spectator seating, a quality sound system, and a dedicated announcer with no other duties during the NHD.
- F. It is important for Management to make sure that the scoring system is fully understood by spectators. USHJA requests that announcers announce scores using their own style, but containing the following information in a clear manner:
  - 1. First Round – "The judges score an 84. An additional four points will be awarded for the four higher height option fences that were taken, giving our entry a final score of 88 for this round."
  - 2. Second Round – "The judges score an 82 for this round. An additional four points will be awarded for the four higher height option fences that were taken, giving our entry a final score of 86 for this round." Handiness is reflected in the judges' base score.
- G. Awards
  - 1. Ribbons and prize money are required to be awarded through 12<sup>th</sup> place per the prize money breakdown provided in section VI.F.
  - 2. Although not required, a show may choose to award separate ribbons for the first round if stated in the prize list.
  - 3. Competitions may award ribbons to the highest placing junior hunter rider and highest placing amateur hunter rider in addition to the awards for the overall top twelve (12) riders if stated in the prize list

#### **XV. USHJA Contact Information**

- A. Please contact one of the following USHJA representatives if questions arise pertaining to the USHJA National Hunter Derby that cannot be answered by the Show Steward or Management based on the class specifications provided.

Kara Knott - USHJA Sport Programs Coordinator	(859) 217-6740
Traci Brooks- Chair of the National Hunter Derby Task Force	(310) 600-1967
Britt McCormick- USHJA President	(972) 467-6008

*The USHJA National 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 National Hunter Derby as necessary for the purposes of consistency and clarity.*

*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.*

*Any deviations from the class specifications for the USHJA National 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*

