



USHJA INTERNATIONAL HUNTER DERBY PROGRAM
2023 REGIONAL CHAMPIONSHIPS SPECIFICATIONS

Changes from 2022 in bold italics 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 championship.
- B. Horses must be recorded with the Federation and registered with USHJA and enrolled in the USHJA International Hunter Derby Program.
- 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. Horses DO need to be enrolled to compete in an International Hunter Derby Regional Championship.
- E. The same horse may not compete in the USHJA International Hunter Derby Regional Championship and the National Hunter Derby at the same competition.
- F. Horses entered in this class are not required to show in any other hunter or jumper classes at the horse show.
- G. Riders are limited to competing no more than four (4) horses in the championship, 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.
- H. Attire: Refer to HU128 in the USEF Rule Book for current specifications.
- I. In accordance with HU146.14 the same horse-and-rider combination must compete in both rounds.
- J. Horses may compete in **multiple Regional Championships** per year.

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 HU191.4) 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 HU191.4 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. **Prize Money and Entry Fee**

- A. A minimum of \$10,000 in prize money must be offered for the championship. USHJA will provide \$5,000 of the prize money.
- B. Rider Ranking System– Show managers may award additional prize money above the required prize money amounts, at their discretion to the highest-placing Tier II riders (list available on the USHJA website after points lock in December). Tier II money must not exceed the money awarded for the rest of the class. Show managers may secure Tier II money through a non- allocated additional percentage of entry fees or through sponsorships.
- C. The entry fee must not exceed 10% of the prize money offered in the class.
- D. Prize money must be paid to a minimum of 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.***
- E. If there are less than 12 entries in the class, prize money must be paid according to the breakdown in Section II.D, through the last placing entry. Any remaining prize money not awarded due to less than 12 entries may be split and awarded equally to all entrants that place in the class.
- F. Riders must ride for ribbons.

IV. **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.

V. **Soundness**

- A. **Horses are required to trot a circle on a loose rein at the end of the over fences performance. Horses may be asked to return to the ring and trot another circle at the judge's discretion. Judges have the authority to disqualify a horse if deemed unsound.**

VI. Judging Format

- 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 **on jumping style and efficiency while maintaining style and form, way of going, and overall flow.** 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. These 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. These 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.

VII. Tie Breaking Procedures

- A. Neither judging panel may award the same base score to any two competitors in any one round unless a competitor's score is below the cut-off score.
- B. 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.
- 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 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 score.
- F. **Competitors who withdraw, retire or are eliminated from a Jump-off:**
 - a. **A competitor who is eliminated in a jump-off will be tied with a competitor who retires and will be placed last of the competitors who have completed that jump-off.**
 - b. **A competitor who withdraws (does not participate) from a jump-off must always be placed after a competitor(s) eliminated or who retires while on the course.**
- G. **Even if only one competitor is willing to participate in the jump-off he is required to enter the arena and receive the signal to start in order to earn top placement.**
- H. **Withdrawing From a Jump-Off. If a competitor wishes not to take part in a jump-off he must notify the judge(s). He will be placed last of those still qualified (on the result of the previous round).**

VIII. Award Presentations

- I. 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.
- J. For all Member Event Series classes, USHJA will provide ribbons for the first round, second round and the overall standings.

- K. 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).

IX. 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.
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. The jumpable portion of any obstacle must be a minimum of eight feet on its front face.
 5. Flat cups may only be used for obstacles involving logs and/or in accordance with Federation rules.
 6. The top rail of all obstacles must rest in a cup, except where walls with movable bricks are used.
- 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 4'0" 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)
8. A minimum of eight obstacles must be offered in the Handy Hunter Round.
 9. Fences must be set at 3'6" to 4'0" in height, exception option fences.
 10. The course must include higher height option fences set at a minimum of 4'0" 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.
 11. 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.
 12. 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
13. A minimum of eight obstacles must be offered in the jump-off round.
 14. Fences must be set at 3'6" to 4'0" in height, exception option fences.
 15. The course must include higher height option fences set at a minimum of 4'0" 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.

16. 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.

X. Competition Requirements

- A. One regional championship per region will be established per competition year at USEF licensed Premier and National rated competitions and competitions approved for a standalone status.
Competition management will collect and remit to USHJA a fee of \$50 per.
- B. Competition management must check at www.ushja.org to verify that all entries in the USHJA International Hunter Derby Regional Championship have been officially enrolled in the International Hunter Derby Program and competed in one USHJA International Hunter Derby.
- C. The two round USHJA International Hunter Derby Regional Championship must be held in a featured location. It is to be promoted and conducted by management as one of the featured classes of the competition.
- D. A minimum of six (6) horses must be entered in order for a USHJA International Hunter Derby Regional Championship to be held.
- E. Competition management must send a copy of the results to both the USEF and USHJA within 10 days of the conclusion of the competition.
- F. USHJA will supply ribbons and coolers. Competitions are responsible for all other awards. However, the USHJA reserves the right to supplement awards.

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. 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. USHJA Contact Information

- A. If questions arise pertaining to the International Hunter Derby Regional Championship 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—USHJA Assistant Managing Director of Sport Programs (859) 225-6703

Britt McCormick—Chair of the Intl. Hunter Derby & Incentive Task Force (972) 467-6008

The USHJA International Hunter Derby Regional Championships 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 Regional Championships as necessary for the purposes of consistency and clarity. Any deviations from the class specifications for the USHJA International Hunter Derby Regional Championships 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 in the competition arena prior to the Classic round	At manager's discretion, horses may be allowed to hack in the competition arena prior to the Classic round	At manager's discretion, horses may be allowed to hack 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 <u>R-licensed judges seated separately.</u>	Must have a minimum of 2 <u>R-licensed judges seated separately (classes \$49,999 or less) OR 2 judging panels of 4 judges</u> (each panel to have 2 judges: 1 "R" and 1 "I" at min) sitting in separate places and giving separate scores <u>(classes \$50,000 or more)</u>	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.

