

WE'RE SO GLAD YOU'RE HERE!

Non-Pro Hunter Classic Derby

SHOW RULES & REGULATIONS

The derby shall be governed by the rules and regulations of the AQHA Official Handbook. All participants and owners agree to abide by such rules and regulations.

- Exhibitors must be entered in the MQHA show, owner and rider must be current members of AQHA
- No refunds of entries will be given after the official draw and/or order of go is established.
- Decisions of the judges will be final.
- Rider changes must be declared before the start of the class.
- Every reasonable attempt will be made by management to accommodate exhibitors with multiple horses if their order of go draw has less than three horses between them. Management reserves the right to adjust the order of go in order to avoid conflicts.

ELIGIBILITY

- The Derby is open to all non-professional competitors who are Novice Youth, Youth, Novice Amateur, Amateur or Select Amateur exhibitors

ENTRIES

Entry Fee will be \$50.00.

CLASS SPECIFICATIONS and JUDGING SYSTEM

This performance class is designed to showcase the talents of horse and rider over a challenging course, reminiscent of classic hunt courses, with an emphasis on handiness and style. The course will offer a variety of jumps, at a height of 2'6" to 2'9". The course will consist of a minimum of 8 jumps for the Classic Hunter Round and a minimum of 6 jumps for the Handy Hunter Round. At the discretion of show management, the classic and handy rounds may be combined in the event of inclement weather, scheduling challenges, or other external factors.

Two judges will judge the derby to make up a judging panel. Judges will sit together and produce one numerical score. Scores will consist of a Classic round and a Handy round, final placings to be determined based upon the combination of the two scores.

SOUNDNESS

Soundness will be reflected in the class scores. Unsound / unfit entries may be dismissed or disqualified the judges' sole discretion, and with the use of a whistle if dismissed mid-course.

CLASS WILL FOLLOW A HUNTER CLASSIC FORMAT

1st round "Classic Hunter Round"

The Classic 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. Horses will jump a course of a minimum of eight jumps at least 2'6 in height with at least two changes of direction. The Course may contain one in and out

(one stride or two strides), one bending line, and one long approach. The Classic 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.

2nd round “Handy Hunter Round”

The top 10 highest-scoring horses from round one will jump a handy hunter course with a minimum of 6 jumps at 2’6” to 2’9” in height. The course may include the following handy options, such as: tight turn options, different tracks, clever options for jump approaches including jumping decorations to utilize a shorter track, pen type obstacles, hand gallop a jump, trot a lowered obstacle not to exceed 2’6” in height, halt and/or back. No “gimmicky” or unsafe questions will be posed to exhibitors.

The Handy Hunter Round shall be judged and numerically scored on quality, movement, jumping style, manners and way of going, with an emphasis on demonstrating the horse’s adjustability and ability, and the rider’s skill in navigating the course. Pace and brilliance are rewarded, and jumping decorations to utilize a shorter track is permissible. In addition to the course score, the judging panel may award a Handy Bonus Score consisting of between zero (0) and ten (10) bonus points to each rider/horse combination for handiness of round. These scores must be announced separately and then added together to determine each rider/horse’s score for this round from each judging panel. The scores of the judging panels will be added together to determine the total score of each rider/horse of this round.

ORDER OF GO

Order of go will be established by the show office. Adjustments will be made for multiple rides.

CLASS PROTOCOL

All exhibitors will compete in the first round. The top 10 scores will return to the handy hunter round. All exhibitors and coaches will conduct themselves in a sportsmanlike manner and in accordance with AQHA Animal Welfare standards at all times. Disqualifications and/or eliminations for unsportsmanlike conduct or Animal Welfare violations are at the sole discretion of the judges and show management.

DERBY CLASS PLACINGS

Prize money will be figured and taken off the recipient’s show tab.

“WE’RE SO GLAD YOU’RE HERE!” NON PRO HUNTER DERBY PLACINGS:

\$500 Added Prize Money plus 50% of the entry fee goes back into the jackpot!	In addition to the prize money, we will also be awarding prizes for the highest placing team in each of these non-pro categories, outside money awards:
1st - 40%	Novice Youth
2nd - 30%	Youth
3rd - 20%	Novice Amateur
4th - 10%	Amateur
	Select Amateur