

Dwyer Hill Riding Club
English Division 2020

Hack Division

To be judged on movement, way of going and suitability to each class. Held in the driving ring. Open to horses and ponies. Combinations are to be tested in a Road, Show and Pleasure hack. Road hack is a calm, yet forward horse that can travel long distances with minimal effort. He should have a pleasant attitude yet look as though he has the energy to keep a brisk pace for an extended time. Not only will the basic walk, trot and canter be judged, you may be asked for a working trot and/or a hand gallop. Show Hack asks for the horse to be collected and working well in hand. A show hack may be asked to perform a range of gaits including collected, working and extended trots and hand gallops. Working well on the bit a show hack should carry itself from the quarters and show impulsion. Pleasure Hack judges how quiet and calm a horse is. The theory is that a pleasure horse should be a pleasure to ride. It should be safe and comfortable with easy transitions and a pleasant expression. To judge these qualities the judge will ask for a basic walk, trot and canter. In each gait the judge is looking for a long, low stride with a relaxed carriage and the appearance of a smooth ride.

1. Road Hack
2. Show Hack
3. Pleasure Hack

W/T Division

Walk and Trot only, if entered in this division rider cannot be entered in any other in the English Ring. Open to horses and ponies. Riders must be able to walk/trot off the lead competently, cantering is prohibited and can lead to disqualification of the class. Riders are asked to walk, trot and reverse. Possible other requests are: collected/sitting trot, halt, rein back, collected walk. W/T Poles class will be a judged hunter class.

4. W/T U/S
5. W/T Equitation
6. W/T Poles

Novice Hunter

Cross Rails/ 2'; W/T/C, Open to all horses and ponies. Rider cannot cross enter into any other class on same mount entered in this division. Limited to horses jumping this height for the first show season and/or open to riders who have not won three first place ribbons over fences in a recognized or OVPSC show, excluding ribbons won in Walk/Trot or Lead Line. To be judged as a hunter division.

Open Card Schooling

7. Novice Hunter O/F
8. Novice Hunter O/F
9. Novice Hunter U/S

Open Hunter

2'3/2'6 Jump heights to be set separately, judged as one class. Open to horses and ponies. Riders will be tested walk/trot/canter. Judged as a hunter division, jump height will optional, 2' or 2'3". Rider chooses height when signing in with the Whip. Riders cannot cross enter into the W/T or Novice Division.

Open Card Schooling

10. Open Hunter O/F
11. Open Hunter O/F
12. Open Hunter U/S

Open Medal

Open to horses and ponies. There are two phases to this class, an Over Fences and an under-saddle phase. The over fences phase will be open to all entered. Judged as an Equitation class. Riders cannot enter W/T or Cross Rails Division. O/F jump height will be 2'3". A minimum of 8 riders will be called back for the flat phase. Horses MUST wear all tack and equipment used in the O/F phase into the U/S phase. Riders can face disqualification if any changes are made, excluding broken equipment. U/S Phase to be judged at the walk/trot/canter/hand gallop. Judged as Equitation. Riders may be asked for the following; collected/extended Walk/Trot/Canter, halt, rein back, counter canter, drop/pickup stirrups. Final Placings scored 60% O/F, 40% U/S.

13. Open Equitation Medal

Jumper Division

Open to all, except those entered in Novice and W/T Division. Placings based on times and number of faults. Speed Round is one round, fastest time over the fences wins. Lowering of the jump height results in 5 seconds added to the time per jump down. Clear Round with jump off, two rounds. Round one is a clear round, where the objective is to make it around the course within the time allowed without any jumps down. If combination is clear, rider advances to the jump-off. Jump-off is shortened course, fastest rider in the jump off with least number of faults wins. If rider goes over the time allowed, 1 fault will be added for every 4 seconds over TA.

14. 2' Speed Round

15. 2'3 Clear round with J/O

16. 2'6 Speed round

20. \$500 Mini Prix

Table A, 261.5.2, 273.3.1, 273.2.2, 273.4.1 Two Rounds

In this competition, horse and rider combinations ride a course in which they receive four faults for every rail knocked down, four faults for any refusals, one fault for every four second over the time allowed, and elimination for two refusals, fall of horse or rider, or the rider going to the fences in the wrong order. This competition takes place over two rounds and a jump off. The first round is a speed round against the clock. The top 8 competitors from the first round will return for the second round in reverse order of penalties (the best score going last). The second round is over a shortened course and is against the clock with a time allowed. Prize money awarded to the top 5 placing, prizes for top 8. Points awarded to top 8 (1st-9, 2nd-7, 3rd-6, 4th-5, 5th-4, 6th-3, 7th-2, 8th-1) First 3 shows serve as qualifiers, top 8 across the qualifiers will compete in the Mini Prix finals.