

# Dwyer Hill Riding Club

## English Division Specifications

### Hack Division

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.

### Walk/Trot Division

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.

### Cross Rails Division

Open to horses and ponies. Riders will be tested walk/trot/canter. Judged as a hunter division, jump height will be maxed out at 18" fences in cross rail form. Riders can only cross enter into the Hack Division.

### Pony Division

Open to Ponies only, under 14.2 HH. Riders to be tested at the walk/trot/canter. Judged as a hunter division. Jump height at 2'. There will be no adjustment to striding. Riders can cannot cross enter into the W/T or Cross Rails Division.

### Open Hunter

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 can cannot cross enter into the W/T or Cross Rails Division.

### 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 optional, 2' or 2'3". Rider chooses height when signing in with the Whip. A minimum of 8 riders will be called back for the under saddle 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.

### Jumper Division

Open to all, except those entered in Cross Rails 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 5 seconds over TA.

### **DHRC Hunter Derby**

Open to all, except those entered in Cross Rails and Walk/Trot. Judged as a hunter round, course will be longer than traditional hunter course, extending between the hitching ring and the grass hunter ring. Jump height is 2', with 2'3 and 2'6 options. Points awarded to those who take the high and handy options. The top 10 riders will be brought back for a flat phase, judged as a hunter U/S class, riders tested at the Walk/Trot/Canter. Final placings scored 60% O/F and 40% U/S. Prize money awarded to the top 5 placing, prizes for top 10. Points awarded to top 10 (1<sup>st</sup>-11, 2<sup>nd</sup>-9, 3<sup>rd</sup>-8, 4<sup>th</sup>-7, 5<sup>th</sup>-6, 6<sup>th</sup>-5, 7<sup>th</sup>-4, 8<sup>th</sup>-3 9<sup>th</sup>-2 10<sup>th</sup>-1) First 3 shows serve as qualifiers, top 10 across the qualifiers will compete in the Hunter Derby finals.

**Any Class questions can be directed by email [here](#).**