

14100 E Cedar Lane
Norman, OK 73026



tori@celticcrossesequestriancenter.com

405-431-9802

Hunter Derby

2-13-21

6-19-21

10-16-21

Horse Name: _____

Horse Breed: _____ Please circle one: Stallion Gelding Mare

Rider's Name: _____ Birth Year: _____

Owner's Name: _____ Phone: _____

E – Mail Address: _____

Please Circle the Division to be Competing

12.2 and Under / Youth

12.3 to 14.2 / Youth

14.3 and Up / Youth

12.2 and Under / Adult

12.3 to 14.2 / Adult

14.3 and Up / Adult

Derby to consist of 2 rounds of competition with the Hunt and Go format

Standard Hunt and Go Format

- a. The Classic Hunter Round, consisting of seven to eight (7-8) fences with two (2) high options, shall be judged on quality, movement, jumping style, manners and way of going.
- b. After the completion of the classic round horses will pick up their pace and pass through a set of markers to begin their handy portion of the class. The Handy Hunter Round, consisting of five to eight (5-8) fences with two (2) high options, shall be judged on quality, movement, jumping style, manners and way of going. Pace, brilliance, and a shorter track are to be rewarded. A horse/rider may not jump decorations or other obstacles in order to create a shorter track.
- c. Two (2) judges are required to judge the class. Each judge will be designated either the Classic Hunter Phase or the Handy Hunter Phase. Each will provide a single score for their designated phase, in addition to the Bonus points of one point per high option jump that will be added to each judging's score. The scores from each judge will be added together to determine the total score and placement.
- d. The Option Bonus Score of one (1) 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.
- f. For the Hunt and Go Format it is recommended that the judge designated to the Classic Hunter phase be the tie breaker.

Hunter Derby will abide by all USEF Rules for biting and Saddlery.

All riders must wear a helmet, and a Safety vest.

Entries will be accepted with owner's, trainer's and rider's understanding that Celtic Cross Equestrian Center LLC and it's staff will not be liable for any loss, damage, or injury to any animal ridden, or for loss of property of any kind. The owners, trainers, and riders shall be solely responsible for any loss, damage or injury to any person, animal or property occasioned by participation in this show.

Rider's Signature: _____ Date: _____

FOR OFFICE USE ONLY:

Rider Number: _____

Coggins Date: _____

Parent or Legal Guardian Signature if under 18: _____

FOR OFFICE USE ONLY:

Rider Number: _____

Coggins Date: _____