

HUNTER/JUMPER DIVISION

Hunter Hack – These classes are often a horse and rider's first Hunter/Jumper class. Exhibitors walk, trot, canter, and gallop and then jump two obstacles. The class is judged on performance, manners and soundness in that order. Judges look for a horse that has good, ground-covering balanced gaits. They like to see a well-planned opening circle in which the rider establishes and then maintains a steady rhythmic, controlled pace over the fences and between the fences, and the horse arcs slightly over each fence.



Hunter Hack

Working Hunter – Good Working Hunters must not only be able to clear fences with ease, but they must jump in a fluid, smooth, forward manner. Judges look for horses that maintain an even pace around the course, spring well off their hindquarters, tuck their front legs and arc nicely over the jumps. Because horses are judged on manners, performance and soundness in that order, judges want to see calm, obedient horses that enjoy performing.

The Working Hunter classes are composed of two over-fences sections, in which each horse will jump two courses of fences, and then an under saddle phase in which only the top horses from the two over fences courses will come back in to show on the flat. Only the top four horses overall from the first two rounds are eligible to be named Champion or Reserve Champion. The remaining horses are eligible to be named top ten.



Working Hunter

Jumper – Unlike Working Hunters, Jumpers are not evaluated on form and manners only on their ability to jump a clean round, or pick up as few penalty points as possible within a specified time limit. In the case of a tie, a jump-off is required. As a result, both horse and rider may be more aggressive and speedier in tackling fences, since in the final jump-off the horse with the fastest time and fewest penalties wins. Penalties are subtracted for knockdowns, refusals, and run-outs. Certain penalties — falls, exceeding the time limit, and third refusal, etc. — will result in elimination. Knocking down poles, refusals and going over the time limit are the most common source of faults in the first round and jump-off. The order of go for the first round is determined by random draw. In the jump-off, the fastest horse from the first round will go last, and the slowest horse goes first.



Jumper