

WORKING HUNTER CLASSES

Horses in Working Hunter classes are assessed in two phases – first an obstacle course, second on conformation, action and ride. The type generally required may exhibit slightly less quality with more substance. The horse must exhibit an ability to jump and be fit enough to go a distance. Overfat horses should be penalised.

NOTES FOR COMPETITORS

The working hunter class is to be ridden in two separate phases.

Phase one is the jumping phase where competitors are to negotiate a rustic type course comprising of approximately eight jumping efforts to be ridden at a controlled hunting pace.

Height of fences should not exceed 914mm (3'0").

Riders are permitted to walk the course dismounted prior to the competition. Horses must not enter the jumping arena prior to the event. No penalty will be incurred if the lower pole on the same vertical plain is lowered. If a jump is knocked down due to refusal or disobedience, the competitor must wait for the steward to rebuild the jump and permission from the judge before re-attempting the obstacle. Horses displaying continued disobedience or horses behaving in a dangerous manner will be asked to leave the arena. Any horse taking the wrong course or jumping another fence after completing the course will be eliminated. The fall of horse and/or rider anywhere on the course will result in elimination.

The rider must leave the arena immediately on foot. Any horse eliminated in the jumping section will not be required for Phase Two.

A Warm up area for jumping will be allocated and used by horses that are in the very next event.

Most classes will be divided into horse size. Depending on the size of the warm up area will determine the amount of horses warming up at once. All riders will listen to stewards directions in relation to entry to warm up area.

Phase two is the flat phase where competitors are to perform a workout, (similar to that of a show hunter class), prescribed by the judge.

Competitors are not permitted to change saddlery between the first and second phases except for the removal of jumping boots. It is not necessary to use a jumping saddle. A running martingale can be used.

Whips are allowed to 75cm

Marking:

Phase One:

Jumping is always judged first and there are 50 marks for jumping and 10 for style and manners while jumping. Knocking down a fence incurs 10 penalties; the first refusal costs 15 penalties; the second 20 and the third disqualification. A complete turn in front of the fence counts as a refusal. A fall of horse or rider incurs elimination. Jumping an obstacle in the wrong order is also elimination.

In this phase judges expect the horse to jump the course fluently and smoothly, neither going right into the bottom of the fences, nor standing too far off. As manners are taken into account, pulling, jibbing or a disobedience of any kind will be penalised.

Phase Two

Flat ridden workout - All horses which have jumped a clear round or had only 10 faults plus whatever others the judges chooses other than those eliminated will be asked to take part in the flat work section. In any case your name or number will be called if you are to return to the second phase. A minimum of 8 are to be called.

This class is judged as a Show Hunter class but with definite points allotted. Conformation and freedom of action carry a maximum of 30 marks and manners 10 marks.

JUDGING PROCEDURE

Phase one : -

All horses must complete the first phase of the competition to be eligible for the second phase.

Horses for each class should have previously warmed up in the jumps warm up area. All the horses for that class should enter and be in the ring together.

All horses entered in this event should get the opportunity to jump unless there is any dangerous behaviour exhibited.

When the Judge has called competitors into the ring, they should form an orderly line from the right leaving sufficient space between each horse so that the Judge can walk freely between the horses. If there is a long wait, horses may be allowed to relax, but not the rider. No competitor should talk while waiting in the ring.

The Judge should then remind each competitor of the course as it is their turn to complete the course. The horse and rider then will have a further 45 seconds to canter around the arena before starting the required course. After the completion of the course each rider must bring their horse back to a walk before returning to the group to retake their position. After the judge has finished assessing the ride and marking accordingly, can then encourage the next rider to take their turn.

When all the riders have completed their jump and on approval of the judge they may dismount and have a breather before the names are given out for the next phase of the competition. If your name is not called we request that you leave the arena. If your name is called you may remove the jumping boots and change your stirrup lengths and remount for the second phase of the competition.

Again all riders will line up and the judge will give each rider a workout to complete. The judge and steward will then add scores and announce the placings.

“At present we do not advocate any particular style of presentation for Clydesdale Cross horses in Breed Classes. Our horses are a variety of types and used for many different purposes so it would be impossible to have a "one size fits all" policy for presentation.

Many members often particularly ask about feathers on legs. Many members choose to retain the feathers on their horses, while others choose to clip them off. In our experience in Clydesdale Cross breed classes, both "feathered" and "featherless" horses have won classes. As with all Showing, of course, preferences of individual judges may be different.”