

Hunter Hack

Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of fence. Judges shall penalize unsafe jumping and bad form over fence, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of crop. In and outs (one or two strides) shall be taken in the correct number of strides or be penalized. Any error which endangers the horse and/or its rider, particularly refusals or knockdowns, shall be heavily penalized.

Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

90-100: an excellent performer and good mover that jumps the entire course with cadence, balance and style.

80-89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.

70-79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.

60-69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.

50-59: a horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter, or drops a leg.

30-49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider

10-29: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.

Elimination:

- (1) A total of three disobediences which can include any of the following: refusal, stop, run out, or extra circle.
- (2) Jumping an obstacle before it is reset.
- (3) Bolting from the arena.
- (4) Off course.
- (5) Deliberately addressing an obstacle.

Disobediencies:

Refusal: When a horse stops in front of an obstacle (whether or not the obstacle is knocked down or altered) it is a refusal unless the horse then immediately jumps the obstacle without backing one step. If horse takes one step backwards, it is a refusal.

After a refusal, if horse is moved toward the obstacle but does not attempt to jump, it is considered another refusal.

In the case of a refusal on an in-and-out jump, the horse must return to the start of the in-and-out sequence and rejump previous elements as well as following elements.

Run-out: A run-out occurs when the horse evades or passes the obstacle to be jumped; jumps an obstacle outside its limiting markers; or when the horse or rider knocks down a flag, standard, wing, or other element limiting the obstacle (without obstacle being jumped).

Loss of forward movement: Failure to maintain trot, canter or gallop after crossing starting line, except when it is a refusal, a run-out or when due to uncontrollable circumstances, such as when an obstacle is being reset.

Unnecessary circling on course: Any form of circle or circles, whereby the horse crosses its original track between two consecutive obstacles anywhere on course, except to retake obstacle after refusal or run-out.

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