

HUNTER HACK

(a) The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

(b) Horses are first required to jump two fences, two feet three inches (68.5 cm) to three feet (90 cm). However, if the jumps are set on a line they are recommended to be in increments of 12 feet (3.5 meters) but adjusted to no less than two strides. A ground line is recommended for each jump.

(c) Horses are then to be shown at a flat walk, running walk and canter both ways of the ring with light contact.

(d) At the discretion of the judge, contestants may be asked to hand gallop, pull up or back and stand quietly following the last fence.

(e) When necessary to split large classes by running more than one go-round, finalists must both be re-jumped and reworked on the flat.

(f) Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.

(g) Faults over fences will be scored as in TWH Over Fences class.

Horses eliminated in over fence portion of the class shall be disqualified. Faults (to be scored accordingly, but not necessarily cause disqualification during the rail work) include:

- (1)** Being on wrong.
- (2)** Excessive speed (any gait)
- (3)** Excessive slowness (any gait)
- (4)** Breaking gait
- (5)** Failure to take gait when called
- (6)** Head carried too low or too high
- (7)** Nosing out or flexing behind the vertical
- (8)** Opening mouth excessively
- (9)** Stumbling

Hard hat, English equipment, snaffle, kimberwick or Pelham bit are required. Martingales, non-weighted rubber bell boots, polo wraps, and splint boots are permitted.