WPF HUNTER HACK CLASS

Open to Registered American Saddlebred horses

The class will be judged on style over fences, flat work, manners, and way of going

Hunter equipment: Snaffle bit, Pelham bit, English type hunt bridle, Full bridles are NOT allowed, jumping style English saddle and conservatively colored attire for rider, breast collars are allowed

The Flat/Rail portion of the class shall be judged at the following gaits: (30% of total score for class)
 A. Walk (four beat gait, straight, true, flat footed)
 B. Trot (two beat gait, straight and regular, free flowing, forward moving motion)
 C. Canter (three beat gait, even smooth, unhurried, correct, balanced and straight on both leads)
 D. Hand Gallop <at judges' discretion> (long free ground covering stride, balanced and in control)

The jumping portion of the Hunter Hack Class will be judged with the following jump specifications: (70% of total score for class)
 A. One line of 2 jumps, set at a height of no lower than 2'0, jumps not to exceed 3'0"
 B. Jump line distance of 48', 60' or 72'. A ground line is required for each jump.
 C. All obstacles are to be constructed with safety in mind so as to eliminate any accidents. Obstacles that include PVC, metal poles and/or metal boxes are prohibited.

Over fences faults will be as follows:
 A. Elimination – three refusals
 B. Penalties –
    a. Refusal
    b. knockdown
    c. halting in front of jump to show horse jump
    d. rubbing jump
    e. swapping leads in front of a jump or between the line of jumps
    f. pulling
    g. head tossing
    h. bucking
    i. jumping off center line

Start at x.
Canter on the left lead (red) to the first and second jumps.
Continue cantering on right lead (blue) or do a simple change to right at the rail.
Finish at x.