

Working Hunter Guidelines

How the class will be conducted:

- Riders will walk the course within the time/s block to be advised.
- There will be a warm up area with jump/s.
- Competitors will enter the arena and present to judge for presentation/conformation judging.
- Judge will blow the horn/ring the bell to signal commencement of the jump section. Rider will then have 30 seconds in which to commence the jumping section of the course.
- At completion of jump section, the rider should immediately proceed into flatwork workout (to be provided at the event).
- Flat work pattern will be provided prior to the judging for riders to learn. This workout will commence with walk on longer rein (to display that horse is submissive enough to come back after jumping - trot both reins, lengthen trot, canter both reins, gallop and then back to trot and leave the arena).

Gear requirements for Working Hunter classes

- Horse/riders to be presented as a show hunter.
- Snaffle bit only.
- Breastplates allowed. No rings/martingales.
- Jumping boots permitted.
- Jumping or dressage saddles permitted. No stock saddles or swinging fenders.
- School saddlecloths or hunting numnahs permitted.
- School or hunter style browbands permitted
- Spurs & crops permitted (no longer than 75cms).
- Horse/riders to be presented as a show hunter (riders to wear school uniform)

Judges will have a score sheet for each horse/rider combination.

Judging criteria will cover:

- conformation as a hunter
- presentation of horse/rider
- jumping ability/style of horse
- submissiveness
- manners/willingness of horse
- Flatwork - horse/rider

Non-Jumping Working Hunter Class

In the non-jumping section of this class, an in-hand component will also be judged in place of the jumping section of the workout. After the ridden workout, riders will dismount, present their horse (saddle on) to the judge in hand and complete a simple led workout before leaving the arena. No gear change will be allowed between sections, so if a rider is carrying a whip, they will need to carry this in the in-hand section.