

From the Wisconsin State Horse Council Showing and Judging Guidelines 4th Edition~ 2008

<http://wisconsinstatehorsecouncil.org/wp-content/uploads/2010/04/guidlines-4th-edition-2008.pdf>;

Mission, Objectives, Goals, Guidelines and Policies

To promote interest in and to further the training and showing of all breeds at Open and 4-H horse shows in Wisconsin. To develop the best possible methods and opportunities of the judging and showing of horses of different breeds. To secure and insure adequate and fair recognition and consideration of all breeds and their showing in horse shows and fairs. To develop leadership, initiative, self-reliance, fairness, and other desirable traits of character. To promote correct equestrian skills. To provide an opportunity for observation and learning through participation.

This handbook provides a uniform set of rules and regulations which are intended to standardize judging and showing in Wisconsin. It is suggested that these rules be used as a guide.

The priority should always be given to safety, education, and fun. Attire and tack should not be judged ahead of ability.

Any act of discourtesy to judge or show officials by an exhibitor or any other attendant will be grounds for disqualification or forfeiture of fees. 4-H Rule.

Cruelty or abuse of a horse will not be tolerated. 4-H Rule.

HUNTER HACK

Purpose

The Hunter Hack should be sensible and well-mannered, providing a quiet and comfortable ride both on the flat and over two low fences. The judge will consider way of going, style over fences, and even hunting pace. Placings in the class will be determined by allowing the maximum of 30% for work on the flat.

Tack and Attire

1. *Prohibited:* Any type of tie downs, draw reins, rubber reins, protective leg wraps or boots.
2. *Optional:* Martingales in the over fences portion.
3. *Optional:* Changes of bits between phases

Procedure

1. Fence Work
 - a. Animals are required to jump two fences at 36, 48 or 60 feet apart. (A 4 stride minimum is recommended for safety in Novice or Junior classes. A ground line and standards with wings are recommended for each jump. Exhibitors should not be permitted walk the two fences.
 - b. Faults over fences will be scored as in Hunter Over Fences Class. At the discretion of the judge, contestant may be asked to hand gallop, pull up and stand quietly following the last fence.
 - c. Animals being considered for an award then are to be shown at a walk, trot and canter both ways of the ring with light contact.
2. Rail Work
 - a. Entry will be worked at a walk, trot and canter both directions of the ring and must gallop in one direction. If asked to back, animal must back easily and stand quietly

- b. While working on the rail, the order to reverse should be executed by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or trot, but not at the canter.
- c. A Hunter should work with light mouth contact without undue restraint. The animal's response to the rider will be emphasized in judging.
- d. Entry shall be penalized for being on the wrong lead, but not necessarily disqualified. Excessive speed; slowness; short, quick strides, and breaking gait are to be penalized.

Faults:

Unsafe jumping style
 Being on the wrong lead
 Excessive speed/slowness
 Head too high/too low
 Nosing out or flexing behind the vertical
 Runouts or Refusals
 Leaving out strides / or the addition of more than 1 stride

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider while being judged.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness as determined by the judge.
5. Three refusals during fence work.

Selection from http://4h.uwex.edu/onlinpro/documents/09_Hunter_Dressage_Booklet_001.pdf

TACK AND ATTIRE

1. SEI equine approved safety helmets (with safety harness securely fastened) must be worn at all times when exhibitor is riding equine on the show grounds.
2. Jumping vests are encouraged. You may attach your number to the Vest
3. Exhibitors must wear their exhibitor number at all times when on show grounds. Please wear your number on your back unless in the show ring!
4. Boots with heels and appropriate tack must be used when mounted on show grounds.
5. An English type saddle with stirrups is compulsory at all levels.

WHAT IS A HUNTER?

The modern sport of show hunters derives from the very old and classic sport of field hunting. Today's show hunter is ridden both on the flat and over fences. Those horses should be quiet, calm and mannerly; yet elegant.

On the flat they are judged on their gaits, their way of going, their manners and suitability to their job. Hunters should have long, low ground covering strides and carry a steady, even pace.

Over fences they are judged on pace, manners, jumping form and style. A typical hunter course consists of approximately 8 jumps that simulate natural obstacles. The jumps are set at a consistent height, ie: 2'0", 2'3", 3'0", etc. The courses are carefully measured and should have a set amount of strides in between the jumps. A standard stride is 12 feet.

While many breeds are used for hunters, use a breed that can produce the longer strides and jumping form needed in a successful show hunter.

Selection from: http://www.ehow.com/how_10954_compete-hunter-hack.html

How to Compete in Hunter Hack

Hunter hack is the transitional English class between the flat riding class with no jumps (hunter under saddle) and the class with tall jumps (working hunter).

Difficulty: Moderately challenging

Instructions\ things you'll need:

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- English Riding Jacket
 - Light-colored Shirts
 - English Reins
 - English Saddle
 - Breeches
 - Headstalls
 - Leather Riding Gloves
 - Riding Boots
 - Riding Helmets
 - Snaffle Bit

- **1** Choose a horse that moves well, rides English, and has a long, elegant stride.
- **2** Tack up your horse with English saddle and tack. It's required for this event.
- **3** Wear a dark jacket with a light-colored shirt, a riding helmet with light-colored breeches, tall, dark leather riding boots, spurs and a riding crop.
- **4** Enter the arena when instructed according to your order in the class. Riders compete individually.
- **5** Hold your hands just above the withers and slightly apart, with your knuckles rotated 30 degrees inside the vertical. There should be a straight line from the horse's mouth to the rider's elbow.
- **6** Flex your ankles, keep your heels down, and maintain contact with the horse through your calves. Keep your legs slightly behind the girth.
- **7** Follow the pattern. Riders compete in a specific and required pattern.
- **8** Jump your horse. Horses are required to jump two fences ranging in height from 2 feet to 2 feet, 9 inches. Horse should move freely and easily while jumping small fences.