



STABLE VIEW

“A GATHERING PLACE”

AIKEN, SOUTH CAROLINA

**RULES AND
REGULATIONS**

FOR

**SOUTHEAST HUNTER
TRIALS 2016**



Established 2014

Rules and Regulations for Southeast Hunter Trial 2015

Formal foxhunting and/or show attire is appreciated

ASTM/SEI approved helmets with a secured harness are required at all times when mounted

Dogs must be on a leash at all times.

Outdoor Arena (To begin at 8:00am)

1. **Open Hunter – Fences not to exceed 2'6"**
2. **Open Handy Hunter – Fences not to exceed 2'6"**
3. **Open Hunter u/s**

Champion and Reserve Champion awarded to the two horses which have earned the most points in class 4-6. In case of a tie, the horses will hack off to determine the Champion and/or Reserve Champion.

4. **Ladies Side Saddle Walk/Trot**
5. **Ladies Side Saddle Walk/Trot/Canter**
6. **Ladies Side Saddle Hunter Hack**

Champion and Reserve Champion awarded to the two horses which have earned the most points in class 4-6. In case of a tie, the horses will hack off to determine the Champion and/or Reserve Champion.

7. **Hunt Games - Pass the Flask:**

Timed competition for teams of 2 riders. Rider 1 rides to the far end of the arena, picks up the flask (Cup filled with water) from a barrel, takes it to the other end and "passes the flask" to Rider 2. Rider 2 rides to the other end of the arena and places it back on the barrel and goes back to the start/finish line. The "flask" will begin full, and marked at half full. The fastest time with at least half the liquid in the cup wins.

8. **Hunt Games – Hunt Whip Race:**

Timed competition for individuals. Ride to the midpoint and pick up a "hunt whip" from a bucket set on a barrel. Ride around the barrel at the far end and put the "hunt whip" completely back in the bucket (including Thong) before returning to the start/finish line. Fastest time wins.

9. **Hunt Games - Carrot Race:**

Timed competition for individuals. Ride to the far end of the arena, dismount, and collect a carrot from the treat station. Without touching any part of your horse, reins or other tack, bribe your horse back to the start/finish line. First horse and rider pair to cross the start/finish line together wins. If there are more competitors than the arena allows, we will time each horse and rider combination. Fastest time wins.

Prizes will be given for Hunt Game winners

Cross-Country Course (To begin immediately following Games)

10. **Junior:** Juniors 18 and under
11. **Hilltopper:** Compete for optimum time, specified obstacles only
12. **Open:** Jumps not to exceed 3'
13. ***Foxhunters:** Jumps not to exceed 3' Entries will be required to submit a letter or email (info@stableviewfarm.com) from their MFH(s) verifying membership(s) as well as participation in a combined minimum of 4 hunts in the most recent previous season.
 - a. No switching of riders is permitted during the Hunter Trial.
 - b. Horses cannot cross enter between Junior, Hilltopper, Open and Foxhunter Classes.
 - c. Foxhunters may cross-enter into Team/Pairs.
 - d. Individual trophy awarded to the top placing horse and rider combination.

14. Team/Pairs The team/pairs can be of 2 or 3 riders. To be ridden over the same course, following one another, with the exception of one specified jump to be jumped abreast. Will be judged on an optimum time, performance, suitability, uniformity and appearance as a team.

****\$2,500 PRIZE MONEY** and perpetual trophy awarded to the Hunt with highest average score of their top 3 riders. The top 3 riders will also receive individual prizes.

SIDESADDLE riders may cross enter in the above (10-14) classes.

RIBBONS awarded 1st – 6th in all classes except Games.

Cross-Country Courses

1. Course will be open for walking starting at noon the day prior to competition.
2. There will be one jump course with a maximum height of 3', and no more than 25 obstacles.
3. The courses, and obstacles, are to be relatively simple, solid in appearance to include water, ditches and banks with true ground lines.
4. Each course shall contain a GONE AWAY, which will be designated by two signs that read: "BEGIN GONE AWAY" and "END GONE AWAY" and shall be approximately 100-150 yards apart. The purpose is to demonstrate a marked acceleration in pace at the beginning and obedience of the horse to decelerate at the request of the rider at the end. (Excluding the Open Class)
5. A strictly hunting pace will be required. The terrain, footing and obstacles on the course are to be taken into account.
6. The rider will be required to pull-up rapidly at one or more places during the Trial to a dead-stop when a hunting horn is heard and the cry "HOLD HARD". The rider will remain stopped at that point until a "GO AHEAD" signal is given. The purpose of this test is to check the ability of a horse to stop immediately, without prior warning, as in an emergency. (Excluding the Open Class)
7. Competitors will be independent of one another for all purposes of the Trial including scoring. One may pass another in any part of the Trial without penalty if in the judgment of the overtaking rider he feels he should do so in order to keep pace or for other reasons.
8. Hilltoppers will follow the same trail as the Foxhunter course and be asked to do a small bank, water, Gone Away and Hold Hard. Certain jumps will be available for extra points. Hilltopper scores will not be included in the Foxhunter for prize money.

Judging

1. There will be two judges out on the course.
2. The winners will be determined on a combination of style and penalties for faults (refusal, missed fence, knockdown and/or fall).
3. The judges' decision is final.
4. Judges shall not compete in the Trial Division that they are judging.
5. Artificial reining devices of any kind are prohibited. Martingales: standing, running, and Irish are permitted.
6. The Open Hunter Division, Ladies Side Saddle Division and Hunt Games will be held in the ring and be judged by one judge.
7. The Open Hunter Division will be judged on manners, fluid movement, correct jumping style, performance, show attire and overall appearance of horse and rider.
8. The Ladies Side Saddle Division will be judged on way of going, performance, soundness with emphasis on manners, hunting attire and overall appearance of horse and rider.