



EQUESTRIAN WESTERN AUSTRALIA

WORKING HUNTER

Rules and Competition Procedures 2010

These rules and procedures are to be used for qualifying for Working Hunter Events held at the Perth Royal Show. From this date on, all other texts covering the same matter are superseded. These rules and procedures are effective from 1 January 2010.

Authors: Diane Bennit and Joanne Bastian. The EWA also acknowledge the contributions of: Janice Keelan, Jenny Brockman, Jill Hancock, Theresa Marshall and Sandra Button in the development of this document.

Rules

The event is to be conducted in three phases: Jumping, Flat Work and In-hand. The jumping phase will be conducted before the other phases.

1 Jumping Phase:

- 1.1 The jumping phase should be held in an enclosed arena.
- 1.2 Riders are permitted to walk the course prior to the competition.
- 1.3 There must be eight obstacles jumped, which should comprise of an equal number of verticals and spreads.
- 1.4 Horses/ponies competing must not enter the jumping arena prior to the event.
- 1.5 Obstacles must be jumped in sequence without deviation.
- 1.6 If a jump is knocked down in the act of refusing, the competitor must wait for the steward to rebuild the jump and permission from the judge before re-attempting the obstacle.
- 1.7 Taking the wrong course will result in elimination.
- 1.8 In the event of a fall the rider must leave the arena unmounted.
- 1.9 Those who are eliminated in the jumping section will not be eligible to continue to the flat section.
- 1.10 Bandages or boots are only permitted for the jumping section.
- 1.11 An approved safety helmet must be worn by all competitors.

2 Flat Work Phase:

- 2.1 Competitors will complete a work out prescribed by the judge. The workout should be similar to that of a show hunter class and should always include a gallop and a change of lead at the canter. The leniency that can be shown by judges for minor transgressions in the Show Horse should not be shown in the Working Hunter. The action and temperament marks are to be awarded in the ridden flat phase.

3 In-Hand Phase:

- 3.1 Riders **MUST** dismount, unsaddle and present to the judge for type and conformation marks.

4 Rules Pertaining to all Phases:

- 4.1 Crops to be a maximum length of 75cms.
- 4.2 No martingales, bearing reins, side or running reins of any kind are permitted.
- 4.3 Stallions are not eligible.
- 4.4 Horses/Ponies must be at least 4 years of age.
- 4.5 Dummy Spurs permitted to be worn with points down.
- 4.6 Disobedience in any phase of the competition will result in penalties.
- 4.7 The same saddle must be used for both phases.
- 4.8 Both phases must be ridden in a snaffle bridle.

Guidelines for Competitors:

Type:

Working hunters should be of good conformation and soundness and have strong bone without losing quality; they may have a more noble head than a show horse. A hunter should be able to carry its rider for a full days hunting over a variety of terrain. They should exhibit boldness, be tractable, free moving and balanced. Hunters should work calmly and obediently without displaying over exuberance, but still be happy and eager in their work.

The Hunter should possess:

- Correct conformation for riding and endurance.
- Substance without coarseness.
- Quality without fineness.
- Straightness and freedom of action at all paces.
- Boldness and natural balance.
- Steady temperament.
- Colour immaterial.

Presentation of Horse and Saddlery:

Manes and Tails: Manes should be plaited; tails should be plaited or pulled. False tails are permitted

Coat and Hooves: Coat clean, with excess hair removed. Hooves oiled or blackened. No quarter markers or make up is permitted.

Saddle: Saddle should be of good quality leather which is supple and clean and has sound stitching. It may be more “workmanlike” than for a ridden show class. A straight flapped, all purpose or jumping saddle may be used. Side saddles are also acceptable.

Other Gear: Crupper and breast plates are also permitted.

Saddlecloth: A sheepskin saddle cloth matching the shape of the saddle is acceptable.

Girth: Girth can be cotton, leather or synthetic

Bridle: Bridle should be the same colour as the saddle, supple, of good quality leather. Stitching on noseband and brow band optional.

Brow bands: A Working Hunter should wear snaffle bridle with a plain (brow band and nose band). No coloured or fancy brow bands.

Rider's Attire:

Preferably a tweed jacket, although plain navy or black fabric are acceptable. Tweed can be blue, green or brown mixture; the colour should go well with the mount. Shirt with collar to tone with jacket and subtle tie, or collarless shirt with stock. Jodhpurs or breeches should be fawn or beige. Gloves should be plain and match the rider's boots. Clothing should fit well and be comfortable to ride in. **ALL** riders to wear an approved safety helmet, for both sections, which may be covered in plain velvet in dark colour to match the jacket. Riders under 18 years are permitted to wear long boots or gaiters.

Information for Event Organisers:

Any queries please feel free to contact Diane Bennit 9291 0202. This document is also available at www.equestrianwa.org.au Score sheets are also available on the website. Judges for the jumping section should be selected from the official list contained in this document. Judges for the flat section are to be selected from the Accredited Show Horse Judges list.

Jumping Section:

1. The jumping section will be conducted before the flat section. Those who are eliminated in the jumping section will not be eligible to continue to the flat section.
2. There must be a steward available to assist with the altering or rebuilding of the course.
3. A pencil eraser must be supplied for the judge.
4. It is desirable that a whistle is supplied for the judge.
5. The course should comprise of some natural obstacles such as Hay, Brush, Gate, Wall, Picket fence, Log with Rail, Rustic Rails. All jumps must have a top rail in cups; wooden blocks on a wall are acceptable. All jumps should be filled or solid providing an inviting jump.
6. **Course** - There must be "single" obstacles jumped, which can comprise of an equal number of verticals and spreads. Some of the obstacles could be jumped from either side. The course should be open and flowing and must have a change of direction. Optional suggested plans are included in the guidelines. The obstacles should be numbered.
7. **Obstacle Heights**
Small Ponies up to 12.2h – 30cm
Large Ponies over 12.2h up to & inc 14h – 60 cm
Galloways over 14h up to & inc 15h – 70cm
Hacks over 15h – 85cm
8. The hunting course should be enclosed and include start and finish flags. At least one practice jump must be available in a separate area. Jumping arenas should be a safe distance away from other activities.
9. It is recommended that a qualified course designer is used to build the jumping course. If a course designer is not available, it is recommended that the person building the jumping course have some jumping experience.

Information for Judges:

Jumping Section:

1. Judges are required to walk the course prior to the event to ensure that it is suitable and at least 2 fences are at maximum height. Judges should be equipped with a tape measure and a whistle.
2. Judges are required to gear check to ensure competitors are compliant with the rules.
3. Judges are to ensure that competitors have an opportunity to walk the course.
4. The course should be ridden at a hunting pace (approximately 350 metres per minute), jumping each fence smoothly, all changes of leg should be flying and not done through the trot. The course should be open and flowing and must have a change of direction. Ideally, the jumping arena should be a minimum of 80m x 80m

5. Marking System:

Competitors will be given a score of either 3 or 7 or 10 marks for each obstacle cleared.

3 marks = Insufficient, 7 marks = Good, 10 marks = Excellent. There will also be a mark out of 20 for pace.

6. Jumping penalties:

Knockdown – 10

1st Refusal – 10

2nd Refusal – 20

3rd Refusal - Elimination

Fall of Horse or Rider equals Elimination – the rider will leave the arena unmounted.

Taking the wrong course will result in elimination.

In addition competitors will be given a mark out of 30 for Style and Manners.

Section 2 – Flat Phase:

The workout should be similar to that of a show hunter class and should always include a gallop and a change of lead at the canter. The leniency that can be shown by judges for minor transgressions in the Show Horse should not be shown in the Working Hunter. The action and temperament marks are to be awarded in the ridden flat phase. It is preferable that the ridden flat work out be given to competitors on paper prior to the event.

Section 3 – In-Hand Phase:

Horses must be stripped for a conformation mark. The type and conformation mark will be given in the In-Hand Phase. Horses and ponies are assessed while standing. No workout is necessary.

Results and Scoring:

In the event that there is an equality of scores, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor. Should the result still be a tie, the judge's decision is final.

Qualifying for Working Hunter Classes at Perth Royal Show:

Conditions of entry for the Perth Royal Show require the competitor to complete 2 working hunter events without elimination at qualifying fixtures. Competitors having successfully completed (without elimination) a working hunter event at the 2009 Perth Royal Show may use this event towards entry for the 2010 Perth Royal Show.

MARKING SHEETS MUST BE RETURNED TO THE R.A.S. for entries to the Perth Royal Show to be accepted. **Organisers must notify the RAS of the dates they intend to run Working Hunter Fixtures.**

Results are to be forwarded to:

Tara Della Bosca – Horse and Arena Coordinator

Royal Agricultural Society of WA, PO Box 135, Claremont WA 6910

Flat section of the Working Hunter may be judged by any Accredited Show Horse Judge. The Jumping section is specific and should be judged by any of the following judges:

Name:		Phone:
Applin	Samantha	9459 6644
Barker	Wendy	9490 1425
Bastian	Joanne	9296 0441
Bennit	Diane	9291 0202
Booker	Peta	9453 6596
Brockman	Jennifer	9397 0312
Brown	Victoria	9076 6086
Button	Donna	9572 2367
Collier	Phillipa	9295 2017
Cooke	Peter	9291 8111
Freeman	Fred	9525 2851
Flemming	Dinah	9296 1516
Garton	Geoff	9731 5177
Gollan	Merrilyn	9721 2452
Hancock	Jill	9295 3743
Huntington	Polly-Ann	9571 1321
Kau	Maxine	9952 1036
Keelan	Janice	9397 0024
Mayger	Valrie	9525 1353
Moss	Jennifer	9572 4370
Ozanne	Simon	9359 1026
Pateman	Cheryl	9755 5216
Perry	Felicity	9382 3270
Radford	Marjorie	9526 2776
Slater	Christina	9274 0536
Spencer	Debbie	9296 1624
Strain	Gale	9274 2794
Taylor	Anne	9581 8220
Walton	Irene	9887 7072
Weigall	Tim	9296 3710

WORKING HUNTER MASTER SHEET

HEIGHT CLASS _____ VENUE _____ DATE _____

Judge _____ Signature _____

Exhibitor No													
PHASE 1 – JUMPING													
Jumping	80												
Style & Manners	30												
PACE	20												
Section 1 Total	130												
PHASE 2 – RIDDEN FLAT													
Action and Paces	20												
Manners	15												
Attire	10												
Section 2 Total	45												
PHASE 3 –IN HAND													
Type	20												
Conformation	20												
Section 3 Total	40												
GRAND TOTAL	210												
PLACE													

In the event that there is an equality of scores, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor. Should the result still be a tie, the judge's decision is final.

WORKING HUNTER JUMPING SHEET

HEIGHT CLASS _____ VENUE _____ DATE _____

Judge _____

Signature _____

Exhibitor No		E.G.															
PHASE 1	JUMP																
Marking: Insufficient: 3 marks Good : 7 marks Excellent : 10 marks Jumping Penalties: Knock down 10 1 st Refusal 10 2 nd Refusal 20 3 rd Refusal Elimination Fall of Horse or Rider is Elimination, rider to leave the course unmounted Course error is Elimination	1	1 st R -10															
	2	10															
	3	K -10															
	4	10															
	5	2 nd R -20															
	6	10															
	7	10															
	8	10															
Jumping Section	80	50															
Less Jumping Penalties		-40															
Style & Manners	30	15															
Pace	20	7															
TOTAL SECTION 1		32															

In the event that there is an equality of scores, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor. Should the result still be a tie, the judge's decision is final.

WORKING HUNTER FLAT / IN HAND SECTION SHEET

HEIGHT CLASS _____ VENUE _____
 DATE _____

Judge _____

Signature _____

Exhibitor No													
PHASE 2 – RIDDEN FLAT													
Action and Paces	15												
Manners	15												
Attire	10												
Section 2 Total	40												

HORSES MUST BE STRIPPED FOR A CONFORMATION MARK

Exhibitor No													
PHASE 3 – IN HAND													
Type	20												
Conformation	20												
Section 2 Total	40												

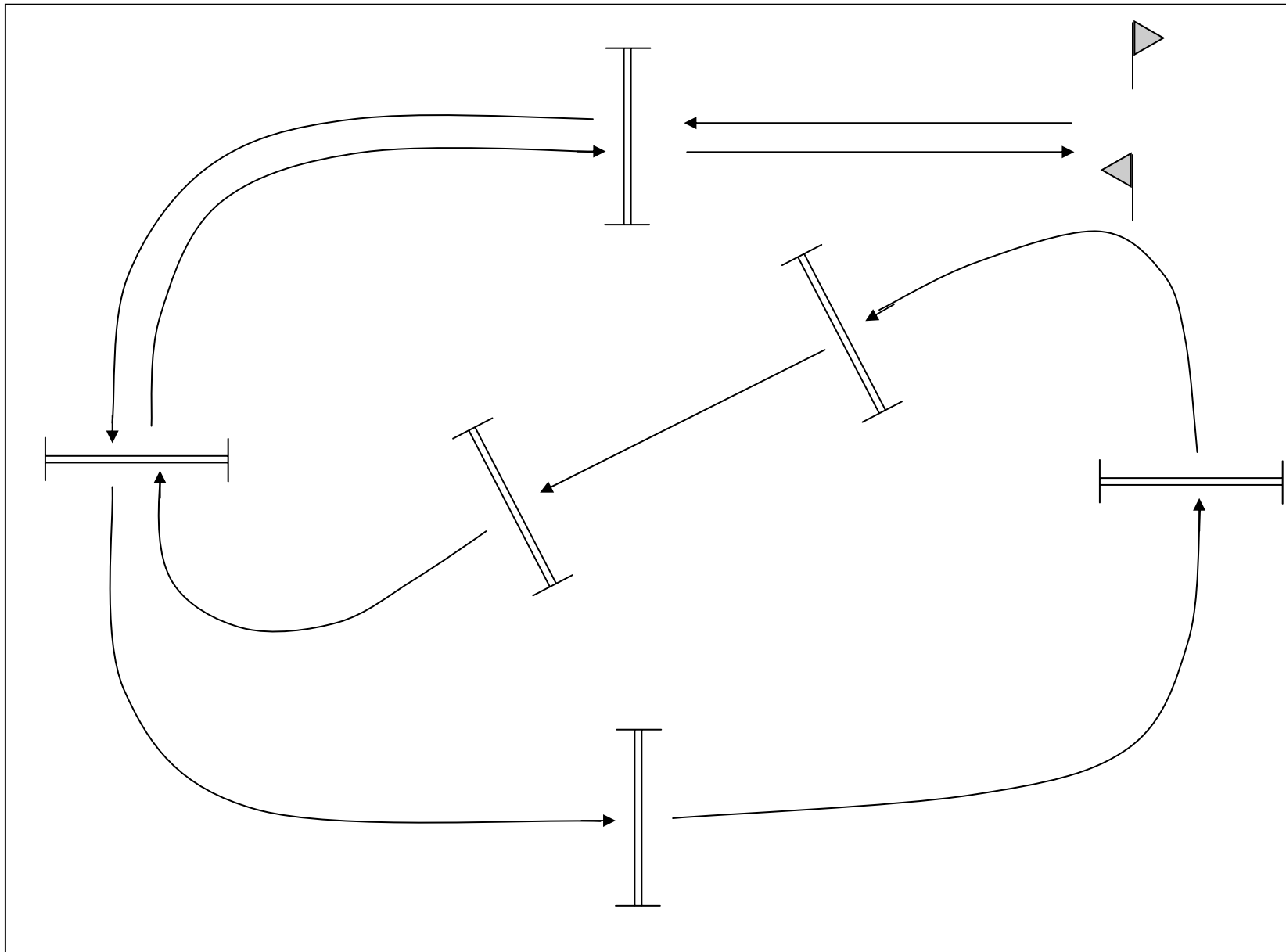
In the event that there is an equality of scores, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor. Should the result still be a tie, the judge's decision is final.

WORKING HUNTER COURSE EXAMPLE 1

Suitable
Obstacles

Hay
Brush
Gate
Wall
Picket fence
Log with rail
Rustic rails.

All jumps must
have a top rail in
cups, wooden
blocks on a wall are
acceptable.



Flat Work Example

