



## HUNTER, MEDAL, JUMPER AND EVENT

# DERBY DAY!

Saturday July 27, 2013

VHSA Associate Show & DCHSA Sanctioned

Opening Date June 11 / Closing Date July 23 for Event Derby

(No Closing Date for Hunter & Jumper Derby but Discounted for Pre-Entry)

H/J Judge: Gegi Winslett Dressage Judge: Eileen Kenney

Start 8:00 am Hunters, 9:00 am Eventers (Dressage), Jumpers not to start before 10:30 am



Kelly's Ford Equestrian Center  
16589 Edwards Shop Rd.  
Remington, Va. 22734

### DIRECTIONS:

**From North (Warrenton):** Take US 29S (James Madison Hwy) for about 16 miles and turn left on Rte. 674 (Elkwood, VA-Post Office on corner) Cross Railroad Tracks and bear left onto Kelly's Ford Rd. for about 5 miles. Do not turn left on Kelly's Ford Bridge (You will see signage). Stay straight on Edwards Shop Rd. Take first entrance to Equestrian Center on left about 1/3 mile down.

**From South: (Culpeper):** Take US 29N (James Madison Hwy) for about 10 miles and turn right on Kelly's Ford Rd. (Elkwood, VA & you'll see signage for Kelly's Ford). Go about 5 miles and road will become Edwards Shop Rd. as you pass Kelly's Ford Bridge (Stay Straight!). Take first entrance to Equestrian Center on left about 1/3 mile down .

**From East: (Fredericksburg on US 17)** From I-95 Take Us 17 North (Warrenton Rd.) for about 15 miles and turn left onto Summerduck Rd. for about 8 miles and turn left on Kelly's Ford Bridge (You will see signage). Turn Left on Edwards Shop Rd. after you cross Rappahannock River and take first entrance to Equestrian Center on left about 1/3 mile down .

**From East (Fredericksburg/Spotsylvania on Rte. 3)** At junction of I-95 and Rte. 3 head west toward Culpeper for approx. 19-19 miles to Rte. 620 (Shell gas station on corner). Turn right for about 2.5 miles to Rte. 610.

Turn left for ½ mile to Rte. 620 (Edwards Shop Rd.). Turn right for about 5 miles and take 3<sup>rd</sup> right hand entrance to Equestrian Center (Not 1<sup>st</sup> entrance on right)!



KFEC16589 Edwards Shop Rd. Remington, VA 22734 (540)-399-1800  
[www.innatkellysford.com](http://www.innatkellysford.com) [kellysfordequest@aol.com](mailto:kellysfordequest@aol.com)

Show Manager: Jim Moore (540)-522-1017

## BACKGROUND OF DERBY'S

The popularity of the International Hunter Derby Program prompted U.S. Hunter Jumper Association to develop a separate series of competitions modeled after the Derby but geared toward the up-and-coming horses and riders.

In the two-round format, a judge utilizes the open numerical system to score competitors in the Classic Hunter Round (first round) on performance, hunter pace, jumping style, quality and substance, and movement. In addition, the base score in the Handy Hunter Round (second round) reflects brilliance of pace and handiness. In each round, after the judge's base score is given, one point will be added for each high-option fence jumped up to a maximum of four. The point must be added even if there is a refusal, rail down or loss of good jumping style at that fence, providing that the horse-and-rider combination does jump the higher height fence option.

The Obstacles are reminiscent of the hunt field and must offer a variety of appearances, such as natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs and natural foliage. Natural obstacles such as banks and ditches are allowed. The Handy Hunter Round should simulate riding over hunt country and incorporate options such as tight turns, clever options for jump approaches, hand galloping and trotting a fence. Fences are set at class height, with four high-option fences set at 6 inches higher. The pair with the highest two-round score is declared the class winner.

DCHSA HUNTER DERBY SPECIFICATIONS: Open to horses and ponies. To be judged on even hunting pace, manners, jumping style and way of moving with emphasis on brilliance over the course. In the Handy Hunter round to also be judged on promptness and handiness without affecting performance and style. There will be two rounds, each scored numerically 0-100. Points from both rounds will be added together for overall score and placing. Both rounds must have at least 10 jumps, two of which must be height-option fences. The first round to be over a regular hunter course. The second round to be over a handy hunter course which must have at least two changes of direction and must include at least three of the following: narrow jump, trot jump, in-and-out, halt and back, rollback turn, hand-gallop, jump into ring, jump out of ring, outside course fences, obstacle (including but not limited to: gate, mailbox, bridge, etc.). Each show may decide the jump heights that best fit their clients. Different heights may compete together as one class.

*The Kelly's Ford Equestrian Center is located on the historical site of the Kelly's Ford Civil War Battlefield and is part of the 500 acre estate at Kelly's Ford facility located along the Rappahannock River. You are also directly across the river from the 4,500 acre Chester Phelps Wildlife Management area, a Virginia treasure abundant with wildlife and scenic trails. Kelly's Ford and the surrounding countryside are perfect for the horseman.*



### **NEW - Shed Row Boarder Barn Is Open - With Stalls Available!**

12' x 12' Dutch Door Style, rubber matted, fully insulated & enclosed, back window with yoke bars, see-through barred partitions, overhang with cross-ties, individual tack lockers, and field turn out.

Contact the Equestrian Center for Details (540) 399-1800



*Enjoy our Cross-Country jump course designed by U.S. Eventing Licensed Course Designer, Mogie Bearden-Muller, which includes 100 jumps at: Introductory, Starter, Beginner Novice, Novice, Training, and Preliminary levels. 4 outdoor arenas, 2 round pens, and a heated indoor arena.*

## EVENT DERBY - (Combined Test)

The Event Derby is run under USEA Rules as a combined test whereby, the show jumping will also have more solid obstacles & terrain. To include Hedge, Grob, Stone Wall, Liverpool, Coups, and Berm. It will be the same extended course as the Show Jumping Derby Course.

The Event Derby Divisions that you can enter are based on the maximum height of the obstacles to be jumped and are as follows with Dressage Tests also designated:

Division	Max Height	Dressage Test
Intro (I)	2'	USDE 2011 Intro Test C
Starter (S)	2'6"	USEA 2010 BN Test A
Beginner Novice (BN)	2'9"	USEA 2010 BN Test B
Novice (N)	2'11"	USEA 2010 N Test A
Training (T)	3'3"	USEA 2010 T Test A
Preliminary (P)	3'7"	USEA 2010 P Test A

Divisions may be divided if warranted.

Awards for all Disciplines: 1st Place Prize for every class including ribbons to 6th Place as well as Champion & Reserve Awards for VHSA Divisions.



### ***"Complimentary Hat Contest"***

& Tailgating around Hunter & Jumper Arenas. 1st Place Hat Contest will be a free one night week-night's stay at the "Inn at Kelly's Ford" to be judged by the owners, Bill & Linda Willoughby at 1 pm at the Secretary's Stand!

### **HUNTER ARENA Limited Schooling until 7:45 am Show Starts 8:00 am**

1. Hunter Derby 2' (Classic & Handy Rounds) DCHSA
2. Hunter Derby 2'6" (Classic & Handy Rounds) DCHSA
- 3A. Children's/Adult Amateur Hunter O/F 2'6" VHSA & DCHSA
- B. Children's/Adult Amateur Hunter O'F 2'6" VHSA & DCHSA
- C. Children's/Adult Amateur Hunter Under Saddle VHSA & DCHSA
4. Hunter Derby 3' (Classic & Handy Rounds) DCHSA
5. Pony Medal (2'3", 2'6" - 3') VHSA
6. Children's Medal 3' VHSA
7. Adult Medal 3' VHSA

### **DRESSAGE ARENA (Eventers) 8:30 am**

- 8A. Introductory (2011 USDF Introductory Dressage Test C)
- 9A. Starter (2010 USEA Beg. Novice Dressage Test A)
- 10A. Beginner Novice (2010 Beg. Novice Dressage Test B)
- 11A. Novice (2010 Novice Dressage Test B)
- 12A. Training (2010 Training Dressage Test B)
- 13A. Preliminary (2010 Preliminary Dressage Test B)

### **JUMPER DERBY ARENA Not to Start before 10:30 am**

- 8B. Introductory Eventers 2' (USEA Rules)
- 14A. Puddle Jumper 2' (Time Jump JP 143 Table II, Sec 2(c) Power & Speed)
- B. Puddle Jumper 2' (Timed First Round (JP 143 Table II, Sec 1)
- C. Puddle Jumper Derby 2' (Timed First Round (JP 143 Table II, Sec 1)
- 9B. Starter Eventers 2'3" (USEA Rules)
- 15A. Novice Child/Adult Amateur Jumper 2'3" (Time Jump JP 143 Table II, Sec 2(c) Power & Speed) VHSA
- B. Novice Child/Adult Amateur Jumper 2'3" (Timed First Round JP 143 Table II, Sec 1) VHSA
- C. Novice Child/Adult Amateur Jumper Derby 2'3" (Timed First Round (JP 143 Table II, Sec 1) VHSA
- 10B. Beginner Novice Eventers 2'7" (USEA Rules)
- 16A. Novice Jumper 2'6" (Time Jump JP 143 Table II, Sec 2(c) Power & Speed) VHSA
- B. Novice Jumper 2'6" (Time First Round JP 143 Table II, Sec 1) VHSA
- C. Novice Jumper Derby 2'6" (Timed First Round (JP 143 Table II, Sec 1) VHSA
- 11B. Novice Eventers 2'11" (USEA Rules)
- 17A. Child/Adult Amateur Jumper 3' (Time Jump JP 143 Table II, Sec 2(c) Power & Speed) VHSA
- B. Child/Adult Amateur Jumper 3' (Timed First Round JP 143 Table II, Sec 1) VHSA
- C. Child/Adult Amateur Jumper Derby 3' (Timed First Round (JP 143 Table II, Sec 1) VHSA
- 12B. Training Eventers 3'3" (USEA Rules)
- 18A. Schooling Jumper 3'3" (Time Jump JP 143 Table II, Sec 2(c) Power & Speed) VHSA
- B. Schooling Jumper 3'3" (Timed First Round JP 143 Table II, Sec 1) VHSA
- C. Schooling Jumper Derby 3'3" (Timed First Round (JP 143 Table II, Sec 1) VHSA
- 13B. Preliminary Eventers 3'7" (USEA Rules)
- 19A. Modified Jumper 3'6" (Time Jump JP 143 Table II, Sec 2(c) Power & Speed) VHSA
- B. Modified Jumper 3'6" (Timed First Round JP 143 Table II, Sec 1) VHSA
- C. Modified Jumper Derby 3'6" (Timed First Round (JP 143 Table II, Sec 1) VHSA

Approximate times for the start of each division will be posted on the website:

[www.innatkellysford.com](http://www.innatkellysford.com)

Dressage Ride Times, no later than Thursday July 25, 2013 at 9 pm.



## **SHOW RULES**

\*Exhibitors ride at their own risk. Pursuant VA Code Annotated Title 3.2-6200-6203.

\*A.S.T.M./S.E.I. approved helmets with harnesses required for all riders and must be worn at all times while mounted on the show grounds.

\*Current copy of a negative coggins required for each horse.

\*All dogs must be kept on leashes or left at home. *No exceptions.*

## **HUNTER DERBY**

Attire for the Hunter Derby is formal. Riders must wear a shadbelly or dark coat, buff or canary breeches, and white shirt. Horses show in traditional hunter tack including snaffles, pelhams, and double bridles. Standing and running martingales are permitted.

## **HUNTER DIVISION & MEDAL CLASSES**

**Children/Adult Amateur Hunter** - Open to horses ridden by Juniors and horses or ponies not showing in a pony division ridden by Adult Amateurs. Fences 2'6 or 3'0". The division will be split if entries warrant.

**Pony Equitation Medal Class** - Open to Regular Junior Members of the VHSA who have not reached their 18th birthday. To be ridden on ponies over a course of not less than 6 obstacles; 2'3" for ponies not exceeding 12.2 hands, 2'6" for ponies over 12.2 hands and not exceeding 13.2 hands, and ponies over 13.2 hands not exceeding 14.2 hands jump 3'. Judges may, at their discretion test the top four riders. Jumping faults of mount not to count. A minimum of twelve riders, if available, will be asked to return to show at a walk, trot and canter and to perform additional tests at the judge's discretion. Martingales are prohibited on the flat. Entrants in this class may not compete in the VHSA Hunter Seat Medal Class at the same show.

**Children's Medal Class** - Open to Regular Junior members of VHSA who have not reached their 18th birthday and who have not jumped higher than three feet at a show where entered in the Children's Hunter Division, except in Equitation. Open to horses only. To be shown over a course of not less than six (6) obstacles at three (3) feet, which must include one combination and two changes of direction. Beginning with the 2012 Show Year the VHSA Children's Medal Class no longer has a flat phase. The judge must call back at least four exhibitors for further testing.

**Adult Amateur Medal Class** - Open to horses only. Contestant must hold a current amateur card issued by USEF. To be shown over a course of not less than six (6) obstacles at three (3) feet, which must include one combination and two changes of direction. Rider may not compete in any class where the fence height exceeds 3 feet, 3 inches, with the exception of the Children/Adult Jumper Division, at the same show. Beginning with the 2012 Show Year the VHSA Adult Medal Class no longer has a flat phase. The judge must call back at least four exhibitors for further testing. Jumping faults of mount not to count.

## **JUMPER DIVISIONS (You may only ride one horse in one Division)**

**Puddle Jumper** - Horses, ponies, and riders may only cross enter into any other class not exceeding 3' if otherwise eligible.

**Novice Jumper** - Open to horses and ponies in their first or second year of showing in jumper classes at 2'6" or higher as of 12/1/12. May only cross enter into Puddle Jumper and Low Jumper and any other classes under 3'.

**Novice Children's/Adult Amateur Jumper** - Open to children and adult amateurs in their 1st or 2nd year of showing in jumper classes at 2'6" or higher as of December 1st of the current show year. This division shall be at 2'6".

**Children's/Adult Amateur Jumper** - Open to horses ridden by juniors and horses or ponies no showing in a pony division ridden by Adult Amateurs. Jump height to be a minimum of 3'.

## **JUMPER RULES**

USEF JP 143 Table 11, Sec. 1—Timed First Round - The First round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults are classified according to their time taken to complete the course.

## **(Power & Speed)**

USEF JP 143 Table II, Sec. 2 (c)—Two Phase Competitions - The first phase to consist of 8 to 10 jumping efforts and the second phase (immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed if any. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course.

## **Rules of The Jumper Derby**

Scoring Rules: Scoring will follow USEF JP 143 Table II, Sec. 1— Timed First Round

This will be exactly the same course map as the Power & Speed Class whereby, the whole course will include the first phase of 8 - 10 jumping efforts as well as the extra 5 - 7 jumps which are only included the jump - off of the Power & Speed Class. Thus competitors will only have to memorize a total of two courses in the 3 class VHSA Jumper Divisions.