



## **Course Designer Specifications**

This high performance hunter class presents competitors an opportunity to best showcase the talents of horse and rider over a challenging course with high performance, handy and “take your own line” options. The class combines a Hunter Classic with a Handy Hunter class in a one round format.

The class may be run at one or two heights:

One height: 3'6" with 3'9" – 4'3" options **OR** Two heights: 3' with 3'3" options  
3'6" with 3'9" – 4' options

At least 12 jumps should be offered on course and may consist of:

- Traditional hunter jumps
- Natural jumps - bank, post and rail, board fence/gate, stone wall, logs, hedge, brush, pens/chute
- No more than one ground line element. No ground lines are encouraged on some jumps

The Canadian Hunter Derby Series is in no way meant to represent an “extreme sport” for hunters or a bravery test. Course elements that are not appropriate include: jumping any type of water, having jumps next to the open water or oversized jumper banks.

Course designers will always assess the competition and environment and use their best judgment to determine an appropriate track for the day.

Each course should have a relatively straightforward “easy way around” for riders or horses just moving up. A gradual inviting start to the course is encouraged with an opportunity to establish the gallop (e.g., first jump towards home, first few jumps more inviting with nice ground lines and more traditional hunter jumps)

High performance and handy options to allow the more experienced riders an opportunity to showcase the talents of their horses are the key to making the derby class exciting. The best courses are ones that allow competitors as many as 20 different ways around.

High Performance Options - at least five high performance jump options must be offered. These options will provide two bonus points awarded for each high performance option taken. Options include:

- higher jump options, square oxers
- more challenging line options
- more difficult jump placements
- spooky natural jumps should be offered as options only, (e.g.: cantering thru a grab with or without jumps, jump on top of a bank)

Handy Options – 10+ opportunities to be handy should be built into each course. Successful execution of handiness is rewarded with up to 10 additional bonus points. Handy opportunities include:

- unique turns and approaches
- inside turns
- places to leave out strides
- slice opportunities
- opportunities to display athleticism and boldness (e.g., big gallop to jumps)
- opportunities for an impressionable start and finish

Course designers and judges are encouraged to walk the course with riders and attend riders meeting.