4-H HUNTER HACK JUDGES CARD

COLORADO STATE UNIVERSITY
EXTENSION

JUDGE_____

CLASS_____

DATE_____

The purpose of hunter hack is to give horses an opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter.

JUMP HEIGHTS: Level II – 2'
Levels III & IV – 2'3" to 2'6"

Judged on:
- Style over fences
- Even hunting pace
- Flat work
- Manners
- Way of going

Over Fence elimination (disqualification):
A. Total of three disobediences that can include refusal, stop, run out or extra circle
B. Jumping an obstacle before it is reset
C. Bolting from the arena
D. Off course
E. Deliberately addressing an obstacle

FAULTS (all faults judged according to severity)

Throughout class: head carried too low and/or clearly behind the vertical excessively and consistently while horse is in motion, or otherwise showing the appearance of intimidation

Rail/Flat Work:
A. Wrong lead or wrong diagonal
B. Excessive speed (any gait)
C. Excessive slowness (any gait)
D. Breaking gait
E. Failure to take gait when called
F. Head carried too high or too low
G. Nosing out or flexing behind the vertical
H. Opening mouth excessively
I. Stumbling

Over Fences
A. Unsafe jumping and bad form over fence, whether touched or untouched, including twisting
B. Incorrect leads around the ends of the course or cross-cantering
C. Excessive use of crop
D. Fences shall be taken in the correct number of strides
E. Rubs (front rub more dangerous than hind)
F. Any error that endangers the horse and/or rider, particularly refusals or knockdowns shall be heavily penalized

W/O	Entry #	Jumps (≥70%) 1	2	Score	Flat Work (≤30 %)	Comments	Total Score	Way of Going	Place

April 9, 2018   Judge's Signature _____

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