

Hunter Hack Jumper Show All Divisions

Please Refer to Rule Book Pg. 126 for more information.

1. Exhibitors will jump two fences.
2. After completing the second jump, riders will proceed at a hunting pace to the end of the arena and turn left or right (at judges discretion)
3. Riders will then hand gallop along the rail.
4. Riders will then stop and back along the rail. Backing 1 horse length and stand quietly on a loosened rein.
5. Once all riders have completed the course, riders will then complete rail work

