

2023 NCHJA C HUNTER FINALS SPECIFICATIONS

1. Membership Requirements
 - a. The horse/pony must be actively recorded with the NCHJA at the time of qualification and on or before the first day of the Finals.
 - b. Riders must be an active member in good standing of the NCHJA.
2. Qualifying
 - a. A horse/pony qualifies by winning a Championship or Reserve Championship at a NCHJA C show, between September 1, 2022 and August 31, 2023, in one of the following divisions: Junior/Amateur Hunter, Adult Hunter, Children's Hunter, Large Pony Hunter, Small/Medium Pony Hunter, Low Adult Hunter, Low Children's Hunter, Children's Pony Hunter, Short Stirrup Hunter, Long Stirrup Hunter, Crossrail Hunter.
 - b. Horses/Ponies that are Champion or Reserve Champion in their respective divisions at the previous year's Finals may return without qualifying.
3. Entry Restrictions
 - a. Each rider may only compete one horse/pony in any division.
 - b. All division cross entry restrictions apply.
4. Phases
 - a. The Finals will be conducted in three separate phases: Under Saddle to count 20%, Handy Hunter to count 40% and a single Classic Round to count 40%.
 - b. To determine the winner, scores must be calculated based on the total of the combination of all three phases after the percentages of each phase have been calculated.
 1. Under Saddle. To be shown at a walk, trot and canter both ways of the ring. Light contact with the horse's/pony's mouth is required. Judged on performance and soundness. Manners and suitability to be emphasized.
 - a. In the Under Saddle phase, horses/ponies will be judged in groups of 12 or less. Each horse/pony shall be judged and given a score based on its performance in the group.
 2. Handy Hunter. Obstacles should simulate those found in trappy hunt country. The course must have at least two changes of direction, an in and out, in the Junior Amateur Hunter, Adult Hunter, Childrens Hunter, Large Pony Hunter and Small/Medium Pony Hunter sections, and three of the following: hand gallop to a jump, bending line, rollback turn, fence at the end of the ring or trot over one obstacle. Judges must place emphasis on promptness and tight turns with precedence given in that order. Handiness is defined as time and ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style. Hand Gallop is defined as a significant increase in pace without sacrificing performance or style.
 - a. In the Handy Hunter each entry will be given a numerical score based on its performance.

3. Classic Round. The course must include at least 10 obstacles, have two changes of direction and at least one combination in the Junior/Amateur Hunter, Adult Hunter and Children's Hunter Sections. Emphasis shall be placed on "brilliance" for this round.
 - a. In the Classic Round each entry will be given a numerical score based on its performance.
 4. The same rider is required to show an entry in all phases of the Finals.
 5. Exhibitors will be eliminated after two cumulative refusals.
 6. If a horse/pony/rider combination does not complete a phase or is eliminated from phase, the horse/pony will receive a score of "0" for the phase but may continue to compete in the remaining phases of the Finals. A horse with a total score of "0" for a phase is not eligible for an award for that phase but is eligible for an overall award.
5. Judging
- a. Two judges will judge each phase simultaneously but independently of each other. Each judge will give every entry a score for each phase. Prior to the Under Saddle and Handy Hunter, each entry's score in the previous phase shall be totaled and announced. During the over fences phases, the Open Numerical Scoring System is used. After each entry completes the course each judge's score for the round is immediately shown or announced. The total overall score for each entry is the calculated as soon as it has completed the last phase.
 1. Ties will be broken based on the score of the judge that is designated as judge number one for each phase of the Finals. If a tie still exists for the overall standings, the score from the Classic Round will break such a tie.

2023 NCHJA C MEDAL FINALS QUALIFYING CRITERIA AND SPECIFICATIONS

All “C” Medal Finals – Riders and Trainers must be a member of the NCHJA at the time of the Finals. Exhibitors must qualify by earning the minimum number of points set for each Final. To be shown over an equitation type (EQ109.11) course of at least 10 fences. All riders that complete the first round will return for a flat phase. The flat phase will be conducted in groups of no more than 12 and will count for 25%. The top 10 riders will return to jump a second round. Additional testing is at the judge’s discretion. Ribbons to 10. A USEF licensed course designer must be used. There will be no combination in the Low Children’s, Low Adult, Short and Long Stirrup Finals. Exhibitors may only show in ONE “C” Final a year.

- Qualifying Period June 1, 2022 thru August 31, 2023 for all finals except the Masters Medal Finals, Short Stirrup Medal Finals and Long Stirrup Medal Finals, which is September 1, 2022 thru August 31, 2023
- Riders are encouraged continue to show in qualifying classes after they have met the required number of points to qualify for the Finals

Masters Medal Final: show at one (1) C Show. May also show in Bryan Jones or NCHJA “A” Children’s Medal Finals

Adult Medal Final: Top 15 overall

Children’s Medal Final: Top 15 overall

Pony Medal Final: Top 15 overall

Low Adult Medal Final: Ten (10) points

Low Children’s Final: Ten (10) points

Short Stirrup Medal Final: Thirty (30) points earned in Short Stirrup Eq over fences classes

Long Stirrup Medal Final: Twelve (12) points* earned in Long Stirrup Eq over fences classes

Finals with less than 10 entries may be combined with another Final at the same height.

*The following is the Long Stirrup Medal Point Chart:

Number of Riders who Complete the Course

Placings	3-5 Riders	6-12 Riders	13+ Riders
1st	5	10	20
2nd	3	6	16
3rd	1	4	12
4th		2	8
5th		1	4
6th		0.5	2