

2024 USHJA Hunter Team Challenge Specifications
Changes from 2023 marked in bold italic and underlined.

- I. Eligibility:
- A. Horses/ponies and riders must be an active USHJA member in good standing.
 - B. Eligibility to participate will follow the host competition's Zone specifications for the following divisions.
 - 3' Children's and Adult Amateur Hunter
 - 2'6" Low Children's and Adult Hunter
 - 2'-2'6" Children's Pony Hunter
 - C. Hunter Team Challenge riders may not compete in any class 3'6" or higher at the host competition.
- II. Participation:
- A. Riders do not have to apply. Riders must pre-enter the USHJA Hunter Team Challenge a minimum of *one hour* prior to the start of the Team Challenge Rider Meeting.
 - 1. USHJA Hunter Team Challenge: \$75 entry fee per/rider to USHJA. Host competition will collect USHJA fee and submit to USHJA.
 - B. There will be three sections of the Team Challenge
 - 1. 3' Children's and Adult Amateur Hunters
 - 2. 2'6" Low Children's and Adult Hunters
 - 3. 2'-2'6" Children's Pony Hunters
 - C. 16 **horses** per section will be accepted based on a first come, first served basis.
 - D. A grand total of 48 **horses** can participate in the Team Challenge.
 - E. In the event that one section does not fill their allocated 16 spots and one or more other sections have **horses** available, then **horses** will be accepted based on first come, first served, regardless of section until the remaining spots are full and the Team Challenge reaches 48 **horses'** total.
 - F. **Riders are only allowed to compete on one (1) horse in the Hunter Team Challenge.**
 - **Exception: If the competition has not reached the limit of 48 horses, riders may enter multiple horses, but they will be on different teams.**
 - G. All Riders are recommended **to** wear their team color arm band throughout the Hunter Team Challenge competition.
- III. Team Challenge Event and Location
- A. Four locations: Northeast, Southeast, Central, and West.
 - B. Channel I (National, Premier) and/or Channel II (Regional) competition.
 - C. Host must provide one staff member to be the Designated Score Keeper.
 - D. All sections' Under Saddle classes must be held on Day Two prior to the Final Round.
 - E. The Final Round must immediately follow the Team Challenge under saddle classes on Day Two in order to accommodate Team Awards and Presentation at a featured time.
- IV. Rider Meeting
- A. The Rider Meeting must be held the day before the start of the Team Challenge. The meeting will include an overview of the rules, scoring, and **the distribution of team materials.** At the discretion of the host, there may be additional activities such as dinner or snacks and drinks.

V. Hunter Team Challenge Liaison

The USHJA Hunter Team Challenge Liaison is not the coach or trainer of the teams. The Liaison is responsible for being the main point of contact, understand the Team Challenge rules and specifications, and provide communication between participants, trainers, horse show staff, and USHJA. The Liaison will be determined prior to the beginning of the Team Challenge and must meet the following criteria:

- A. Current member in a good standing with USHJA and USEF
- B. Be declared a professional
- C. Current Safe Sport Certified

D. Construct Teams

- E. Attend Rider meeting at Event

VI. Team Construction

- A. **After the close of entries teams will be constructed by the USHJA Hunter Team Challenge Liaison.**
- B. **The construction of teams starts by filling each team with one horse from each section with as many entered as teams, so each team has an even number from the sections. Then combine any sections left over randomly to fill in the remaining team spots.**
 - i. **The first teams to be filled will be the three (3) rider teams.**
 - ii. **Riders with multiple horses will be separated into different teams.**
- C. **USHJA has the final decision on the composition and combination of the teams.**

VII. Team Composition

- A. Teams are made up of a maximum of four (4) and minimum of three (3) horse-and-rider combinations. Teams are determined by random draw.
- B. Teams comprised of one **horse** from each height section; one 3' (Child or Adult) **horse**, one 2'6" (Child or Adult) **horse**, and one Children's Pony (Small/Medium or Large) **pony**, until all teams possible have one **horse** from each section.
- C. Teams will have designated colored arm bands, and the option to braid in colored yarn or other team spirit is encouraged and will not be penalized in the horse's regular division.
- D. A maximum of 16 **horses** per section to create a maximum of 12 total teams.
- E. If a rider scratches after the team draw, a four (4) rider team will become a three (3) rider team system.
- F. **If a rider scratches from a three (3) rider team before the start of competition, riders will be redistributed.**
- G. **If a rider scratches from a three (3) rider team after the start of competition, that rider's scores will still stand and there will be no drop score for that team.**

VIII. Scoring

- A. A rider's Overall Score will be determined by adding together their numerical score received for their two over fences classes from their designated division on Day One and their score from the Team Challenge under saddle class on Day Two. Overall Scores will count toward their Team's score.
- B. Team Scores will be determined by adding each team member's Overall Score. Three-member teams will double the second lowest score.

- C. *In each phase, except the Final Round (see VIII.D for Final Round score drop), the lowest team member score will be dropped.*
- D. Final Team Scores for awards are determined by adding the Team Scores and the score from the team's highest rider from the Final Round. Please refer to section *IX.C.2* on page 4 of the specifications for further details on scoring the Final Round.
- E. Judges will be required to score all riders in an open numerical scoring system in each overlay class and the designated Hunter Team Challenge under saddle on Day Two.

Example of Scores:

FOUR-MEMBER TEAM

RIDER	Day One		Subtotal	Day Two		OVERALL
	O/F 1	O/F 2		U/S	FINAL ROUND	
1	80	82	162	90	88 x2 = 176	428
2	78	65	142	88	85	231
3	75	81	81	73	77	81
4	82	60	82	80	79	162
TEAM SUBTOTAL			467	TEAM OVERALL		902

THREE-MEMBER TEAM

RIDER	Day One		Subtotal	Day Two		OVERALL
	O/F 1	O/F 2		U/S	FINAL ROUND	
1	80	82	162	90	88 x2 = 176	428
2	78	65	78	88	85	166
3	75	81	81	73	77	81
4 th Score	-	-	-	-	-	166
TEAM SUBTOTAL			321	TEAM OVERALL		841

IX. Team Challenge Format

A. General

1. Scores will be tracked after each class is complete and be displayed throughout the day.
2. Awards presentation will immediately follow the conclusion of the Final Round.
3. Riders can complete their regular division classes as scheduled at the conclusion of the awards presentation.

B. Day One

1. Team Challenge classes will run concurrently with the horse show's regular division classes on the first day.
2. The 3' Children's and Adult Amateur Hunter, 2'6" Low Children's and Adult, and the Children's Pony Hunter will run as an overlay with the regular division.

C. Day Two

1. Under Saddle

- a. Each height section will have their own under saddle class: 3' Children's and Adult Amateur, 2'6" Low Child and Adult, and Children's Pony.
- b. All under saddle classes must be held at the beginning of Day Two prior to the Final Round.
- c. Each entry will be scored under an open numeric system 0-100.

2. Final Round

- a. Each entry will be scored under an open numeric system 0-100.
- b. Must be held immediately following the designated Hunter Team Challenge under saddle classes on Day Two.
- c. All teams are invited to compete in the Final Round.
- d. Each rider will compete over one Classic style round at their respective height.
- e. The Final Round will be placed as one section from 1st- 8th.
- f. Each team's highest score from the Final Round will be doubled and added to their overall Team Scores. If a horse/rider combination from one of the teams is unable to compete in the Final Round for any reason, there will be no substitutions and the team will compete in the Final Round with only their available team members who competed on Day One.

D. Overall Team Champion

1. The Team Champion is the one with the highest Team Score after the Final Round.
2. If there is a tie for any top **twelve** overall team placing, the team with the highest combined score from the second over fences on Day One will break the tie. If the teams have the same combined score in the second over fences, then the highest pointed rider from each team will answer a tie-breaking question pulled from the USHJA Horsemanship Quiz Challenge Study Guide. Questions will be given by a horse show official and will be tailored to the level of each height section. If there are multiple riders with the same score on one team, then the Hunter Team Challenge Liaison will select the designated rider chosen to answer the question.

X. HOTY Points

A. ***In order for the USHJA Hunter Team Challenge Zone HOTY points to be awarded, riders must complete the USHJA Exhibitor Declaration Form which must be submitted to the show office by the end of the competition.***

B. The following Zone HOTY points will be awarded to each team member of the top 8 teams overall. Points to be awarded to each horse and rider combination's applicable section for the current competition year.

C. The point structure will be as follows:

1st – 40 points	5th – 20 points
2nd – 35 points	6th – 15 points
3rd – 30 points	7th – 10 points
4th – 25 points	8th – 5 points

XI. Awards

Team Overall, Champion through 12th place ribbons will be awarded. The Champion team will receive coolers, and medals awarded to the Gold, Silver, and Bronze medal teams. Victory gallop of the Champion team is optional. The Final Round will receive Ribbons 1st-8th, and the highest scoring rider from the Final Round will receive a trophy.

XII. USHJA Contact Information

Sara Murray-Smith- USHJA Sport Programs Coordinator **(859) 225-6735**

Tobey McWilliams- Chair of the Child/Adult Task Force (484) 824-1014

Britt McCormick- USHJA President **(972) 467-6008**

The USHJA Hunter Team Challenge and the related format and specifications are the sole properties of the USHJA and may only be held, conducted, or used upon the terms and conditions specified by the USHJA. USHJA reserves the right to change language in documents related to the conduct of the USHJA Hunter Team Challenge as necessary for the purposes of consistency and clarity.

Any deviations from the class specifications for the USHJA Hunter Team Challenge are not permitted without the express written permission from USHJA prior to the printing of the prize list.

For any rules not specified above, please refer to the current USEF Rule Book.

