

PHC Junior Field Master's Chase Rules

- ALL entries MUST be pre-approved by US Pony Racing or the PA Hunt Cup Committee prior to race day. There will be ONE FREE approval session at least one week out (tentatively Sunday, Oct 28) from the race near the racecourse. It is the responsibility of the entries to ensure that they seek approval. Not all entries seeking approval may be granted permission to ride in the race. Entries must demonstrate control and a safe ride to the satisfaction of US Pony Racing and the PA Hunt Cup Committee.
- All riders have the right to protest the results of the race. If a rider has a protest, they should report to the stewards *immediately* after the race. That said, entries (parents, trainers, riders, and owners) must show respect for race officials AND competitors at all times. PA Hunt Cup Committee members and US Pony Racing representatives reserve the right to disqualify any entry that cannot follow this rule. Refunds will not be issued.
- Ponies will be measured if the PA Hunt Cup Committee OR US Pony Racing finds question with their size. Competitors challenging a pony size must lodge their concerns as to pony entrants size at least 2 hours prior to the post time of the race, but may not challenge size post race. Challengers must accept the final decision of USPR at the PA Hunt Cup Committees. Permanent USEF cards and MD Steeplechase Association Cards are acceptable. Ponies will not be remeasured if US Pony Racing has measured them in the past and found them acceptable to their division. The decision of race day officials is final and cannot be challenged in regards to the PA Jr. Hunt Cup.
- Riders are to not have had their 16th birthday as of the first of the current year and are to not have ridden a race in open company, except for young rider restricted races.
- No entry for a horse or pony under the age of five will be accepted.
- Any mount over 14 hands 2 inches will be considered a horse. Prizes will be awarded to the first large, medium, and small pony across the finish line, as well as the first thoroughbred and first non-TB across the finish line. Pending sufficient entries the race will break into horse and pony divisions with ponies being split into size divisions if necessary.
- No mount shall have won a sanctioned timber race in the last 3 years.
- The PHC Jr Field Master's Chase will be no longer than 2 miles with no more than 12 jumps.
- Blinkers and whips are not allowed.
- Safety helmets, body protectors, peacock safety stirrups, a signed waiver, proof of health insurance, neck strap/yoke, and overgirth are REQUIRED for all entries.
- Field Master should lead the field at a good hunting pace over the course. The pace should be doable for the field's level of riding.
- The Start- Riders may be directed to circle and line up like a regular race. The Field Master

will start before the field and then the starter can signal the field to start after the Field Master is a safe distance away.

DURING THE RACE

- All riders must jump all of the fences that the Field Master jumps unless otherwise noted.
- Entries are allowed to circle, but not more than twice. Entries should use good judgment when circling and may be deemed out of control and DQed by the Field Master or Outrider at any time as they see fit.
- If a pony refuses, the rider should return to the back of the field before they retry the jump. The rider should not interfere with the field when reproaching a jump.
- A rider may attempt a jump 3 times, but will then be DQed if they cannot clear the jump by the third try.
- Outriders and the Field Master may also DQ riders if they find they are a hazard to the field or if they are out of control.
- If a rider passes the Field Master at any point without being released, they will be DQed. The word of the Field Master is final.
- The Field Master will not wait for stragglers, but outriders may assist them. Although the Field Master may stop the race if they feel that the safety of the field is in jeopardy at any time.
- Field Master will signal the field to race to the finish at a predetermined point after the last fence.