2026
Hunter Derby

October 4, 2026

Join us for a classic hunter derby with special prizes and/or prize money at every height!

NEW FOR 2026!
Leadline, Ground Poles
and Cross Rails
Will all be offered in the smaller arena
In addition to our
2', 2'6" and 2'9" divisions
In the larger arena

All entrants compete in a classic round.
Top 10 are called back for a handy round.





Bucks County Horse Park
is proud to be part of the

2026
East Coast Thoroughbred League
Hunter/Jumper Series

8934 Easton Road, Revere, PA 18953
(610) 847-8597
www.buckscountyhorsepark.org

CLASS LIST

Ring 1 – 8 AM

English Pleasure
Cross Rail Equitation
Cross Rail Hunter
~ Schooling Break ~
Green Hunter (2')
Low Eq. 2' OF
~ Schooling Break ~
Low Equitation (2'3")
Low Hunter (2'3")
~Schooling Break (oxers in) ~
Open Equitation (2'6")
Bucks County Hunter (2'6"/3')
Hunt N' Go Derby – OPEN CARD

Ring 2 – 9 am

Cross Rail Jumpers
.7m Jumpers (2'3")
.8m Jumpers (2'6" w/ oxers)
.9/1.0m Jumpers (2'9"/3')

Hunter Judge:
Jumper Judge: Cass Gwalthney

Scoring of Jumper Classes

Course 1 ~Table II, Sec. 2 (b)
The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clear in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jumpoff course. If there are no clear rounds and a tie exists for first place, the results will be determined by the scores and time from that round

Course 2 ~ Table IV Sec. 2 (c)
If a competitor has gone clear in the first piece, he will, upon crossing the finish line, commence the designated jump-off, with time starting as the horse crosses the finish line for the initial course. In the case of equality of faults in the jump-off, ties will be broken on the following basis: horse with the time on course closest to this Optimum Time (over or under) will prevail in the tie, next closest next, etc. If there are no clear rounds, a jump-off, scored as described above, will take place among those tied for first place.

ELIMINATION FOR THE FOLLOWING
Third disobedience anywhere on course, exceeding Time Limit, resisting forward movement for 45 sec., taking 45 sec. to jump the first obstacle after the round has begun, taking 45 sec. to jump the second obstacle on course, fall of horse and/or rider, jumping an obstacle before it is reset or without waiting for the signal to proceed, starting before the start signal, failure to cross the start line within 45 sec., off course, failure to enter arena after 1 (one) minute of being called, leaving the arena before finishing the course, abuse or excessive use of whip or spurs any time within the arena.

Hunt N' Go Derby

Class 300. Run on an open card. Will be run as the last two classes before height changes. Round 1 is a classic hunter round. Round 2 is a Handy Fences class. Each round will receive a numeric score. Scores will be combined for pinning at the end of day. Please specify height at check in.

Ring 1 (Cont'd)

Open Equitation
Open to all non-professional riders. To be shown over a course at 2'6".
18. Low Equitation O/F (2'6")
19. Low Equitation O/F (2'6")
20. Low Equitation Walk/Trot/Canter

Bucks County Hunter
Open to all riders. To be run on an open card over 2'6" and 3' courses.
21. Bucks County Hunter O/F (a-2'6") (b-3')
22. Bucks County Hunter O/F (a-2'6") (b-3')
23. Bucks County Hunter Walk/Trot/Canter

RING 2 – 9 am Start

Cross Rail Jumpers
Cross rails. (18") Small flower boxes and related distances may be on course.
55. Course Jump off A
56. Course 2
57. Course 1, Jump off B

.7m Jumpers
No combinations. Gates, roll-tops, brush boxes, and walls may be introduced. Fences 2'3".
61. Course 1 Jump-off A
62. Course 2
63. Course 1 Jump-off B

.8m Jumpers
Combinations and oxers introduced. Fences not to exceed 2'6".
64. Course 1 Jump-off A
65. Course 2
66. Course 1 Jump-off B

.9m-1.0m Jumpers
Fences not to exceed 3'.
67. Course 1 Jump-off A
68. Course 2
69. Course 1 Jump-off B

General Info

	Non-Member	Member	Pre-Entry
Class Fees	$25	-$3	-$2
EMT/Office	$10		

Entries accepted online via BCHP.HorseSpot.Net or in the show office beginning at 7:30 AM. Entries must be received by 2 PM the day prior to the show to receive discount.
Cards will be processed at the conclusion of the show.

All exhibitors must wear USEF approved protective head gear, correctly fitted, when mounted. Sleeves and Boots with heal required. In cases of extreme heat, jackets may be restricted by show management.

Ribbons 1st through 6th awarded in each class. Champion and Reserve awarded to High Point Rider/Horse at each division with more than 3 riders.

Show management reserves the right to combine, divide, cancel or change the order or location of any class. The judge's and/or show management's decisions in regard to class standings is final. Please direct questions and concerns to the show management.

The show will be held rain or shine except in the case of extreme weather conditions. Please call the office at (610) 847-8597 to verify.

Go to www.ectbleague.com for League information, membership application and show calendar. All horse shows are restricted to Thoroughbreds. To verify eligibility every entry must have a TIP number. TIP numbers must be recorded on the entry blank. Go to www.tjctip.com

All owners and riders may participate in ECTB League recognized horse shows, but only those owners and riders who are members of the ECTB League will be awarded points in the ECTB League.

A horse is limited to no more than eight (8) performance classes per show day. In-hand and leadline classes do not count towards this limit.

Points will be awarded based on ribbons won as follows:

3-8 horses pinned:	9+ horses pinned:
1st – 10 points	1st - 20 points
2nd – 6 points	2nd – 12 points
3rd – 4 points	3rd – 8 points
4th – 2 points	4th – 4 points
5th – 1 point	5th – 2 points
6th – ½ point	6th – 1 point



RING 1 ~ 8 AM Start

Confirmation
Class 100. Open to all horses and riders. Mares and geldings to be shown in hand at the walk and trot. Class will be split if entries warrant.

English Pleasure
Open to all horses and riders. To be judged on the horse's soundness and manner of going.
200. English Pleasure W-T
201. English Pleasure W-T-C
202. English Pleasure Cross Rails (W-T-C followed by individual line of 2 fences)

Cross Rail Equitation
Open to all non-professional riders on horses or ponies. Simple Changes Permitted.
1. Cross Rail Equitation O/F (18" Cross Rails)
2. Cross Rail Equitation O/F (18" Cross Rails)
3. Cross Rail Equitation Walk/Trot
4. Cross Rail Equitation Walk/Trot/Canter

Cross Rail Hunter
Simple Changes Permitted.
5. Cross Rail Hunter O/F (18" Cross Rails)
6. Cross Rail Hunter O/F (18" Cross Rails)
7. Cross Rail Hunter Walk/Trot
8. Cross Rail Hunter Walk/Trot/Canter

Green Hunter
Open to all. Trotting **in corners** not penalized. Breaking to fences penalized. No oxers.
9. Green Hunter O/F (2')
10. Green Hunter O/F (2')
11. Green Hunter Walk/Trot/Canter

Low Equitation
Open to all non-professional riders. To be run on an open card over 2' and 2'3" courses. Trotting in corners permitted. No Oxers.
12. Low Equitation O/F (a-2') (b-2'3")
13. Low Equitation O/F (a-2') (b-2'3")
14. Low Equitation Walk/Trot/Canter

Low Hunter
Open to all riders and horses/ponies.
15. Low Hunter O/F (2'3")
16. Low Hunter O/F (2'3")
17. Low Hunter Walk/Trot/Canter