2026
Hunter Derby

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



FORWARD STRIDES FALL FINALE

September 20, 2026



Bucks County Horse Park

Ring 1 Judges: Bryan Bradley and Chris Wherley

Ring 2 Judge: Cass Gwalthney

Ring 1 – 9:00 AM Start

Divisions based on top participation and points accumulated over the prior series shows. Points earned in an equivalent division will be transferred to your division for YE Standings.

1. Leadline W
2. Leadline W-T
3. Leadline Without Handler

Pleasure Schooling

4. English Pleasure W-T-C
5. Bridle Path Hack
6. English Pleasure Cross Rails

XRail Schooling

7. Cross Rail Hunter O/F
8. Cross Rail Hunter O/F
9. Cross Rail Hunter W-T
10. Cross Rail Hunter W-T-C

2' Schooling (Not before 11am)

11. Modified/Green Hunter OF
12. Modified/Green Hunter OF
13. Modified/Green Hunter WTC

14. Open Card Equitation OF(a)
15. Open Card Equitation OF(a)

2'3" Schooling

14. Open Card Equitation OF(b)
15. Open Card Equitation OF(b)
16. Open Card Equitation US

17. Low Hunter OF
18. Low Hunter OF
19. Low Hunter W-T-C

2'6" Schooling

20. Bucks Cty Hunter OF
21. Bucks Cty Hunter OF
22. Bucks Cty Hunter W-T-C



Hunter/Equitation Divisions

Leadline – Riders 7 y/o and under. To be judged on equitation, suitability of mount, and independence from handler. No cross-entry.

Open W-T Equitation – To be judged on equitation on the rail, through a pattern, and over poles. Jumping position should be displayed over poles. May cross enter into Pre-Cross Rail.

Pre-Cross Rail Equitation – To be judged on equitation on the rail at walk, trot, and canter as well as a course of 2 outside lines in each direction. Jumping position should be displayed over poles. May cross enter into Open W-T Equitation.

English Pleasure - Judged on suitability as a Pleasure mount. Bridle Path Hack may require extended trot and halt. Hunter hack to be shown over a line of two cross rails.

Open Cross-Rail Hunter - Points awarded in respective Year-End division (Eq/Hunter/Dev) , but pinned together for this show. Trotting fences permitted.

Modified/Green Hunter –Open to all riders. Shown over a course at 2' with oxers. Simple changes permitted. Points moved to respective division for YEA

Open Card Equitation – Open to Non-professionals. To be shown over a course at 2' OR 2'3". Points awarded in respective Year-End division but pinned together for this show. Please specify height at check in.

Low Hunter- Open to all riders. Shown over a course at 2'3". Simple changes will be penalized.

Bucks County Hunter - Open to all riders. Shown over a course at 2'6". Simple changes will be penalized.



Watch for today's photos on Facebook!

Gambler's Choice Rules

a. Each obstacle carries from 10 to 120 points according to its difficulty.

c. The competitor is credited with the number of points carried by each obstacle that they have jumped correctly. No points are awarded for an obstacle knocked down.

d. Each competitor has 60 seconds. During this time, they may jump all the obstacles they wish in any order and in any direction. The competitor may cross the starting line in either direction.

e. Ringing the bell declares the end of the round. The competitor must then cross the finishing line in one direction or the other to allow their time to be recorded. If they do not cross the finishing line, they are placed last of the competitors with the same number of points.

f. If the fixed time is reached at the moment when the horse is already taking off (front hooves off the ground), this obstacle counts if it is correctly jumped.

g. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the competitor. In the case of a disobedience without a knock-down, the competitor may jump that obstacle or continue to the next obstacle.

h. Each obstacle may be jumped twice. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the competitor does not score the points allotted to this obstacle.

i. All disobediences are penalized by the time lost by the competitor. The competitor must stop after a fall. Nevertheless, they are placed according to the points obtained up to the moment of their fall disregarding the time.

j. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide. In the event of equality of points and time for first place, there will be a jump-off according to the same formula with a fixed time of 40 seconds.

JOKER FENCE

k.1. An obstacle may be provided in the course duly marked by flags and titled "Joker". The Joker may be jumped twice; 200 points are awarded each time this obstacle is jumped correctly, but if it is knocked down, 200 points must be deducted from the total points obtained so far by the competitor.

Ring 2 – 8 AM Start

Jumper Divisions are open to all. To participate in the Gambler's Choice classes, competitors must have ridden in at least one class of the division. No more than 2 Gambler's Choice classes may be entered by each horse/rider combination.

48. Open W-T Equitation
49. Open W-T Test
50. Open W-T Poles

51. Pre-Cross Rail Eq W-T
52. Pre-Cross Rail Eq W-T-C
53. Pre-Cross Rail Poles Left
54. Pre-Cross Rail Poles Right

Jumpers to start not before 9 am

55. Puddle Jumper Course 1a
56. Puddle Jumper Course 2
57. Puddle Jumper Course 1b

58. Itty Bitty Course 1a
59. Itty Bitty Course 2
60. Itty Bitty Course 1b

Gambler's Choice 2'

61. Intro Schooling Course 1a
62. Intro Schooling Course 2
63. Intro Schooling Course 1b

Gambler's Choice 2'3"

64. Low Schooling Course 1a
65. Low Schooling Course 2
66. Low Schooling Course 1b

Gambler's Choice 2'6"

Hacking at the walk and trot only permitted before 7:30 AM. Course walks and handwalking may occur during the 10 minute breaks between divisions for the course reset.

67. High Schooling Course 1a
68. High Schooling Course 2
69. High Schooling Course 1b

Gambler's Choice 2'9"

70. Level 1 Course 1a
71. Level 1 Course 2
72. Level 1 Course 1b

Gambler's Choice 3'

73. Level 2 Course 1a
74. Level 2 Course 2
75. Level 2 Course 1b



General Information

1. ENTRIES: Pre-entries accepted through 2 pm Friday, September 18th. Proof of negative coggins for all horses and ponies should be provided.

	Hunter Ring	Jumper Ring	Gambler's Choice	Children's Ring
Class Fee	$35	$25	$35	$25
Pre-Entry	$2 discount per class			
Member	$3 discount per class			
All competitors subject to $10 EMT Fee.				

Refunds in BCHP Bucks only; participants are encouraged to use open checks or input payment to HorseSpot for charging at the conclusion of the show.

2. DRESS: All exhibitors must wear USEF approved protective head gear, correctly fitted, when mounted. Boots, breeches, shirt with collar and sleeves and a neat appearance are required. Formal attire requested for hunter and equitation classes.

3. AWARDS: Hunter/Equitation – Placed first through eighth with prizes for champion and reserve of each division. Jumpers - Six ribbons awarded per class. All prize money must be collected the day of the show; it will not be mailed. Gambler's Choice class will split prize money between the top 6 places. The pot grows with the entries! $25 of each entry to the prize pool.

4. SCHOOLING: Open schooling areas are provided throughout the show. All riders in these areas must be wearing appropriate attire including helmets and have a signed release on file in the show office. Ring 1 schooling is assigned by fence height.

5. Rider's age is determined as of December 31, 2025.

6. 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; no competitor, trainer, parent, or spectator should approach the judge.

7. 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.



Jumper Rules

Course 1 all divisions 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. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule as per JP136.3. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have withdrawn from the jump-off. 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 for all divisions Table II, Sec. 2 (d)—

Two Phase Competitions - Each phase will consist of 5 to 7 obstacles. Scores are decided by adding together the faults incurred over both phases and any penalties for exceeding the Time Allowed if any. Whether or not a competitor has gone clear in the first phase, they will, upon crossing the finish line, commence the second phase course. Time starts as the horse crosses the finish line for the initial course. The use of a Time Allowed is optional in the first phase.