

2024 MINIATURE HORSE DIVISION

Contents

General Rules

Miniature Division Classes

Miniature Division Classes for Calculation of High Point:

- Showmanship-Jr. and Sr.
- Hunter Miniature- Jr. and Sr.
- Jumpers
- Halter Obstacle-Jr. and Sr.
- Pleasure Driving-Jr. and Sr.

Open Invitational Classes: open to Jr. and Sr., not for High Point

- OI Halter Class
- OI Ground Handling: rules posted separately

Standards for Showmanship

All 4-H'ers riding or driving horses at 4-H events or activities are required to wear an ASTM-SEI Equestrian Helmet at all times.

MINIATURE HORSE DIVISION GENERAL RULES

Exhibitors may enter the same horse in both the Open Invitational classes and the Division classes in the same year.

Height Verification-No Miniature Horse shall exceed thirty-eight (38) inches in height. The show age of the horse is determined from January 1 preceding its birthday. Horse's height must be verified on a hard, level surface, preferably concrete or paved, in a public place, by a show official. The measuring device used to measure the first horse must be used to measure all the horses. A standard measurement stick is a straight, stiff, unbendable stick (metal) that is equipped with a bulls eye, plumb bob or a spirit level to make sure that the standard is perpendicular to the ground and that the cross piece or arm is parallel with the ground surface. Management shall announce the time and place for height verification. The height verification of the Miniature Horse shall be determined by measuring the vertical distance from the base of the last hairs of the mane to the ground with the front two (2) legs vertical and in line or parallel to the measuring device, and the back of the hocks in a vertical line with the horse's buttocks. The last hairs on the mane refer to the last coarse (longer) hair of the horse's mane. Any softer body hair, left longer so as to be considered as an extension of the mane, should be differentiated from the mane hair and should not be included as part of the mane when measuring. The horse's head and neck shall be in a natural position. The animal must stand squarely on all four (4) feet. No height allowance will be made for excessive foot. After the horse is set up for measuring by the handler, said handler may not touch the horse, i.e. stretching the head up forward, moving the feet, touching the back or pressing down on any part of the back until the measurer removes the measuring stick.

Drugs, Artificial Appliances and Irritants-The use of stimulants or depressants or any drug affecting the showing of a horse in halter or performance is strictly forbidden. Any horse showing evidence of the use of ginger or other irritants to produce a higher tail carriage than normal shall be disqualified for that class. Use of switches, artificial tails or manes, and high spoon cruppers are prohibited and shall result in disqualification of the horse for that class. No horse having had surgery for purely cosmetic purposes will be permitted to show. No ribbons, braids, glitter, or any decorative appurtenances (excluding tack) are allowed in halter conformation or performance classes. Braiding of the forelock for driving is allowed. Braiding of the manes and tails is only permitted in Hunter and Halter Obstacle. For other classes, the judge will disqualify horses in violation of this rule for the class in which the violation occurred. Horses must not be shod. Use of pads, wedges, chains, weights, weighted ankle boots, elastic bands, shackles or any other artificial appliances that enhance a horse's action will not be allowed. Unweighted bell boots, splint boots, or quarter boots for protection may be used in warm up areas only. No person shall alter, change, or attempt to hide or enhance the natural color of the body including legs of the horse by dye, bleach or paint. This rule does not preclude a person from enhancing the natural color of the horse's mane and tail by artificial coloring. Hoofs may be colored. Color enhancements may be used on the head of any horse. Any horse that has been color enhanced beyond the above guidelines must be disqualified for the entire show and all previous ribbons and points will be disallowed for that show.

Ring Procedure

- **Dress**-It is the tradition of the show ring that all handlers and drivers be correctly attired for the classes. Hats, boots, gloves, and long sleeved shirts/blouses or jackets are **REQUIRED** in all **SHOWMANSHIP** classes only. Appropriate footwear is required of the exhibitor, handler and/or header (boots, tennis shoes, or other closed-toed shoes). Failure to do so will result in disqualification in that class.
- In halter classes, hats, and gloves are optional.
- Exhibitors will be issued a number for each horse to be displayed on the back of the handler or on the back of the cart whenever the horse is in the ring. This number will stand for the entire show.
- An unruly horse must be excused from the ring by the judge for safety reasons.
- Cruelty, abuse or inhumane treatment of any horse in the show ring or in the stable area will not be tolerated by the show management, and the offender will be barred from the show area for the duration of the show.
- Evidence of any inhumane treatment to a horse including but not limited to blood, whip marks that raise welts or abusive whipping, in or out of the show ring, shall result in disqualification of that horse and that exhibitor for the entire show and shall result in the forfeiture of all ribbons, awards and points won.

Miniature Horse Standards

- **General Impression**-A small, sound, well-balanced horse, possessing the correct conformation characteristics required of most breeds, such as refinement and femininity in the mare. The general impression should be one of symmetry, strength, agility and alertness. Since the breed objective is the smallest possible perfect horse, preference in judging shall be given to the smaller horse, other characteristics being approximately equal.
- **Size**-Must measure not more than 38 inches at the base of the last hairs of the mane.
- **Head**-In proportion to length of neck and body. Broad forehead with large prominent eyes, set wide apart. Comparatively short distance between eyes and muzzle. Profile straight or slightly concave below the eyes. Large nostrils. Clean, refined muzzle. Even bite.
- **Ears**-Medium in size. Pointed. Carried alertly, with tips curving slightly inward.
- **Throat-latch**-Clean and well defined, allowing ample flexion at the poll.
- **Neck**-Flexible, lengthy, in proportion to body and type and blending smoothly into the withers.
- **Shoulders**-Long, sloping and well-angulated, allowing a free swinging stride and alert head/neck carriage. Well muscled forearm.
- **Body**-Well muscled, with ample bone and substance. Balanced and well proportioned. Short back and loins in relation to length of underline. Smooth and generally level topline. Deep girth and flank. Trim barrel.
- **Hindquarters**-Long, well-muscled hip, thigh and gaskin. Highest point of croup to be same height as withers. Tail set neither excessively high nor low, but smoothly rounding at the rump.
- **Legs**-Set straight and parallel when viewed from the front or back. Straight, true and squarely set, when viewed from the side with hooves pointing directly ahead. Pasterns

sloping about 45 degrees and blending smoothly, with no change of angle, from the hooves to the ground. Hooves to be round and compact, trimmed as short as practical for an unshod horse. Smooth, fluid gait in motion.

- **Color**-Any color or marking pattern, and any eye color, are equally acceptable. The hair should be lustrous and silky.

MINIATURE HORSE CLASSES

OI - MINIATURE HORSE HALTER - Horses to be shown in hand at the walk and trot. Horses must also be viewed in motion from the side, and judged on the priority of: conformation, quality, presence, way of going, and type. Horses to not be shown stretched, which mean all four (4) feet, are flat on the ground and at least one front and one rear cannon bone remain perpendicular to the ground. Stretched horses are to be penalized after an initial warning by the judge in each class. It is permissible to hand set the horse. Horses may be clipped or shown in full coat. Horses must be serviceably sound or be disqualified for that class, in good condition and well groomed. In the case of two (2) animals being judged equal, the higher placement shall be awarded to the smaller animal. In no case, however, shall a smaller horse be placed over a larger horse with better conformation. No whips, lighters, crops or any other device(s) detrimental to the well-being of the horse shall be allowed in the halter class. It is of utmost importance that judges realize that here are several types of Miniature Horses and that in each class the horses are to be judged as to the best horse of all types to be the winner. They should not be prejudiced to the horse of his/her background.

It is the tradition of the show ring that handlers be correctly attired for the classes. Appropriate dress shall not include shorts, t-shirts or open-toed shoes. Western or English attire is appropriate.

SHOWMANSHIP-JUNIOR EXHIBITOR - Exhibitors must be between the ages of 9-13 years of age by January 1st of the current year. Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

SHOWMANSHIP-SENIOR EXHIBITOR - Exhibitors must be between the ages of 14-18 years of age by January 1st of the current year. Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

HUNTER-JUNIOR EXHIBITOR - Exhibitors must be between the ages 9-13 years of age by January 1st of the current year. Horses are required to be a minimum of three (3) years of age to compete. Hunter course must be posted at least 1 hour prior to the scheduled time of the class. Judge shall walk Hunter course with exhibitors. Course diagrams must show with arrows the direction each obstacle must be taken. A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course. Horses must stay within the course boundaries as outlined by the start and finish cones. The start and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification.

Jumps for Hunters will be made of 1-1 ½ inch schedule 40 PVC piping or wood with jump cups, not to include pegs, nails, bolts, etc. All jumps must be a minimum of five (5) feet wide, with a minimum of twenty (20) feet between jumps, with the exception of an in and out. In and outs should be set approximately twelve (12) feet apart. All post and rail jumps must have a ground pole. Uprights to be a maximum of forty-eight (48) inches in height. Any decorations must not protrude more than twenty-four (24) inches from the uprights. Jumps must be a minimum height of twelve (12) inches and maximum of twenty-four (24) inches. There will be a minimum of four (4) obstacles, and horses are to make a minimum of six (6) jumps and a maximum of eight (8) jumps. Jumps must simulate those found in the hunting field, such as brush, stone wall, gate, white fence, chicken coop, over, and in and out. In and out is considered one obstacle and scored as such. Refusal of one element of an in and out required the retaking of both elements. In and out must never be placed at the beginning of the course.

Hunters are to be judged on a style, manners, and way of going with preference given to those horses that cover the course at an even pace, with free flowing strides, as in a brisk trot or canter, but must maintain same gait throughout course. Circling once upon entering the ring and once upon leaving the ring is permissible. Hunters must demonstrate at least one, but no more than four (4) changes of direction. Charging fences or not maintaining the same gait throughout the entire course shall be penalized. Upon completion of the entire class over jumps, finalists may be trotted past the judge for soundness check. Horses shall not be required to re-jump the course. Appropriate footwear is required of the exhibitor (boots, tennis shoes, or other closed-toed shoes).

Major faults to be considered are: knockdowns, touches, refusals, bucking or kicking, spooking or shying, showing obstacle to horse, or wringing tail excessively. Causes for elimination include: 3 refusals, off course, crossing your own path, fall of horse or exhibitor, jumping of obstacle by exhibitor, carrying of whip, an unsound horse, jumping of obstacle before being reset, failure to pass through the start and/or finish cones and/or knocking such cones over.

HUNTER-SENIOR EXHIBITOR - Exhibitors must be between the ages 9-13 years of age by January 1st of the current year. Horses are required to be a minimum of three (3) years of age to compete. See rules above for Hunter-Junior Exhibitor.

HALTER OBSTACLE-JUNIOR EXHIBITOR - Open to exhibitors between the ages of 9-13 years of age by January 1st of the current year. Horses must be not less than two (2) years of age for Halter Obstacle. The obstacle course must be posted at least one hour prior to the class. Class to be judged on performance and way of going with emphasis on manners throughout course. Entries will be evaluated on responsiveness and willingness, plus general attitude. Maximum time 60 seconds per obstacle, judges are encouraged to advance on to the next obstacle any horse taking excessive time at an obstacle. Horse to be penalized for an unnecessary delay or excessive time at object. Refusals do not constitute class disqualifications.

The course designer/judge should be available for a walk through the course with exhibitors. Ingenuity and originality in adapting and combining various obstacles both to demonstrate a horse's willingness and ability to please exhibitors and audiences are encouraged. However, unnatural or "horror" obstacles should be avoided and all obstacles should be safe for exhibitors

as well as horses. Judge has the right to alter the course for time and/or safety. Obstacles must be a minimum of five (5) obstacles and a maximum of eight (8). Care must be used to avoid setting any obstacle in a way so as to be hazardous to the horse or exhibitor. Tires and stairs are prohibited. Jumps, if used, must be a maximum of twelve (12) inches high and a minimum length of five (5) feet. Jumps must include ground poles. Suggested obstacles include: backing through or out of obstacle, walking through water or simulated water (over a blue tarp), putting on and removing equipment (raincoat, saddle, etc.) from person or horse, walking through narrow passage, picking up an object (letter, umbrella, bucket, flag, etc.) and placing it at a designated location, walking across a bridge or simulated bridge, walking pattern created with poles, pylons (figure 8, serpentine, cloverleaf, etc.), side-pass (either or both directions).

Baiting to encourage an animal to perform one of the obstacles is not allowed. Any baiting in this class is a disqualification. Off course will result in elimination and is defined as: taking an obstacle in the wrong direction, negotiating an obstacle from the wrong side, skipping an obstacle unless directed by judge, negotiating obstacles in the wrong sequence, off pattern.

HALTER OBSTACLE-SENIOR EXHIBITOR - Open to exhibitors between the age of 14-18 years of age by January 1st of the current year. Horses must be not less than two (2) years of age for Halter Obstacle. See rules above for Halter Obstacle-Junior Exhibitor.

PLEASURE DRIVING-JUNIOR EXHIBITOR - Open to exhibitors between 9-13 years of age by January 1st of the current year. Horses must be serviceably sound and must be three (3) years of age or older. Drivers are required to wear an ASTM-SEI Equestrian Helmet during the class. Drivers should strive to present an appropriate turnout indicated by the balance and pleasing appearance of the combination of horse to vehicle. At the State Horse Show this class will be divided into two heats according to height of the horse. The first heat will consist of horses 34" and below, with the second heat made up of horses above 34" to 38". All vehicles must have a basket or safe suitable floor. Factors determining the above include compatibility, size, type of horse, and vehicle. The way of going of a horse may also affect the overall appearance (i.e., a high action horse is more suitable to a formal vehicle, with the lower going, ground covering horse presenting a more pleasing appearance with a suitable pleasure, or country, type vehicle). The exhibitor's number should be worn on the back of the driver or on the back of the cart. The only person to handle the reins is the driver, under penalty of disqualification. No change of driver is permitted during any class.

Drivers should conform to the type of turnout (i.e., viceroy, formal, pleasure, obstacle, etc.), but should always be neat and clean. Suggested appropriate attire include: gentlemen to wear a coat or jacket, shirt and pants, and tie; ladies to wear a dress, tailored suit, skirt or slacks with blouse, vest or jacket. Gloves and aprons or lap robes are optional in all classes. Boots or wraps of any description and ear plugs shall not be used on any horse in the show ring. An appropriate driving whip shall be carried (in hand or in vehicle) at all times while driving. Failure to do so will result in disqualification. The overall length of the whip for a single horse should be long enough to reach its shoulder. Excessive length beyond the shoulder is not allowed.

Safety-All persons driving must have safety foremost in their minds. No horse shall be left unattended while put to a vehicle. Disqualification for the balance of the show may result at the

show manager's discretion. All rules of the road should be observed unless officials direct otherwise. Drivers must drive on the rail at a safe distance behind horse and cart in front. Passing is permissible but the driver should return to the rail as soon as possible. A judge must excuse from competition any unsafe vehicle, equipment, or horse for that class. Adult (18 years of age or older) headers are mandatory for all youth drivers. This attendant shall take no action that will affect the performance of the horse. Only one header is allowed per horse. The header must wear appropriate footwear. The header must not have a whip and shall remain at least two (2) paces distant from the head of the horse when the judge is inspecting the horse, and at all other times unless assistance in controlling the horse is needed. Blinders and overchecks or sidechecks are required. No entry may leave the ring after judging has begun without permission from the judge. During a class, minor adjustments to harness may be made upon permission from the judge. An adult may assist with the adjustment without penalty. After judging has begun, no attendant may enter the arena without the permission of the judge. Only one time out once the horse has entered the ring with a maximum time not to exceed three minutes. It is permissible to talk to your horse in a subdued tone of voice. "Clucks" for starting, "walk on", "trot", "whoa", and "back" are the more accepted terms. Any tendency on the part of the driver to shout, whistle, or talk loudly to the horse should be curtailed. In the arena, the less said the better. The driver should strive to control the horse's movements with minimal vocal aids. In the absence of a suitable warm-up arena, it is mandatory that a warm-up period of at least ten (10) minutes be offered before the driving class.

When using a leverage bit (Gig, Liverpool, Buxton, etc.) please refer to the AMHA rule for acceptable rein position. Unacceptable rein position is a disqualification for the class. Martingales are prohibited with leverage bits. Contact should be maintained on the reins at all times. Horse should give the appearance of a pleasurable drive, and though animated, should not be shown with exaggerated high action in front. Gaits should be natural and not artificially enhanced. To be judged on quality of performance, manners, way of going of the horse, conformation, appropriateness, condition and fit of vehicle and harness, and neatness of attire in that order. Pleasure driving is to be shown both ways of the arena at the walk, collected trot, and working trot. Horses will enter the ring counter clockwise at a collected trot. The walk is a free, regular and forward moving 4-beat gait. The horse should walk energetically, but calmly, with even and determined pace. During the collected trot, the horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate willingness to be driven on the bit while maintaining a steady cadence. The working trot is a clear but not excessive increase in pace and length of stride. The horse goes forward freely, engaging the hind legs with good hock action, on a taunt but light rein, the position balanced and unconstrained. The hind feet touch the ground at least in the footprint of the fore feet. Should show good energy, impulsion, and cadence. Excessive speed will be penalized. Horses will be required to stand quietly and to rein back.

PLEASURE DRIVING-SENIOR EXHIBITOR - Open to exhibitors between 14-18 years of age by January 1st of the current year. Horses must be serviceably sound and must be three (3) years of age or older. Drivers are required to wear an ASTM-SEI Equestrian Helmet during the class. See Pleasure Driving-Junior Exhibitor description for more details.

JUMPERS 34" and BELOW: Open to exhibitors 9-18 years of age by January 1st of the current year. Horses are required to be a minimum of three (3) years of age to compete. Horses must be 34 inches or below. Horses must be serviceably sound and must be three (3) years of age or older. Jumpers are scored mathematically, based on faults incurred between the starting line and the finishing line. Minimum height for jumps must be eighteen (18) inches and maximum height thirty-two (32) inches for first jumping round. Exhibitors may go over jumps with horse. Whips are not permitted in show ring. Front leg wraps and/or boots are optional. Circling once upon entering the ring and once upon leaving the ring is permissible but not after crossing starting line. Jumps could include brush, triple bar, water, and similar jumps, constructed of wood or PVC pipe. Brush jump must have a visible bar on top or beyond. There will be a minimum of 4 obstacles, with horses to jump a minimum of 6 jumps and a maximum of 8 jumps. Judge(s) shall walk Hunter/Jumper course with designer and exhibitors. Course diagrams must show with arrows the direction each obstacle must be taken. A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course. Horses must stay within the course boundaries as outlined by the start and finish cone. The start and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification.

Jump-Offs: In the case of a tie for first place a jump-off will occur. Only the horses tied for first place will participate in the jump-off. The jump-offs will be held over the original course. The number and location of the jumps are to remain the same as well as the path of the course to be taken by the horse (pattern). No jumps are to be eliminated or lowered. After the initial round of jumping, if a jump-off is necessary the jumps will be raised. Individual jumps will be increased between one and six inches in height for each jump. If a tie still exists after the first round of the jump off, a final jump-off round will take place where jumps will again be raised and the added element of time will be factored. If there is again a tie for first according to faults, the tie will be broken by whomever had the fastest round.

Example: Round 1. Class begins, all competitors perform in the order of go

Round 2 (Jump-Off). Only necessary if there is a tie for first place. All competitors that are tied for first will go again, on the same course, with the jumps raised. It is recommended that jumps be raised at least 2 inches for a few jumps, 4 inches for a few, and 6 inches for the remainder.

Round 3 (Timed Jump-Off). Only necessary if there is still a tie for first place after the initial jump off (depicted here as round 2). Only competitors tied for first place after the first jump-off (round 2) will participate in round 3. The jumps will once again be raised and each participant will also be timed from the moment they take off from the cones, to the moment they cross through the finish cones. Ties are broken first by faults, if ties still exist, the placing will be given to the participant with the fastest time.

A competitor who does not take part in the jump-off must always be placed behind a competitor who has participated in the jump off. **All ties will absorb the placing behind in order. Example:**

A three way tie for third will absorb 3rd, 4th, and 5th, the next placing will be 6th. Points or prizes will be equal for all three. Example: they will all receive a 3rd place ribbon and points. Scoring: in scoring jumpers, an in and out is to be considered as two (2) jumps. Jumpers are to be scored in a mathematical basis and penalty faults include knockdowns, refusals, and eliminations as follows:

1. Knockdowns: 4 faults Knockdowns - an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way.
2. Refusals: Each refusal is three (3) faults. A refusal is defined as stopping at an obstacle whether or not it is knocked down. It is penalized as a refusal. Stopping at an obstacle without knocking it down and without backing (even a single step), followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps, or circles to retake the fence, a refusal is incurred. A run-out or refusal the horse must re-jump that obstacle at which the refusal occurred or be eliminated.
3. Circling after crossing starting line: 3 faults. Circling: any form of circle or circles whereby the horse crosses its original track between two (2) consecutive obstacles or stops advancing toward or turns away from the next fence except to retake an obstacle after a disobedience.
4. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal): 3 faults. A horse that has been penalized for circling cannot then be penalized again for crossing its own path at the same obstacle.
5. Causes for elimination:
 1. 3 refusals
 2. Off course
 3. Fall of horse and/or exhibitor
 4. Failure to pass through the start and/or finish cones and/ or knocking such cones over.
 5. Loss of control: dropping lead, horse running away, or horse exiting on its own.

JUMPERS ABOVE 34" AND UP TO 38": Open to exhibitors 9-18 years of age by January 1st of the current year. Horses are required to be a minimum of three (3) years of age to compete. Horse must measure above 34" and up to 38". Horses must be serviceably sound and must be three

(3) years of age or older. Jumpers are scored mathematically, based on faults incurred between the starting line and the finishing line. Minimum height for jumps must be eighteen (18) inches and maximum height thirty-two (32) inches for first jumping round. Exhibitors may go over jumps with horse. Whips are not permitted in show ring. Front leg wraps and/or boots are optional. Circling once upon entering the ring and once upon leaving the ring is permissible but not after crossing starting line. Jumps could include brush, triple bar, water, and similar jumps, constructed of wood or PVC pipe. Brush jump must have a visible bar on top or beyond. There will be a minimum of 4 obstacles, with horses to jump a minimum of 6 jumps and a maximum of 8 jumps. Judge(s) shall walk Hunter/Jumper course with designer and exhibitors. Course diagrams must show with arrows the direction each obstacle must be taken. A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course. Horses must stay within the course boundaries as outlined by the start and finish cone. The start

and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification.

Jump-Offs: In the case of a tie for first place a jump-off will occur. Only the horses tied for first place will participate in the jump-off. The jump-offs will be held over the original course. The number and location of the jumps are to remain the same as well as the path of the course to be taken by the horse (pattern). No jumps are to be eliminated or lowered. After the initial round of jumping, if a jump-off is necessary the jumps will be raised. Individual jumps will be increased between one and six inches in height for each jump. If a tie still exists after the first round of the jump off, a final jump-off round will take place where jumps will again be raised and the added element of time will be factored. If there is again a tie for first according to faults, the tie will be broken by whomever had the fastest round.

**Example: Round 1. Class begins, all competitors perform in the order of go
Round 2 (Jump-Off). Only necessary if there is a tie for first place.
All competitors that are tied for first will go again, on the same
course, with the jumps raised. It is recommended that jumps be
raised at least 2 inches for a few jumps, 4 inches for a few, and 6
inches for the remainder.**

**Round 3 (Timed Jump-Off). Only necessary if there is still a tie for first
place after the initial jump off (depicted here as round 2).
Only competitors tied for first place after the first jump-off
(round 2) will participate in round 3. The jumps will once
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the moment they take off from the cones, to the moment they
cross through the finish cones. Ties are broken first by
faults, if ties still exist, the placing will be given to the
participant with the fastest time.**

A competitor who does not take part in the jump-off must always be placed behind a competitor who has participated in the jump off. **All ties will absorb the placing behind in order. Example: A three way tie for third will absorb 3rd, 4th, and 5th, the next placing will be 6th. Points or prizes will be equal for all three. Example: they will all receive a 3rd place ribbon and points.** Scoring: in scoring jumpers, an in and out is to be considered as two (2) jumps. Jumpers are to be scored in a mathematical basis and penalty faults include knockdowns, refusals, and eliminations as follows:

1. Knockdowns: 4 faults Knockdowns - an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way.

2. Refusals: Each refusal is three (3) faults. A refusal is defined as stopping at an obstacle whether or not it is knocked down. It is penalized as a refusal. Stopping at an obstacle without knocking it down and without backing (even a single step), followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps, or circles to retake the fence, a refusal is incurred. A run-out or refusal the horse must re-jump that obstacle at which the refusal occurred or be eliminated.

3. Circling after crossing starting line: 3 faults. Circling: any form of circle or circles whereby the horse crosses its original track between two (2) consecutive obstacles or stops advancing

toward or turns away from the next fence except to retake an obstacle after a disobedience.

4. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal): 3 faults. A horse that has been penalized for circling cannot then be penalized again for crossing its own path at the same obstacle.

5. Causes for elimination:

1. 3 refusals
2. Off course
3. Fall of horse and/or exhibitor
4. Failure to pass through the start and/or finish cones and/ or knocking such cones over.
5. Loss of control: dropping lead, horse running away, or horse exiting on its own.

STANDARDS FOR SHOWMANSHIP

The real purpose of showmanship is to learn the best way to fit and train a horse or pony so that the best attributes of the horse/pony can be seen by the judge or potential buyer. Showmen are reminded that they are being judged on the fitting, training and showing of their horse/pony. The horse/pony's conformation is not to be considered in the judging of this class. Showmen must wear the appropriate attire for the division in which they are participating.

The procedure for judging large classes and the pattern to be used will be left to the discretion of the judge.

SCORING FOR SHOWMANSHIP CLASS

I. Appointments - 25%

- **Personal Appearance:** Youth should be neat, clean, well groomed, attentive, courteous and wearing appropriate attire for the type of horse being shown. For Miniatures, appropriate English or Western attire. Hat, gloves, boots and long sleeved shirts/blouses or jacket are required.
- **Equipment:** Clean and properly adjusted equipment should be used. Miniatures are shown in a neat, clean halter.

II. Horse and Pony (fitting and grooming) - 25%

- The horse or pony should be clean and well groomed. Fitting for show is a year-round job. Daily grooming and good nutrition are very important to the hair coat and fitness of the horse/pony. Just before entering the ring, the showman should rub the horse/pony down with a grooming cloth to remove any dust which may have accumulated since brushing. Avoid using an oily grooming cloth since oil will attract dust. Wipe the ears, around the eyes, nostrils, lip, sheath and anus with a damp cloth or sponge; or with a cloth that has a small amount of baby oil or Vaseline on it to add luster to these areas.
- Horses and ponies should be clipped approximately one week before showing to allow for some regrowth to cover up any minor mistakes. The long hairs inside the ears, around the muzzle, under the chin and jaw, on the bridle path, fetlocks and lower legs should be clipped.
- Horses may be shown with a full or clipped coat. The hair coat should be clean, well brushed, mane and tail free from tangles and clean, and hooves trimmed

properly and clean. If showing in full coat, inside of ears, long hair on jaw, legs and pasterns should be clipped. No ribbons, braids, glitter or any decorative appurtenances are allowed.

III. Method of showing - 50%

- **Leading:** Youth must be able to walk, trot, turn, stop and back as directed by the pattern or ring officials. Always lead from the left side at an alert walk following the judge's direction, never in front of the horse/pony. The horse/pony's head should be about even or slightly in front of your shoulder. The horse/pony should travel willingly with his body in a straight line in the same direction being traveled. Youth must have the right hand on the lead when leading their horse/pony. The left hand will contain the remainder of the reins or lead in a loosely coiled loop or in a figure eight. The youth should walk in a brisk, alert manner and give the appearance that you and your horse or pony are a team.
- Run by the left side of the horse/pony when you are showing him at trot. The horse/pony should be traveling alertly and willingly with his head up (not too high). The youth should run with good posture and vitality.
- The horse/pony should always be reversed by turning to the right. Turn in as small an area as possible and attempt to keep his hind legs in one place while turning (this allows you to keep the horse/pony lined up with the judge). Any turn requiring more than 90 degrees should also, be made to the right.
- Always move your horse/pony directly toward or away from the judge unless specific instructions are otherwise given by the judge.
- **Working the Judge:** When setting up your horse/pony, stand out diagonally from the horse/pony's shoulder but never directly in front of the horse/pony. Always be in a position where you can observe your horse/pony and the judge at the same time. As the judge moves around the horse, the youth must respond accordingly. When the judge is in front of the horse/pony the youth should be on the opposite side away from the judge, so as not to block the judge's view. When the judge moves down one side of the horse/pony and passes the middle of the withers the youth should cross over in front of the horse/pony so that he/she is now on the same side as the judge. This allows you to see your horse/pony and continue to have eye contact with the judge. As the judge passes behind the horse/pony and crosses over to the other side, the youth should cross in front of the horse/pony to remain on the same side with the judge. Once again when the judge approaches you and crosses the middle of the withers the youth should cross over to be on the opposite side from the judge, so as not to obstruct his/her vision of the horse/pony. This procedure allows the judge an unobstructed view of the horse/pony and allows the youth to show their horses/ponies to the best of their ability. It also will allow youth to keep an eye on their horse/pony and the judge without having to look through, under or over their horse/pony.
- **Stance of the horse/pony:** Horses in the Miniature Division should not be shown stretched, which means all four (4) feet are flat on the ground and at least one front and one rear cannon bone remain perpendicular to the ground. Stretched horses will be penalized after the initial warning by the judge in each class. Baiting to

encourage an animal to pose/stretch is not allowed. Any baiting in this class is a disqualification.

IV. Keep your position in line and allow reasonable space between your horse/pony and others. Never allow your horse/pony to interfere with other horses/ponies.

V. If asked to change positions in line, back your horse/pony out of line and approach the new position from the rear. Be careful when walking up behind other horses/ponies and allow yourself plenty of room to enter.

VI. Quickly recognize and correct any faults in your horse/pony. All communication between the youth and the horse/pony shall be through the lead shank or reins which may be accompanied by subtle voice commands. Youth can not directly touch any part of their horse/pony unless the judge touches (i.e. disturbs the mane or moves the halter or bridle) the horse in front of the shoulder. At such time, the youth should correct the disarray created by the judge.

VII. Remember - Move quickly, quietly and with confidence when showing your horse/pony. Be courteous, respond promptly to directions and display good horsemanship at all times.