

**Colorado**  
**4-H Miniature**  
**Horse Rulebook**



18 USC 707

# Acknowledgments

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Credit to AMHR and AMHA

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Credit to Colorado 4-H Horse Show Rule Book (2021)

## *4-H Pledge*

*I pledge my head to clearer thinking,  
my heart to greater loyalty,  
my hands to larger service,  
and my health to better living,  
for my club, my community, my country,  
and my world*

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## **El Paso County 4-H Miniature Horse Show Rules**

This rulebook provides uniform regulations and procedures for conducting 4-H Miniature Horse activities in Colorado.

A major goal of the 4-H youth development program is to build and strengthen the youth's character. Good sportsmanship is essential in the 4-H Miniature Horse Project competition.

The 4-H Miniature Horse Project is designed to emphasize youth development. The program emphasis is on the handler and skills he or she has learned and applied. The miniature horse is a vehicle used to reflect this knowledge and skills learned by the handler. Since the 4-H Miniature Horse Project is a learning experience, **disqualification is discouraged**. However, disqualification and/or zero scores are permitted in certain classes. See individual class rules and scoring for further details.

The rules encourage judging and competition that reflects the standards of skill and abilities in horsemanship emphasized by the Colorado 4-H Miniature Horse Program.

### **Use of the Name and Emblem of the 4-H Club work**

Use of the name and emblem of 4-H club work is regulated by Federal law. This law states that only activities or programs under supervision of Colorado State University Extension may use the name and emblem of 4-H club work. Therefore, any local, county, district, area, or state 4-H miniature horse show must have the approval of the Colorado State University Extension through county, district, or state personnel.

Shows or events sponsored by other organizations or individuals and shows which do not provide separate classes for 4-H members are not permitted to use the name and emblem of 4-H club work. In such cases, the title "Junior horse show" or a similar name should be used.

### **Horse Humane Policy Statement**

It is the responsibility of every 4-H member to ensure that proper care is taken of their miniature equine, according to acceptable methods of good equine husbandry, as set forth by Colorado State University Extension and the Colorado Department of Agriculture. A healthy miniature horse requires sufficient food, water, shelter, and correct healthcare. Cruel and inhumane training methods are not appropriate in the Colorado 4-H Miniature Horse Program. Specific equine husbandry guidelines and humane training methods are provided in the Colorado 4-H Horse Project.

### **General Rules and Requirements**

1. A 4-H member is responsible for knowing the specific rules of the show in which he or she has entered. The rules of this book apply to the Colorado 4-H Miniature Horse Program.

2. Colorado 4-H Miniature horse project members are to be 8 years of age and not yet 19 years old as of December 31 of the enrollment year.
3. The 4-H member should have complete access to the project miniature horse(s) at any time and should provide care and management a majority of the time, whether the miniature horse is owned or leased. A 4-H project miniature horse may be boarded at a commercial facility.
4. Horse project ID, Primary care, and sharing of project miniature horse(s): The miniature horse a 4-H club member intends to use as a project animal must be designated by **May 1** of the current year.
  - A. An identification certificate (available online) must be on file with your county extension office. It is recommended that multiple project miniature horses also have an ID certificate filed under the 4-H member's name in case of substitutions.
  - B. A miniature horse may be shown by siblings if they show or are entered in different age divisions or classifications at the option of show management or specific county rules.
  - C. Immediate family members may show and ID the same project miniature horse between any number of siblings (each sibling must turn in an ID on the horse). Since the miniature horse is being shared within the immediate family, the same horse may also be IDed/shared by one non-family member. A miniature horse may be IDed/shared as a project miniature horse by no more than two unrelated 4-H members, if both provide half of the care and management of the animal.
  - D. It is expected that 4-H members include all IDed miniature horses in their E-record book.
  - E. For all non-owner IDed miniature horses it is recommended that a lease agreement is in place to establish responsibilities for care.
5. The member must keep accurate records and note project's progress in the 4-H project record book, attend required 4-H club meetings, and actively participate in the local club and county programs. Members must also own or lease one or more miniature horse(s) which must be identified with the State 4-H Horse Identification sheet by May 1. It is recommended that members give a demonstration or speech, participate in Horse Judging, Horse Bowl, Hippology, or other 4-H activities (at least at the club level). At a minimum, members are required to complete a community service activity and any additional county requirements.
6. The Colorado 4-H Miniature Horse Program has an interest in the welfare of the miniature horse. Miniature horses in poor condition are not representative of a 4-H quality miniature horse. Miniature horses with a body condition score of 3 or less may be excused at the judge's discretion.
7. Code of Conduct: All Colorado 4-H Miniature Horse Project members must adhere to the Colorado Code of Conduct.
8. Dress Code: All Colorado 4-H Miniature Horse Project members must adhere to the 4-H dress code at all 4-H events.
9. No video protests allowed.

## Show Rules and Requirements

10. Exhibitors, parents, and leaders need to request permission from show management to approach a judge to ask questions or critique. Under no circumstances may an exhibitor, parent, leader or spectator badger, insult or be argumentative with a judge, show secretary, ring steward, or show officials/staffed by, or on behalf of the exhibitor form completion and forfeiture of awards and /or expulsion from the show grounds for the person and/or exhibitor.
11. The management may, at its discretion, expel any person or persons abusing any miniature horse on the grounds at any time; entry fees and prize money will be forfeited. In any 4-H class, the owner/lessee of miniature horses showing signs of undue stress or inhumane treatment must be penalized. Any miniature horse exhibited in a class that has evidence of abuse, a cut or abrasion showing clear evidence of fresh blood on the mouth, nose, chin, shoulder, barrel, flank, or hip area, must be considered to be ineligible to receive an award in that class. If a body condition score of 3 or less is assigned to any miniature horse by the show manager, judge, or veterinarian, that miniature horse is ineligible to compete in any 4-H show or activity.
12. Participation of temporarily or permanently handicapped exhibitors shall be decided by show management or the judge, based upon the safety of the individual and/or other exhibitors.
13. Judges will penalize for unsoundness. The severity of penalty is at the judge's discretion. Obvious lameness shall be cause for dismissal from the class, for the safety of exhibitor and welfare of the miniature horse.
14. Once a class has begun, a pattern may not be changed except as may be necessitated by a safety issue.
15. **Age of Equine** – The age of the miniature horse shall be computed on the basis of a calendar year starting January 1 of the year foaled. For example: a miniature horse foaled in 2011 was to be considered to be one year old on January 1, 2012, two years old on January 1, 2013 and 11 years old on January 1, 2022. (Based on equine industry standard).
16. **Exhibitor** – An Exhibitor is the owner or lessee of a miniature horse when entered in a class where only the merits of the miniature horses are to be considered. In showmanship classes, exhibitor refers to the person handling the miniature horse.
  - A. Exhibitor Back Numbers – Correct Back Numbers are a show requirement. Back Numbers must be displayed on the back of the exhibitor. Exhibitors entering the show ring without a Back Number or with the incorrect Back Number will be afforded the opportunity of requesting time out to obtain the Back Number or the correct Back Number. Exhibitors not displaying the correct Back Number or no Back number, after the class has been judged may be disqualified. Exhibitors displaying no Back Number, after the Judge's Cards are turned in, will be disqualified.
17. **Height** – A miniature horse must be 38 inches or under when measured at the last few hairs of the mane.

18. **Registration** – Miniature horses do not need to be registered to show at Colorado 4-H Shows.
19. **Coat** – Miniature horses may be body clipped or shown in full coat.
20. **Hunter/Jumper Horse (Age)** - A hunter/jumper miniature horse must be 3 years and older.
21. Miniature horses must be at least 1 year old to participate in In-Hand Obstacle/Trail, In-Hand Gymkhana classes and Costume classes.
22. Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s). Headgear harness must be secured and properly fitted.
23. **Fall** – A miniature horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.

### **General Youth Rules**

#### **24. Dress**

- A. Proper attire includes a long-sleeved shirt (must be tucked in), long pants, and boots with a heel.
- B. Dress: It is the tradition of the show ring that handlers and drivers be correctly attired for their classes. T-shirts or clothes with logos (or monograms) are not correct attire and will not be allowed in the show ring. Miniature horse and handler must look their best. No farm, individual or equine's names may be displayed on the exhibitor.

#### **25. Miniature Horse Division Class Entries**

- A. Stallions over the age of 1 year are prohibited in 4-H (per Colorado 4-H Horse Show Rule Book, 2021).

#### **26. Showmanship**

- A. Exhibitor is to show his/her miniature horse to the presiding (call) Judge only. The half system is used when exhibiting your miniature horse. See Showmanship section for rules. Entries are limited to mares/geldings.

#### **27. All animals are to be observed by everyone in any way connected with exhibiting, showing, handling, and judging Miniature Horses.**

### **Violations, Protests, Disciplinary Actions**

28. Engaging in the Following Conduct – Engaging in any of the following types of conduct, while participating in Club activities:
  - A. Offensive language or gestures.
  - B. Physically assaulting another individual affiliated with the Club.
  - C. Unsportsmanlike conduct, whether in or out of the show ring at any show.
  - D. Cruelty or inhumane treatment of an animal, in the show ring, stable area or show grounds will not be tolerated. The offender may be barred from the show grounds for the duration of the show. It is the duty of show management to investigate alleged acts of cruelty or inhumane treatment.

## Drug Rules

30. No miniature horse may be shown in any class at a 4-H show if it has been administered in any manner a forbidden substance. A forbidden substance is any stimulant, depressant, or local anesthetic, which might affect the performance of a miniature horse. Stimulants and depressants are defined as medications, which stimulate or depress the circulatory, respiratory, or central nervous systems.
31. Also prohibited are any drugs, regardless of how harmless or innocuous they might be, which by their very nature might mask or screen the presence of the prohibited drugs or prevent or delay testing procedures. The use of these drugs will be considered physical abuse and the consequences will be enforced according to the general rules and requirements of the Colorado 4-H Horse Book.
32. The full use of modern therapeutic measures including phenylbutazone for the improvement and protection of the health of the miniature horse is permitted, unless the treatment may also stimulate or depress the circulatory, respiratory, or central nervous system.

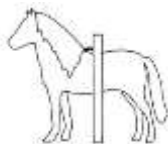
## Measurements

33. The certified measurement stick number must be recorded after the project leader's signature on the safety test form. Only sticks certified by the ASPC/AMRH/ASPR may be used for official measuring.
34. **Measurement Protocol**
  - A. The project leader should measure the animal in the prescribed manner and record the height measurement on the form.
35. **Measuring Device**
  - A. The Official Certified ASPC/AMHR/ASPR Measuring Stick may be purchased by contacting the National Office.
  - B. The stick measures 24"– 48" or 24"–54". Bubble is countersunk into the crossbar, flush with plane of crossbar. Bar may be plain or with a foot. The crossbar may fold flush with the stick so as to fit into a carrying case.
36. **Measuring Surface** The measuring surface must be level and under no circumstances should animals be measured on dirt or gravel. A concrete slab or other paved surface is most desirable, but when not available, a 4x8 sheet of ½ or thicker plywood, placed directly on level ground, can be used as an alternative measuring surface. In no way should the plywood be placed on a frame or raised off the ground.
37. **Position of Animal** The animal must be standing squarely on all four feet and should not be permitted to "stretch". The front legs should be on a vertical line directly under the shoulder. The back of the hocks should be in a vertical line with the animal's buttocks. The miniature horse's head must be held low enough to reveal the highest point of the withers and no lower. The handler must not interfere with the animal in any way that will prevent it from standing in this position.



## Miniature Horse

38. In measuring a miniature horse, position as above, the head is to be in a normal position. Measure the vertical distance from the base of the last hair on the mane to the measuring surface. The crosspiece, arm or bar must have firm contact with the animal, but no additional pressure may be applied. Measurements are to be recorded to the nearest  $\frac{1}{4}$ ", unless over the required measurement for that division.
39. If a miniature horse is measured and found to be over 38" the Superintendent shall not allow the horse to show.



The height of a miniature horse is the vertical distance from the last hair of the mane to the ground with the animal in standing position.

Figure 1. Miniature Horse Measurement  
MI 4-H, (2019). Michigan 4-H Miniature Horse Show Guidelines, 2019

### 40. If Animal Does Not Meet Height Requirement

- A. If an animal does not meet the desired height requirement; the handler has the right to request a second measurement. Upon repositioning the animal and measuring stick the Superintendent will make the second measurement. If on the second measurement, the animal still does not make the height required, a third measurement is allowed. Only one reading is permitted with each measurement.
- B. The third measurement is final and is recorded on measurement form as the official height. If animal does not meet height requirement after the 3rd measurement, there will be NO protest allowed to gain additional measurements. Note: If after the 2nd measurement, it is obvious that the animal must be trimmed, the Superintendent should advise the handler that the 3rd measurement is final, and that any alteration of the animal's feet should be made prior to that measurement. If the animal comes back for re-measurement, the superintendent should make certain that it is the same animal that was measured the first time. If there are no distinguishing marks on the animal to identify it, it is suggested that the Superintendent put a colored chalk mark on a rear hoof and inform the handler that the mark must be evident when the animal returns for re-measurement. The animal must not be lame when brought back for re-measurement.

# AMERICAN MINIATURE HORSE REGISTRY

## Standards and Halter Division Rules

### 41. Standard of Perfection

- A. **General Impression:** A small, sound, well-balanced miniature horse which gives the impression of strength, agility, and alertness. The disposition should be eager and friendly, not skittish.
- B. **Size:** The American Miniature Horse must measure not more than 38 inches at the base of the last hair on the mane for our purposes. Priority in judging shall be in this order: 1. Soundness 2. Balance and conformity to the standard of perfection 3. Size
- C. **Head:** In proportion to the body; neither excessively long nor short. The eyes should be large, alert, and prominent with no discrimination in color. The ears open toward the front and carried erect. The teeth should show no signs of parrot mouth or undershot jaw.
- D. **Neck:** Strong and muscular, proportionate to body and the type of miniature horse represented.
- E. **Body:** Well-muscled with good bone and substance, well sprung ribs, level topline, as nearly as possible of equal height in withers and rump, fore and hind quarters well angulated, so that the miniature horse in movement shows a smooth gait.
- F. **Legs:** Straight, clean, and sound.
- G. **Hooves:** Round and compact, trimmed as short as practical for an unshod miniature horse, and in good condition.
- H. **Color:** Any color, eye color and/or marking pattern are equally acceptable.
- I. **Throat-Latch:** Clean and well defined, allowing ample flexion at the poll.
- J. **Shoulder:** Long, sloping, and well-angulated, allowing a free-swinging stride and alert head/neck carriage. Well-muscled forearm.
- K. **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 off rump.
- L. **Disqualifications:** Height in excess of 38 inches. Dwarfism, or unsoundness.
- M. **Coat:** Miniature horse may be shown with full mane or mane with bridle path clipped and full tail.

### 42. Artificial Appliances and Irritants

- A. Any miniature horse showing evidence of the use of ginger or other irritants to produce a higher tail carriage than normal shall be disqualified by the judge.
- B. Switches, artificial tails (except in Park Harness where they are optional), or manes and high spoon cruppers are prohibited.
- C. No miniature horse having had surgery for purely cosmetic purposes will be permitted to show, (example: ear trimming, ear wiring, docked tails, etc.)
- D. Shod miniature horses are not allowed on the show grounds. No pads, wedges, chains, or ankle boots are allowed to be used on the grounds of a show.

1. Exceptions – Miniature horses Shown in appropriate protective leg gear is allowed in Hunter and Jumper classes.

#### 43. Ring Procedure

- A. **Dress:** The El Paso County Fair requires all exhibitors to wear proper attire in all miniature horse show classes.
  1. Proper attire includes a long-sleeved shirt (must be tucked in), long pants, and boots with a heel.
  2. Dress: It is the tradition of the show ring that handlers and drivers be correctly attired for their classes. T-shirts and clothes with logos (or monograms) are not correct attire and will not be allowed in the show ring. Miniature horse and handler must look their best. No farm, individual or equine's names may be displayed on the exhibitor.
- B. **Handler:** A miniature horse must be handled and shown through an entire class by the same person. Should an additional handler be required due to physical limitation or emergency, approval must be obtained from the Show Superintendent.
- C. **Horse:** Names of miniature horses being exhibited will not be made known to the Judge prior to the class. Exhibitors will be issued one number for each miniature horse to be displayed on the back of the handler in a clearly visible position whenever the miniature horse is in the ring. This number will stand for the entire show.

44. **Conduct:** Conduct designed to distract a miniature horse or otherwise interfere with the showing of another exhibitor's miniature horse will not be tolerated by the show management. Offenders will be asked to leave the show area. If the offender is also an exhibitor, he or she will be excused from the ring and barred from personally showing during that show. His/her miniature horse(s), however, may compete.

#### In Hand/Single Working Division Rules

45. All Obstacle, Jumping and Hunter
  - A. Course diagrams must show the order each obstacle/ jump is to be taken (obstacle/jump number), arrows showing the direction each must be taken, and markers or a line to indicate the start and finish of the course.
  - B. Miniature horses can only be shown by one exhibitor per class.
  - C. At least one Judge and the superintendent must walk the course after it has been set to check the course for safety and correctness with the requirements for the class. The judge and/or superintendent have the right to alter the course for safety or to meet rule requirements after the course is set and prior to the beginning of the class. Once the first exhibitor has completed the course, no changes may be made. If the same jump set up is used for different classes, and only jump order and/or heights are changed, the judge and steward only need to walk the course one time.
46. Halter Obstacle

**A. General**

1. **Age** – Miniature horses must be at least one year old.
2. **Tack** – To be shown in halter with appropriate lead; chain on lead permitted under the chin of the miniature horse.
3. Miniature horse to be penalized for any unnecessary delay or excessive time at an obstacle. Judge can advance an exhibitor to the next obstacle if a miniature horse is taking excessive time at an obstacle. Maximum time of thirty (30) seconds or two (2) attempts per obstacle.
4. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
5. Whips are not allowed.

**B. Equipment Safety and Prohibited Obstacles:**

1. All equipment must be safe and free from rough or sharp edges that could cause injury. Footing surfaces must not be slippery. Poles or rails must be heavy enough not to create a safety hazard—the use of aluminum or poly/pvc gutter or downspouts is prohibited. The following prohibited equipment shall not be used:
  - a) Jumps
  - b) Tires
  - c) Stair Steps
2. Obstacles that require backing up or down an incline, or onto or off of a raised platform or step are prohibited.
3. Obstacles that are intentionally frightening. Obstacles with any moving parts excluding gaits. Obstacles that, by design, do not present the same to each exhibitor (e.g. use of hay bales near a ground tie. After a miniature horse pulls hay out of the bale closer to the tie, the obstacle is no longer the same for the remaining miniature horses as it was for the initial miniature horse.)
4. Obstacles that require spraying the animal with any substance. i.e. Use of hay, grain, or any other type of feed as part of an obstacle (this does not include course decorations that are not part of an obstacle. However, course decorations must be placed so they do not inadvertently become part of an obstacle. For example, potted plants used as decoration must be far enough away from a ground tie area that they do not become a distraction to the ground tied animal) Elevated poles that roll. Flat blocks, boards, or similar cannot be used to elevate round poles. Round poles may be elevated using a jump standard on one side only, using rail raisers, or similar method where at least one end of the pole is secured from rolling.

### C. **Obstacle Categories and Obstacles**

1. Overs – Crossing over a bridge (can have incline and decline, step up and/or down, or be flat), tarp (edges must be secured), water, carpet, mats, tetter totter, planks or poles.
2. Patterns – Walking or trotting through a specified pattern (serpentine, cloverleaf, figure 8, or other pattern).
3. Control Obstacles:
  - a) Backing – Backing the miniature horse through a pattern or around/past an obstacle; or backing onto, off of, or through an over or under obstacle.
  - b) Ground Tie – Stand miniature horse at a designated location while exhibitor moves around or away from and back to animal.
  - c) Turn on the forehand/turn on the haunches– Miniature horse to turn around the forehand/or the haunches.
  - d) Turn in Box – Miniature horse to turn while remaining inside a box defined by poles, cones or markers. This turn can be a forehand turn, a haunches turn, or, if not specified, a combination of both.
  - e) Sidepass.
4. **Under** – Crossing under an obstacle that is over or on both sides of the animal, such as tunnels or curtains.
  - a) Daily Chores
  - b) Open, walk through, and close gate
  - c) Put on/take off overcoat/slicker/ blanket
  - d) Pick up and/or carry object such as letter, bucket, flags
  - e) Open and close mailbox.

#### 47. Mandatory Obstacle Dimensions

- A. Overs (plank, bridge, tarp, etc. Miniature horse only to cross)
  1. Minimum width 12"
- B. Overs (bridge, tarp, etc. Miniature horse only to cross)
  1. Minimum width 12"
  2. Minimum length 48"
  3. Multiple pole walk over between poles – 16"–20"
- C. Multiple poles
  1. Trot over between poles
    - a) 20"–24"
  2. Elevated single pole walk or trot over
    - a) Maximum height 8"
  3. Elevated multiple pole walk or trot over
    - a) Maximum height 6"
      - Note: Walk and trot over poles may be angled, however, the distances apart at the actual track (where the animal will cross) must meet the above requirements.
  4. Walk through/trot through patterns

- a) Distance between markers
  - Minimum 6'
  - Maximum 8'
- 5. Back through
  - a) Minimum width 24"
- 6. Side Pass
  - a) Minimum Width 24"
- 7. Side Pass (Elevated)
  - a) Maximum Height 6"

D. Course Design

1. There must be a minimum of 5 and a maximum of 8 obstacles.
2. At least three (3) different categories of obstacles must be used.
3. Courses must be designed to demonstrate the training and ability of the animal and handler and the manner in which they work together. Obstacles must not be designed to "trick", "trap" or "spook" the animal.

48. Judging: Entries are to be judged on performance (responsiveness, willingness, general attitude) and manners, in that order. Entries are to demonstrate control, flexibility and calmness. Obstacle classes are to be scored with an eye to the positive aspects of the performance. Each obstacle is scored, and penalty scores applied as appropriate. The following will result in the exhibitor being disqualified from the class:

- A. Carrying a whip or crop.
- B. Handler physically moving or coercing the miniature horse by touching.
- C. Refusals of three (3) obstacles.
- D. Off course or miniature horse leaving the obstacle course. Off course is defined as:
  1. Taking an obstacle in the wrong direction.
  2. Negotiating an obstacle from the wrong side.
  3. Skipping an obstacle unless directed by the judge.
  4. Negotiating obstacles in the wrong sequence.
  5. Off pattern

49. **Hunter & Jumper in Hand**

A. General

1. Age—Miniature horses must be three years old or older.
2. Tack—Miniature horses are to be shown in halter or bridle with appropriate lead. Chain on lead permitted under chin of miniature horse.
3. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.
4. Exhibitors are not permitted to go over jumps.
5. Whips may not be carried.
6. A practice jump of similar construction to the jumps on course must be provided in the warmup area at least 5 minutes prior to the first over fences class, and must remain in the warm up area for the duration of all over fences classes (It may not be removed and used as a jump on the course).

B. Equipment

1. Jump standards may not be taller than 40".
2. Jumps must be at least 5 feet wide but no wider than 6 feet.
3. No wings or additions are allowed outside the jump standards.
4. The top pole of all jumps must be collapsible. Solid fillers such as walls, brush boxes and other typical jumps are allowed, but must have a collapsible pole above them as the top element.
5. Jumps should be of attractive design but constructed of a material so as not to cause danger to the miniature horse.
6. Jumps should not be unnecessarily "frightening." Jumps should present a natural look to the miniature horse. Obstacles may simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc. The use of single poles without fillers for hunters or jumpers is discouraged. Oxers (jumps with both a vertical and horizontal component) may be used, if so, the first bar must be the same height or lower than the back bar (ascending or square oxer). An oxer must not be used as the first fence on the course, or the first fence of an in-and-out.

C. Course Design

1. There will be a minimum of 4 fences and a maximum of 6 fences.
  - a) There will be a minimum of 4 jumping efforts and a maximum of 8 (an in-and-out counts as two jumping efforts).
2. All jumps must have a ground pole or ground line. A ground pole is not necessary if a part of the jump other than the standards is in contact with the ground (fillers, brush box, cross rail, etc.) Round poles are allowed for jump poles and ground poles.
3. Courses for all classes must contain at least one change of direction.
4. A minimum of 30 feet of actual travel distance from center of one jump to center of the next must be maintained, except in the case of an in-and-out. In and-outs are to be spaced 10 feet apart. Distances between fences in a line must be shown on the course diagram and measured when setting the course.
5. An in-and-out may not be the first jump on the course or the first jump in a line.
6. At least 2 fences must be set at the maximum heights, or, if the standards are not able to be set at the maximum height, no less than 2" below maximum height. (Example: If the jumps are drilled for holes every 2", and the maximum height is 33", setting the jump at 32" is acceptable, as the jump will not be able to be set at 33".)
7. Course diagrams are to show each jump, with arrows showing which direction it is to be taken. Exhibitors determine the optimum path to take to get from one jump to the next. Exhibitors may take any path, as long as they stay within the course boundaries and do not jump any jumps out of order.
8. **Jumper Courses**

- a) Jumper courses should be technically challenging. Jumper courses may consist of lines of fences or single fences, and fences may be placed on straight or curved lines. Multiple turns or changes of direction are encouraged, however, the minimum distance of 30 feet actual travel distance from center of one jump to center of the next must be maintained (with the exception of an in-and out jump).
  - b) Fence Heights for Jumpers are: AMHR – Minimum height 18" Maximum height 30"
9. The starting and finish line may be the same line, or separate lines. If separate, they must be aligned so the steward can directly line up with both for accurate timing.
10. **Hunter Courses**
- a) Hunter courses are designed to allow the exhibitor to present the miniature horse to its best advantage. Longer distances and wide corners are utilized to enable a smooth presentation. Exhibitors will not be asked for tight turns. Angled jumps must be approached from the long corner, not the short corners. Start and finish lines must be placed at least 30 feet from any jumps.
  - b) Hunter courses consist of two or three straight or gently curved lines of jumps that do not require turns between them, or single jumps, with room for wide corners between lines and jumps.
  - c) Fence heights for Hunters are: Minimum height 18" Maximum height 24"
- D. **Scoring/Judging Note:** If a refusal occurs at the second fence of an in-and-out, both fences must be re-jumped.
1. **Jumpers:** Jumpers are scored mathematically on accumulated faults, and on time to complete the course in case of ties. There will be one round which will be both scored for faults and timed. Exhibitors will be placed in order of least faults to most faults, with time utilized to break any ties (i.e. scoring by faults and then by time). There will be no additional rounds. Each exhibitor will be timed by the show staff with a stopwatch or by automatic timer. If timed by the show staff, the show staff must be aligned with the start/finish cones and must time all exhibitors in a class from the same position. Timing starts when the miniature horses nose passes the starting line and finishes when the miniature horses nose passes the finish line.
    - a) **Faults**
      - Knockdowns – an obstacle is considered knocked down when a miniature horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.
      - Refusals – stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the miniature horse



backs even a single step, side steps or circle to retake the fence, a refusal is incurred:

- i. 1st refusal – 4 Faults
  - ii. 2nd refusal – 4 Faults
  - iii. 3rd refusal – Disqualification
  - iv. Circling – any form of circle or circles whereby the miniature horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turns away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 Faults.
  - v. Note: Making an “S” shaped path between two obstacles that are set too closely together or at an angle such that they cannot be jumped straight on is NOT considered crossing your own path.
  - vi. Elimination
    - Three (refusals)
    - Off Course
    - Fall of miniature horse/ and/or exhibitor
2. Hunters:
- a) Hunters are not scored mathematically by faults nor by time.
  - b) Hunters are judged on style and form over fences, manners, way of going and pace in that order.
  - c) Judge must penalize unsafe jumping (i.e. charging, refusals) and poor form over fences.
  - d) Circling once upon entering the ring and once upon leaving the ring is permissible.
  - e) Miniature horses must be serviceably sound.
  - f) Faults- The following faults are minor faults and are scored by the judges based on severity: light touches against an obstacle, hesitation before jumping (not a refusal), excessively slow or fast pace, changes of gait for 1–2 strides, kicking, spooking or shying. The following faults are major faults: circling while on course, knockdown of any part of an obstacle, and refusals. Miniature horses with major faults are not to be placed above miniature horses with clean rounds or minor faults only.
  - g) **Causes for Elimination in Hunter Classes**
    - Three (3) refusals
    - Off Course
    - Fall of miniature horse or exhibitor
    - Jumping of obstacle by exhibitor
    - Carrying a whip

- An unsound horse

## 50. Costume

### A. General

1. General: Costume classes are to be judged 75% on originality of costume and 25% on presentation.
2. Class may be divided as Individual (1–2 people/1 miniature horse), or as a Group (2 people or more/1 miniature horse or more).
3. To be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging.
  - a) Costume entries may be driven and led. Entries may utilize one or more handlers, miniature horses and/or other animals.
  - b) Costumes must be considered safe.

## Showmanship Rules

### 51. Showmanship

- A. **Showmanship at Halter** – Showmanship is designed to evaluate the exhibitor’s ability to execute, in concert with a well-groomed and conditioned miniature horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct body position.
  1. **In Showmanship classes**, exhibitors are to show to the presiding (call) Judge only. Only the handler is judged; the miniature horse is merely a prop to show the showmanship ability of the handler.
  2. **Class Procedures** – All exhibitors may enter the ring and then work individually, or each exhibitor may be worked from the gate individually (show and go), except that in classes with more than 10 exhibitors, show and go must be used.
- B. The following maneuvers are **acceptable** for use in the pattern: lead the miniature horse at a walk, trot, extended trot, or back; execute any of the gaits (including back) in straight and/or curved lines or a combination of straight and curved lines; stop; turn 90, 180, 270, 360 degrees or any combination or multiple of these turns. The pull turn is an unacceptable maneuver. The pattern must require the exhibitor to set the miniature horse up squarely for inspection sometime during the class.
- C. **Equipment** – When showing in Western tack and attire, Western style show halters with lead are to be used. A chain under the chin is allowed; no lip chains or chains over the nose are allowed. When showing in English tack and attire, appropriate English bridle or English style show halter are to be used. Showmanship whips, war bridles or like devices or any type of wire or rope over a miniature horse’s head are not permitted.
- D. **Scoring** – Exhibitors are to be scored from 0 to 100 with 70 denoting an average score.
  1. Points are given for the following:

- a) **Overall Presentation of Exhibitor and Miniature Horse.** The exhibitor's overall poise, confidence, appearance and position throughout the class and the physical appearance of the miniature horse will be evaluated.
- b) **Presentation and Position of Exhibitor.** When showing Western style, appropriate western attire must be worn; long sleeve shirt, boots and hat are required. When showing English style, appropriate English attire must be worn. Gloves are optional in both styles. Clothes and person's to be neat and clean. Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the miniature horse. The exhibitor should continue showing the miniature horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand, and move in a straight, natural and upright manner, and avoid excessive, unnatural or animated body positions. The exhibitor must lead on the miniature horse's left side holding the lead shank or reins in the right hand near the halter with the tail of the lead loosely coiled in the left hand unless requested by the judge to show the miniature horse's teeth. It is preferable that the exhibitor's hand is not on the snap or chain portion of the lead continuously. The excess lead should never be tightly coiled, rolled, or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the miniature horse's neck, referred to as the leading position. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the miniature horse and exhibitor, but the arms should never be held straight out with the elbows locked. The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the miniature horse's head and have the miniature horse move away from them to the right. When executing a back, the exhibitor should turn from the leading position to face toward the rear of the miniature horse with the right hand extended in front to the exhibitor's chest still maintain slight bend in the elbow and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the miniature horse's left front leg. When setting the miniature horse up for inspection, the exhibitor should stand angled toward the miniature horse and should never leave the head of the miniature horse. The exhibitor is required to use the Half Method when presenting the miniature horse (exhibitor must be on the opposite half of the pony/miniature horse from the judge). When moving around the miniature horse, the exhibitor should change sides

in front of the miniature horse, assuming the same position on the right side of the miniature horse that they had on the left side. The exhibitor should not crowd other exhibitors when setting up, side-by-side or head-to-tail. Leading, backing, turning, and initiating the setup should be performed from the left side of the miniature horse. At no time should the exhibitor ever stand directly in front of the miniature horse. The exhibitor must not touch the miniature horse with their hands or feet, or visibly cue the miniature horse by pointing their feet at the miniature horse during the set-up.

- c) **Presentation of the Miniature Horse:** The miniature horse's body condition and overall fitness should be assessed. The hair coat should be clean and in good condition. The mane, tail, forelock, and wither tuft may not contain ornaments, and may not be banded or braided. Hooves should be properly trimmed, clean and may be painted black or with hoof dressings or shown naturally. Tack should fit properly and be neat, clean and in good repair.
  - d) **Performance.** The exhibitor should perform the work accurately, precisely, smoothly and with a reasonable amount of speed. The miniature horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing. The miniature horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The miniature horse's head and neck should be straight and in line with the body. The stop should be straight, prompt, smooth and responsible with the miniature horse's body remaining straight. The miniature horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed. On turns of greater than 90 degrees, the ideal turn consists of the miniature horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if their miniature horse performs a pivot on the left hind leg, but an exhibitor whose miniature horse performs the pivot correctly should receive more credit. The miniature horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a miniature horse that stops square.
2. **Faults** — The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction.
- a) **Minor Faults (deduction of 5 points)**
    - Break of gait at walk or trot for up to two strides
    - Over or under turning up to 1/8 turn
    - Ticking or hitting cone
    - Sliding a pivot foot
    - Lifting a pivot foot during pivot and replacing it in the same place

b) **Major Faults (deduction of 10 points)**

- Not performing the gait or not stopping within 10 feet of the designated area
- Break of gait at work or trot for more than 2 strides
- Splitting the cone (cone between miniature horse and handler)
- Miniature horse stepping out of or moving the hind end significantly during pivot or turn
- Miniature horse stepping out of set-up during presentation
- Over/under turning 1/8 to ¼ turn

c) **Severe Faults (deduction of 20 points).** Severe faults avoid disqualification but should be placed below other exhibitors that do not incur a severe fault.

- Exhibitor not in required position during inspection
- Exhibitor touching the miniature horse.
- Exhibitor kicking or pointing to miniature horse's feet during the set-up
- Standing directly in front of the miniature horse
- Loss of lead shank, holding chain, or two hands on shank
- Severe disobedience including rearing or pawing; miniature horse continually circling exhibitor
- Off pattern

## **General Miniature Horse Gymkhana Rules**

### **52. Gymkhana Rules**

- A. All gymkhana events will be timed.
- B. Horsemanship and sportsmanship will be stressed.
- C. Judges' decisions will be final.
- D. Any unsportsmanlike behavior (such as arguing, yelling, hooting at the judge or show management) by contestants, volunteer leaders or family members – in or out of the arena – will result in disqualification.
- E. Miniature horses must be under control at all times.
- F. Miniature horses must be at least 1 year old for in-hand.
- G. Miniature horses to be shown in a halter with appropriate lead (when in-hand); chain on lead permitted under the chin or over the nose of the miniature horse. A chain is optional. Western, Cable, nylon and Draft style halters are permitted. Bridles are not allowed.
- H. Miniature horses can trot, canter or gallop for in-hand events.
- I. Tennis shoes are allowed instead of boots.

### **53. Disqualifications** – Any of the following infractions will disqualify an entry.

- A. Running through the chute or gate to enter the arena.
- B. Failure to begin the course within 1 minute after the ready signal is given.
- C. A stop or willful refusal to move forward (loss of forward motion).

- D. Off course, which includes negotiating obstacles in other than the specified order or in the wrong direction. This includes circling, backing, or reversing the direction of movement.
- E. Miniature horse is behaving in an unruly manner or out of control.
- F. Any kind of cruelty to the miniature horse whether or not specifically mentioned in these rules will disqualify the competitor.
- G. Striking or beating the miniature horse in any manner whatsoever after entering the arena. Touching the miniature horse will not be considered striking or beating the miniature horse.
- H. Fall of miniature horse or exhibitor while in the arena.
- I. Carrying a whip for in-hand events.
- J. Timing Procedure – Electric timers are preferred over stopwatches. If an electric timer is used, at least one official should take the time using a stopwatch in case the electric timer fails. If an electric timer is not available, three stopwatches will be used. The median time of the three readings will be the official time. (The median time is the time indicated by two of the three stopwatches if two agree. If no two watches agree, the median time is the time indicated by the watch which indicated neither the fastest nor the slowest time.) All stopwatches must be calibrated to at least one-tenth of a second.
  1. The start/finish timing line must be a minimum of 10 feet from the end of the arena.
  2. The timing line must be visibly marked in the arena.
  3. Contestants are allowed running starts.

#### 54. Barrel Racing In-Hand

- A. Barrel racing classes can be performed in-hand. Three 55-gallon barrels in safe, usable condition should be used.
- B. The size of the pattern should be 35 feet between barrels 1 and 2, 40 feet from barrels 2 and three, 40 feet from barrels 1 and 3, and 25 feet from the timer to the first barrel. The course must be measured exactly. If the course is too large for the available space, then each measurement of the pattern should be reduced 5 feet from the fence. If the course, specified in this rulebook, is too big for the available space, the distance from barrel 3 to the finish line needs to be reduced 15 feet at a time, as long as there is enough room for the miniature horse to stop safely.
- C. Knocking down a barrel will result in a 5 second penalty.

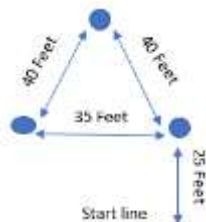


Figure 2 Miniature Horse Barrel Race Pattern

### 55. Pole Bending In-Hand

- A. The pole bending pattern is run around six poles. The poles are placed in a straight line 10 feet apart. The first pole is to be 10 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter.
- B. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
- C. A 5-second penalty will be assessed for each pole knocked down

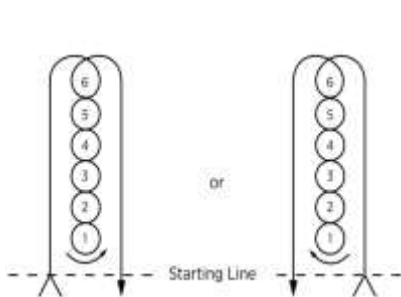


Figure 3 Pole Bending In-Hand

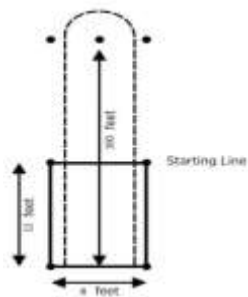


Figure 4 Miniature Horse Speed and Action In-Hand Pattern

### 56. Speed and Action In-Hand

- A. Seven markers are needed. Using four of the markers, form an 8-foot by 12-foot box and mark lime lines between the markers on the 12-foot side. One 8-foot side will be on the starting line. The three remaining markers are to be placed at 5-foot intervals (from center to center) in a straight line parallel to and 100 feet from the starting line. These three markers must be at least 15 feet away from any fence.
- B. The miniature horse and exhibitor are to start and end the course completely within the box. They may also start the course by entering through the top of the box (that is, by running through the box). Timing begins when the entry leaves the box and stops when the entry re-enters the box. The entry runs through the box to the markers 100 feet away, runs through two markers, circling the center one and returning to the box. The entry must stop within the square of four markers.
- C. There will be a 5-second penalty for each marker knocked over.
- D. Spinning to a stop more than 90 degrees in the box, as determined by the judge, will result in disqualification.

## Ground Driving Rules

### 57. General Rules

- A. **Headers Required:** All youth exhibitors in any ground driving class must have a header 13 years or older. Headers are to enter the ring when the line-up is called, may assist in setting up the animal and then step back two-paces where they are to remain, except in an emergency, until the judge's card is turned in.
- B. Note: Judges are cautioned that this rule in no way negates the requirement in youth classes that animals must display good manners, stand quietly in the line-up and back readily.
- C. Horse must be 2 years of age or older.
- D. **Timeout:** The breakage of equipment can be handled in accordance with Current USEF Rule Book, General Rule (GR) 833, which is in part as follows: "An exhibitor is entitled to request suspensions of judging for a period not to exceed five minutes in aggregate (but no more than one time in a class) in order to repair broken equipment, rectify a similar condition." The exhibitor must go to the center of the ring for any such emergency which will constitute a request for time out. Time shall be taken from the moment the exhibitor goes to the center of the ring. If at the expiration of five minutes the repair has not been made, the contestant may proceed as is or be eliminated. The Steward shall be held responsible for timing unless an official timer is present. Any exhibitor not involved in a "timeout" may make minor adjustments that can be performed with the assistance of one of the superintendents and not be charged with a "timeout".
- E. During the class, minor adjustments to harness may be made upon permission from the Judge. A superintendent may assist with the adjustment without penalty (a time out). See Current USEF Rule Book, General Rule (GR833).
  - 1. The time-out shall be clocked, and the adjustment or repair is not to exceed 5 minutes.
  - 2. Only one time-out per class per entry is allowed and must not exceed the 5 minutes allowed.
- F. The only person to handle the reins, under penalty of elimination, is the driver. No change of driver is permitted during any class.
- G. Drivers will be allowed time to walk the course prior to the start of ground driving obstacle and cone class.
- H. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse's movement with a minimum of vocal aids. Talking loud, whistling, or shouting at a horse is not acceptable.
- I. Harness must be clean and properly fit to the horse. Exhibitor can be dismissed from the class by the judge or Superintendent if it is not properly fit before entering the arena.
- J. The harness must have blinders (round or square) and the check must be hooked.
- K. Driving whips are required and must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse.
- L. **Dress Code:** Headers and Drivers should be dressed appropriately. Dress in the show ring is to complement the overall appearance of the unit, not take away from the appearance. (Refer to Page 4 Statement 5 for more information)



- M. No farm, individual, or animal names may be displayed.
- N. Horses must be serviceably sound.
- O. Drivers must follow behind horse through obstacles, may not pass over obstacles, split cones, or poles.
- P. Equipment
  1. Cavessons or nosebands are optional in the Driving Division.
  2. Boots, wraps, etc. of any description are prohibited.
  3. Breeching is optional with all straps secured.
  4. Martingales are optional.

## 58. Ground Driving Obstacles

- A. The purpose of Ground Driven Obstacle Class is 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. The course will test the skill of the driver and the obedience and handiness of the animal without being hooked to a cart.

Horse to be penalized for any unnecessary delay or excessive time at an object. Judge(s) can advance an exhibitor to the next obstacle if a horse is taking excessive time at an obstacle. Maximum time of sixty (60) seconds per obstacle. Scoring begins at a 70. Cantering must be penalized in Obstacle Driving.

Obstacles should reflect what a horse and driver might experience when driving on a trail. Examples include bridges, mailboxes, tarps, cones, etc. The course should include maneuvers that would be used while hooked to a vehicle such as: Backing, serpentine, figure eights, sharp turns, etc.

| Judge _____   | Class _____ | Date _____ |
|---|-------------|------------|
| <b>Obstacle Scores:</b> -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent  |             |            |
| <b>Penalty 2:</b> Each tick of leg, pole, cone or obstacle  |             |            |
| <b>Penalty 1:</b> Hit or step on; Incorrect gait at walk or trot two strides or less; Both feet in space; Skip space  |             |            |
| <b>Penalty 3:</b> Break gait at walk or trot over 2 strides; Knockdown; Step out or jump off with 1 foot; 1 wheel going outside obstacle  |             |            |
| <b>Penalty 5:</b> Drop object; Each refusal, balk or evade; Loss of control at gate; Touching horse with hand; Step out or jump off obstacle with more than one foot; Blatant disobedience; Failure to complete obstacle; 2 wheels going outside obstacle   |             |            |
| <b>Penalty 10:</b> Horse leaving designated ground tie area   |             |            |
| <b>Disqualification:</b> Taking an obstacle in the wrong direction; Negotiating an obstacle from the wrong side; Off pattern; Sidepass the wrong end of horse in the obstacle; Baiting; Skipping an obstacle unless directed by judge; Negotiating obstacles in the wrong sequence; Chain in the mouth or over the nose; Horse going outside course boundary; Failure to follow the correct line of travel between obstacles. |             |            |

\*\*Please disregard mention of wheels in above diagram as this is not applicable in this class

\*\* Break of gait into lope/canter for more than 2 strides will be disqualification

- B. Obstacle Requirements
  1. There must be a minimum of 5 obstacles and maximum of 8 obstacles. The course will designate a walk or trot between obstacles.
  2. Tires and stairs are prohibited.
  3. Jumps are prohibited.

4. All obstacles should be safe for exhibitors as well as horses.

C. Suggested Obstacles (this is not a complete list)

1. Walk or trot over tarp
2. Walk or trot between poles
3. Walk or trot through poles, Weave poles
4. Parking space (U shape) – back into
5. Back through poles
6. Drive through L

## 59. Ground Driving Cones

A. Cones courses are designed to test the ability of both the horse and driver to execute precision movements. It may include obstacles such as “L,” serpentine, or “U.” A ball is placed on top of each cone. A penalty of 5 seconds is added to the final time for each ball or obstacle dislodged. Placings then are determined on low total time plus penalty points.

B. General Requirements

The driver navigates up to 15 sets of cones.

Cones should be placed at least 36 inches apart (interior width).

Drivers must start and end by driving through the start/finish cones.

A number should be attached to each obstacle.

C. Disqualifications

1. If the driver is off course or takes a set of cones from the wrong direction, they will be disqualified.
2. Loss of forward motion or backing up will result in disqualification
3. Major disobedience of the horse such as rearing, bucking, or running away will result in disqualification at the judge’s discretion.
4. Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.
5. Break of gait into lope/canter for more than 2 strides.

## 60. Super Reinsmanship

A. This class is designed to test the knowledge and ability of the driver. May be shown at a walk, trot, and extended trot. To be judged primarily on the ability and skill of the driver. To be judged 75% on the handling of the reins and whip, control, posture and overall appearance of the driver and 25% on the condition of the harness and the neatness of attire. The course pattern will start and finish with a salute to the judge. Competitors enter the ring individually and drive a short course of defined elements in order at prescribed paces.

B. Specifications

1. To be judged on the driver’s skill: use of aids, control of the horse, accuracy, quality of transitions and gaits, with additional consideration of impressions of the driver.
2. Tests – All the entries will complete a number of prescribed elements from memory and in order (between 8 and 12 elements are recommended).

3. Entries must follow the designated track without numbered or lettered markers, such as posts or single cones. Cones set at minimum 80 inches. Unless otherwise specified, elements begin when the horse's nose reaches the marker.
4. Management may use one of the Super Reinsmanship Tests 1-3 or may design a suitable test to be used.
5. The use of the whip and the voice are important aids in driving and should be used effectively and discreetly.

#### C. Scoring

1. The entry receives numerical scores between 0-10 for:
  - a. Each element – on use of aids, control of the horse, accuracy, quality of transitions and gaits. (Maximum total score = 10 x number of elements)
  - b. Overall Impression – of the turnout on the condition and fit of the harness, neatness of attire. (Maximum total score = 10)
  - c. General Impression – of the driver on posture, relaxation, confidence and effectiveness. (Maximum total score = 10)
  - d. Perfect Score = 10 x total number of elements + 10 for General Impression + 10 for Overall Impression.
  - e. Ties are decided by the total of Overall Impression and General Impression scores.
  - f. The scale of marks: 10 – Excellent 9 – Very Good 8 – Good 7 – Fairly Good 6 – Satisfactory 5 – Marginal 4 – Insufficient 3 – Fairly Bad 2 – Bad 1 – Very Bad 0 – Not Executed \* \* “Not executed” means that nothing of the required movement has been performed.
  - g. The judge may state the reason on the score sheet for each mark.
  - h. Scoring: half-points may be used for scoring all elements.

#### D. Penalties

2. Off-Course
  - a. Failure of the turnout (all horses and driver) to pass on the correct side of a marker or dislodging any parts of a marked gate: 5 points subtracted from total score. Significant deviation from the designated track: 5 points subtracted from total score per occurrence.
3. Entries will be disqualified for:
  - a. Outside assistance
  - b. Failure to carry a whip in hand
  - c. Failure to start the test within one minute of the signal to proceed or starting before the signal
  - d. Break of gait into lope/canter for more than 2 strides

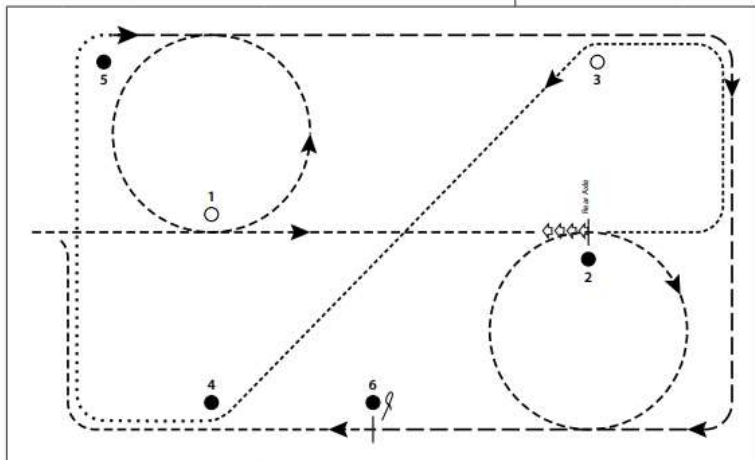
#### E. Pattern Components

1. Back.
2. Drive a circle of a designated size, at judge's discretion.
3. Drive a figure eight.
4. Extended trot.
5. Navigate simple obstacles, e.g., drive between two obstacles.
6. Stop and stand.

7. Drive with one hand.
8. Unsafe animals or equipment can be disqualified from the class at the judge's discretion.

## Super Reinsmanship Test #1

ADS Rulebook PD-224.4



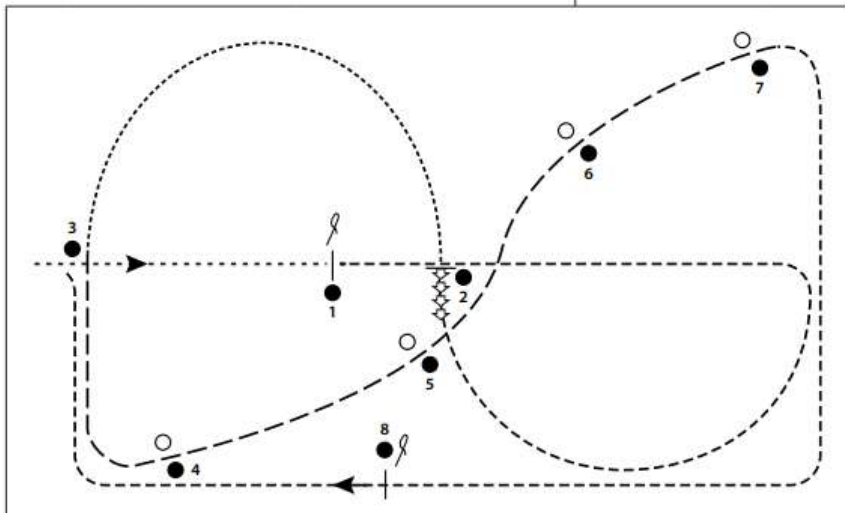
| ORDER  | MOVEMENT   | SCORE   |
|--|--|---|
| 1  | Enter at Working Trot. At Marker 1, circle left 20 meters.   |   |
| 2  | Working Trot to Marker 2, circle right 20 meters.  |   |
| 3  | Halt with the (rear) axle at Marker 2 for 5 seconds.<br>Rein back 4 steps, walk forward until the rear axle is even with Marker 2. |   |
| 4  | Develop Slow Trot, continue to rail, track left to Marker 3 and continue Slow Trot on diagonal to Marker 4.                        |   |
| 5  | At Marker 4, develop Working Walk, continue to the rail. Track right to Marker 5.  |   |
| 6  | At Marker 5, develop Strong Trot and continue on the rail to Marker 6.   |   |
| 7  | At Marker 6, Halt. Salute.   |   |
| 8  | Leave arena at Working Trot.   |   |
| 9  | Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.                         |   |
| 10   | General Impression of the driver on posture, relaxation, confidence and effectiveness.   |   |
| Scale of marks:<br>10 Excellent<br>9 Very Good<br>8 Good<br>7 Fairly Good<br>6 Satisfactory<br>5 Marginal<br>4 Insufficient<br>3 Fairly Bad<br>2 Bad<br>1 Very Bad<br>0 Not Executed |  | Each element will receive a numerical score of 0-10.<br>(Perfect Score = 100) |

Note: This test is designed for a 40m x 80m dressage arena. Organizers may adjust the test accordingly for different size and shape arenas.

PD-SRF1-11232014

## Super Reinsmanship Test #2

ADS Rulebook PD-224.5



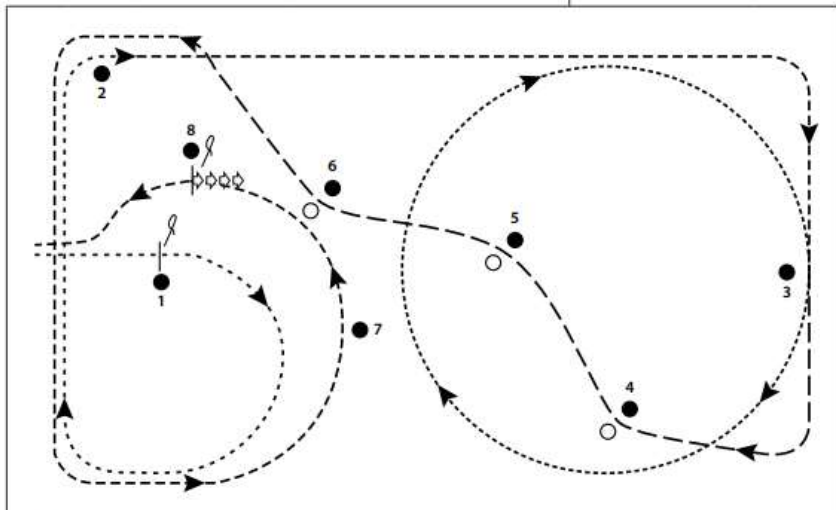
| ORDER  | MOVEMENT   | SCORE      |                |              |       |            |                |   |
|--|--|------------|----------------|--------------|-------|------------|----------------|---|
| 1  | Enter at Working Walk. At Marker 1, Halt, Salute.  |            |                |              |       |            |                |   |
| 2  | Proceed at Working Trot, tracking right at the rail. Half circle to the right to Marker 2.                 |            |                |              |       |            |                |   |
| 3  | At Marker 2, Halt  |            |                |              |       |            |                |   |
| 4  | At Marker 2, Rein back 4 steps, walk forward to Marker 2.  |            |                |              |       |            |                |   |
| 5  | At Marker 2, develop Slow Trot, continue half circle to the left to Marker 3.                              |            |                |              |       |            |                |   |
| 6  | At Marker 3, develop Strong Trot and continue through Gates 4, 5, 6 and 7.                                 |            |                |              |       |            |                |   |
| 7  | After passing through Gate 7, develop Working Trot and continue on the rail to Marker 8.                   |            |                |              |       |            |                |   |
| 8  | At Marker 8, Halt, Salute. Leave arena on the rail at a Working Trot.                                      |            |                |              |       |            |                |   |
| 9  | Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire. |            |                |              |       |            |                |   |
| 10   | General Impression of the driver on posture, relaxation, confidence and effectiveness.                     |            |                |              |       |            |                |   |
| Scale of marks: <table border="0" style="display: inline-table; vertical-align: top;"> <tr> <td>5 Marginal</td> </tr> <tr> <td>4 Insufficient</td> </tr> <tr> <td>3 Fairly Bad</td> </tr> <tr> <td>2 Bad</td> </tr> <tr> <td>1 Very Bad</td> </tr> <tr> <td>0 Not Executed</td> </tr> </table> |  | 5 Marginal | 4 Insufficient | 3 Fairly Bad | 2 Bad | 1 Very Bad | 0 Not Executed | Each element will receive a numerical score of 0-10.<br>(Perfect Score = 100) |
| 5 Marginal   |  |            |                |              |       |            |                |   |
| 4 Insufficient   |  |            |                |              |       |            |                |   |
| 3 Fairly Bad   |  |            |                |              |       |            |                |   |
| 2 Bad  |  |            |                |              |       |            |                |   |
| 1 Very Bad   |  |            |                |              |       |            |                |   |
| 0 Not Executed   |  |            |                |              |       |            |                |   |
| 10 Excellent<br>9 Very Good<br>8 Good<br>7 Fairly Good<br>6 Satisfactory   |  |            |                |              |       |            |                |   |

Note: This test is designed for a 40m x 80m dressage arena. Organizers may adjust the test accordingly for different size and shape arenas.

PD-SR#2-11232014

# Super Reinsmanship Test #3

ADS Rulebook PD-224.6



| ORDER   | MOVEMENT   | SCORE           |            |              |                |             |              |        |       |               |            |                |                |   |
|---|--|-----------------|------------|--------------|----------------|-------------|--------------|--------|-------|---------------|------------|----------------|----------------|---|
| 1   | Enter at Working Walk. At Marker 1, Halt. Salute.  |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 2   | Track Right at Working Walk to rail, continue to Marker 2  |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 3   | At Marker 2, Working Trot along the rail to Marker 3   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 4   | At Marker 3, Slow Trot circle, approximately 40 meters.  |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 5   | At Marker 3, Strong Trot and continue through Gates 4, 5, and 6 to the rail.                               |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 6   | At the rail develop Working Trot, track left and continue to Marker 7                                      |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 7   | At Marker 7, continue Working Trot to Marker 8, Halt 5 seconds.  |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 8   | Rein back 4 steps, Walk forward. Halt. Salute. Leave arena at Working Trot.                                |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 9   | Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire. |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 10  | General Impression of the driver on posture, relaxation, confidence and effectiveness.                     |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| <table border="0"> <tr> <td>Scale of marks:</td> <td>5 Marginal</td> </tr> <tr> <td>10 Excellent</td> <td>4 Insufficient</td> </tr> <tr> <td>9 Very Good</td> <td>3 Fairly Bad</td> </tr> <tr> <td>8 Good</td> <td>2 Bad</td> </tr> <tr> <td>7 Fairly Good</td> <td>1 Very Bad</td> </tr> <tr> <td>6 Satisfactory</td> <td>0 Not Executed</td> </tr> </table> |  | Scale of marks: | 5 Marginal | 10 Excellent | 4 Insufficient | 9 Very Good | 3 Fairly Bad | 8 Good | 2 Bad | 7 Fairly Good | 1 Very Bad | 6 Satisfactory | 0 Not Executed | <p>Each element will receive a numerical score of 0-10.<br/>(Perfect Score = 100)</p> |
| Scale of marks:   | 5 Marginal   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 10 Excellent  | 4 Insufficient   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 9 Very Good   | 3 Fairly Bad   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 8 Good  | 2 Bad  |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 7 Fairly Good   | 1 Very Bad   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| 6 Satisfactory  | 0 Not Executed   |                 |            |              |                |             |              |        |       |               |            |                |                |   |
| <p>Note: This test is designed for a 40m x 80m dressage arena. Organizers may adjust the test accordingly for different size and shape arenas.</p>  |  |                 |            |              |                |             |              |        |       |               |            |                |                |   |

PD-SR#3-11232014

## **Liberty Rules**

### **61. Liberty Class**

- A. Liberty is demonstrating the natural beauty of the horse. Horses are to be judged on style, grace, animation, gaits, presence, and ease of catching. The Liberty animal is expected to perform at both a canter and a trot.
- B. General Rules
  - 1. Horses will be judged beginning when the halter is removed by the exhibitor (the individual wearing the number) and until caught and haltered by the exhibitor. Time of Liberty shall be 1½ minutes; time to catch shall be 2 minutes.
  - 2. Timing will begin when the halter is removed, not when the music starts, and the show announcer will announce TIME when the 1½ minutes performance has ended to signal the exhibitor that they can begin the catch. Continue to time the catch. When the 2-minute catch time has elapsed, the show announcer will announce TIME to signal the end of the catch if the animal has not been caught. If the catch is not completed in the 2-minute allotted time frame, the exhibitor is disqualified.
  - 3. Only the exhibitor can touch the animal during the catch. The horse must be caught and haltered by the exhibitor only within 2 minutes or be disqualified. The assistant may not touch the horse at any time. There will be “No Baiting” (no use of hay, grain, clickers, etc.) of Liberty horses during the catch or it will be disqualified.
  - 4. Music is required. Music must not contain any profanity or reference to material that goes against 4-H guidelines.
  - 5. No deliberate interference with the horse from outside the ring. Announcement should be made prior to the class to specify that no outside assistance is allowed.
  - 6. Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit within the 4-H Dress Code is allowed for the exhibitor and assistant only. Horse will not be allowed to wear anything once the halter has been removed: no costume, ribbons or glitter.
  - 7. If a horse should fall during its performance, the entry is disqualified.
  - 8. Entry will be disqualified if horse leaves the ring during competition or catch time.
  - 9. It is the Steward’s responsibility to time Liberty classes and to be in possession of a timer. The Steward should be in the same location as the judge to adjudicate the class.

## **Driving Rules**

### **62. General Rules**

- A. The driving division was founded for the purpose of developing and furthering the art and sport of driving for pleasure. A working knowledge of and compliance with the rules are essential.

- B. All driving horses must be at least 3 years old.
- C. Horses must be serviceably sound.
- D. The only person to handle the reins, under penalty of elimination, is the driver. No change of driver is permitted during any class.
- E. **Dress Code:** Headers and Drivers should be dressed appropriately. The dress in the show ring is to complement the overall appearance of the unit, not take away from the appearance.
  - 1. Hats for gentlemen are optional, except when in formal attire.
  - 2. No strapless dresses in any driving class.
  - 3. No sandals or open toed shoes to be worn by driver or header.
  - 4. No T-shirts or shorts.
  - 5. No farm, individual, or animal names may be displayed.
- F. **Headers Required:** All youth exhibitors in any driving class must have a header 13 years or older. Headers are to enter the ring when the line-up is called, may assist in setting up the animal and then step back two-paces where they are to remain, except in an emergency, until the judge's card is turned in.
- G. Note: Judges are cautioned that this rule in no way negates the requirement in youth classes that animals must display good manners, stand quietly in the line-up and back readily.
- H. Horses may be shown with a full mane or mane with bridle path clipped and full tail. All headers should be appropriately attired.
- I. Driving whips must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse. Driving whips are required for every driving class.
- J. Cavessons or nosebands are optional in the Driving Division.
- K. All carts must be easy entry carts.
- L. Undue noise created by a vehicle will be a reason to excuse the entry from the ring.
- M. Boots, wraps, etc. of any description are prohibited.
- N. Harness in this division must be:
  - 1. Of the light type with breast collars.
  - 2. No full hames allowed.
  - 3. Blinders are required. Round or square blinders are permissible.
  - 4. Side or over-checks are required.
  - 5. Check must be hooked.
  - 6. Breeching is optional.
- O. No other appliances may be used on a driving horse (Example: no fly nets on the ears, face, or body).
- P. At 4-H events no passengers are allowed in the carts.
- Q. Bits in the pleasure driving division shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.
- R. Martingales and Check Bits are optional.
- S. Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s). Headgear harness must be secured and properly fitted.



- T. **Timeout:** The breakage of equipment can be handled in accordance with Current USEF Rule Book, General Rule (GR) 833, which is in part as follows: “An exhibitor is entitled to request suspensions of judging for a period not to exceed five minutes in aggregate (but no more than one time in a class) in order to repair broken equipment, rectify a similar condition.” The exhibitor must go to the center of the ring for any such emergency which will constitute a request for time out. Time shall be taken from the moment the exhibitor goes to the center of the ring. If at the expiration of five minutes the repair has not been made, the contestant may proceed as is or be eliminated. The Steward shall be held responsible for timing unless an official timer is present. Any exhibitor not involved in a “timeout” may make minor adjustments that can be performed with the assistance of one of the superintendents and not be charged with a “timeout”.
- U. During the class, minor adjustments to harness may be made upon permission from the Judge. A superintendent may assist with the adjustment without penalty (a time out). See Current USEF Rule Book, General Rule (GR833). The time-out shall be clocked, and the adjustment or repair is not to exceed 5 minutes. Only one time-out per class per entry is allowed and must not exceed the 5 minutes allowed.
- V. Drivers will be allowed time to walk the course prior to the start of ground driving obstacle and cone class.
- W. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse’s movement with a minimum of vocal aids. Talking loudly, whistling, or shouting at a horse is not acceptable.
- X. The harness must be clean and properly fit the horse. An exhibitor can be dismissed from the class by the judge or Superintendent if it is not properly fit before entering the arena.

### 63. Country Western Pleasure

- A. Ring Procedure: Western Country Pleasure driving horses shall enter the ring counterclockwise (to the right) at a Country Pleasure Trot. To be shown both ways of the arena at a walk, country pleasure trot and extended trot. To stand quietly and rein back. To be judged 60% on the horse’s performance, manners and way of going, and suitability for assuring a pleasurable drive, 30% on condition, fit and appropriateness of harness and vehicle, and 10% on neatness, appropriateness of attire and overall impression. Over checks or side checks should be slightly loose, not snug. Excessive knee action and speed to be penalized.
  - 1. Walk: A free regular and forward moving four beat gait. The horse should walk freely and calmly, with an even determined gait.
  - 2. Western Country Pleasure Trot: A balanced, easy going, relaxed two beat gait demonstrating forward movement with a flat knee and little hock flexion.

3. Extended Trot: A clear increase in gait and length of stride. Excessive knee or hock action and speed to be severely penalized. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement with low strides and little flexion of knees and hocks.
  - B. A Western Country Pleasure Driving horse should carry himself in a natural, balanced position with a relaxed head and neck. The horse will be free moving with straight, low strides that have little flexion of the knees and hocks.
  - C. The horse shall be severely penalized if his poll is more than 3" above the level of the withers or below the withers; the crest of the neck is bowed or arched; is behind the vertical or over flexed; is excessively nosed out; exhibits excessive knee action and speed; or shows lack of control by the exhibitor.
  - D. All gaits to be performed in a smooth, relaxed, balanced manner. Consistently showing too far off the rail and excessive noisemaking by exhibitors during the class shall be penalized according to severity. Each horse shall be required to back readily and straight and stand quietly.
  - E. Western Country Pleasure Driving Attire:
    1. Ladies should wear jackets and blouses with slacks or skirts or dresses of the Western type. No bare shoulders. Hats are optional but should be of the Western type if worn.
    2. Gentlemen should wear Western attire with or without a Western hat.
64. Obstacle Driving
- A. To be judged:
    1. Judged 100 % on the basis of performance and manners.
    2. Each entry will work individually through an obstacle course designed to test the performance and manners of a good working animal.
    3. Each entry will be given a numerical score based on performance at each obstacle and overall manners and gaits.
    4. The judge will dismiss any unsafe entry whether due to equipment or behavior of the animal.
  - B. The course:
    1. Must be a minimum of 5 and maximum of 8 obstacles.
    2. Chosen and arranged from the following list:
      - a) Back through an obstacle.
      - b) Walk through a water obstacle or simulated water obstacle.
      - c) Cross a simulated wooden bridge.
      - d) Drive between poles, bales of hay or other obstacles making a narrow passage.
      - e) Mail Box (Stop, open mail box, remove mail, return mail to box, and close box).
      - f) Serpentine, cloverleaf or figure 8.
      - g) Back up four steps.
      - h) Put one wheel of vehicle in circle, turn complete circle with wheel pivoting in and not leaving the circle.

3. A course diagram will indicate what gait (walk-trot) the animal will take between each obstacle.
4. Canter is penalized in obstacle driving.
5. b. There is a sixty-second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
6. The following will result in elimination from the class and no points, ribbons or awards will be presented.
  - a) Off course – defined as:
    - Taking an obstacle from the wrong side.
    - Negotiating an obstacle from the wrong direction.
    - Skipping an obstacle unless directed by the judge.
    - Negotiating in the wrong sequence.
    - Animal leaving the course

#### 65. Driving Reinsmanship

- A. General: this class is designed to test the knowledge and ability of the driver. To be judged primarily on the ability and skill of the driver. To be judged 75% on the handling of the reins and whip, control, posture and overall appearance of the driver and 25% on the condition of the harness and vehicle and the neatness of attire.
- B. Suggested Maneuvers:
  1. Back.
  2. Drive a circle of designated size, at judge's discretion.
  3. Drive a figure eight.
  4. Extended trot
  5. Navigate obstacles, i.e., drive between two obstacles.
  6. Stop and stand.

#### 66. Cones Driving Timed

- A. To be driven over a prescribed course of numbered obstacles (traffic cones with balls to similar objects placed on top). The numbers are to be placed on the right side of the obstacles. The number of obstacles to be proportionate to the dimension of the driver area, no to exceed 20 obstacles.
- B. After passing the starting line, the driver shall proceed through each obstacle in order to the designated finish line.
- C. Course faults are assessed as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. Ties for first will be decided by a drive-off.
- D. Obstacle widths are to be set 60 inches (5 feet) apart.
- E. Canter will not be permitted.
- F. Penalties
  1. Knocking over start or finish marker-5 seconds
  2. Knocking down or dislodging obstacle-5 seconds
  3. Break to canter

- a) 1st break to canter-5 seconds
  - b) 2nd break to canter-5 seconds
  - c) 3rd break to canter - 5 seconds
  - d) 4th break to canter - Elimination
4. Prolonged canter- Elimination
  5. Disobedience
    - a) 1st incident- 5 seconds
    - b) 2nd incident - 10 seconds
    - c) 3rd incident - Elimination
  6. Starting before signal - Elimination
  7. Failure to cross starting line within one minute of signal - Elimination
  8. Off course - Elimination
  9. Outside assistance - Elimination
  10. Failure to carry whip - Elimination
  11. Use of a martingale or over check - Elimination
  12. Breakage of harness or vehicle - Elimination