

DOUGLAS COUNTY 4-H MINIATURE HORSE RULE BOOK



Douglas County 4-H Miniature Horse & Donkey Project Guidelines

Created By:

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Adapted from:

American Miniature Horse Rule Book

National Miniature Donkey Association

MI 4-H Miniature Horse Rule Book 2019

El Paso County 4-H Miniature Horse Rule
Book

General Appearance of a Miniature Horse: Please refer to the AMHA Rule Book

General Appearance of a Miniature Donkey: Please refer to the NMDA Rule Book

Objectives

- To develop leadership, initiative, self-reliance, and sportsmanship.
- To experience the pride and responsibility of owning a horse and to learn care, feeding management, and health of the animal.
- To learn safety precautions, to prevent injuries to themselves, others, and their animals.
- To prepare for citizenship responsibility by working together in a group and by supporting community projects and activities.

Participation Guidelines

- Youth who plan to show at the Douglas County Fair must be enrolled in the Miniature Horse project by March 1st and the project animal must be identified in 4HOnline by April 1st.
- The project is open to miniature horses and donkeys 38" in height or under. Stallions will not be permitted to show.
- Ownership is NOT required, however, if the horse is being leased, a lease document needs to be uploaded into 4HOnline by above stated deadline.

Project Guidelines

- The member enrolling in this project should own, or lease, a miniature horse or donkey for the 4-H year.
- A record book is required each year.
- Colorado 4-H Horse Show Rule Book rules supersede any rules not outlined in this guide.

- A miniature horse 38 inches or under when measured at the last few hairs of the mane. Miniatures must have a height card and have been measured by the superintendent and/or Extension Agent.
 - A miniature under 3 years of age must be measured by the superintendent or Extension Agent every year until 3 years old.
- Horses do not need to be registered in order to participate in Douglas County 4-H or the Douglas County Fair & Rodeo.
- Horses may be body clipped or shown in full coat.
- Hunter/Jumper Horse (age) – must be 3 years and older.
- Horses must be at least 1 year old to participate in In-Hand Obstacle/Trail, In-Hand Gymkhana classes and costume.
- 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.
- An exhibitor's outfit should not be the dividing factor in placings.

Showmanship

Showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence while maintain a balanced appearance. Only the handler is judged. The horse is merely a prop to show the showmanship ability of the youth but will be considered for appearance.

Appearance of exhibitor – 10 points.

Clothes and person should be neat and clean. Suitable clothes – hat/helmet, boots and long-sleeved shirt/blouses or jacket are required.

Appearance of horse – 40 points (conformation not to be a factor)

1. Conditioning: 15 points

2. Grooming: 15 points
 - a. Hair coat clean, well brushed
 - b. Mane and tail free of tangles and clean
 - c. Hooves trimmed properly and clean
3. Trimming: 5 points
 - a. If showing Miniature in full coat, inside of ears, long hair on jaw, legs and pasterns should be clipped.
4. Tack: 5 points
 - a. Tack should be neat, clean and in good repair.
5. Showing Horse In Ring: 50 points
 - a. Judge may use one of the following patterns in judging the class.
 - b. Leading: 15 points
 - i. Entering ring leading animal at an alert walk in a counter clockwise direction. Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in the left hand. Animal should lead readily at a walk.
 - c. Posing: 15 points
 - i. When posing your horse, stand toward the front of the horse but in a position where you can keep your eyes on the judge. Follow the half system. When setting up for inspection, the horse should squarely set up. Pose your miniature with it's feet squarely underneath without touching or kicking the horse's legs into position.
 - d. Poise, alertness, and merits – 20 points
 - i. Keep alert and be aware of the position of the judge at all times.
 - ii. Show the animal at all times, not yourself.
 - iii. Be courteous and sportsmanlike.
 - iv. A judge may ask an exhibitor questions (optional) exhibitor number, parts of the horse, age, etc.

Appointments of Exhibitor: See page 17 of the Colorado 4-H Horse Show Rule Book.

Appointments of the Horse: See page 16 of the Colorado 4-H Horse Show Rule Book.

1. Horses to be shown in a halter with an appropriate lead or chain on lead is permitted under the chin. A chain is optional. Western style halters are permitted. A bridle is acceptable when showing in English Attire (unless otherwise specified).
2. Judges will judge the class based on the Half System (not the Quarter System) in this class.

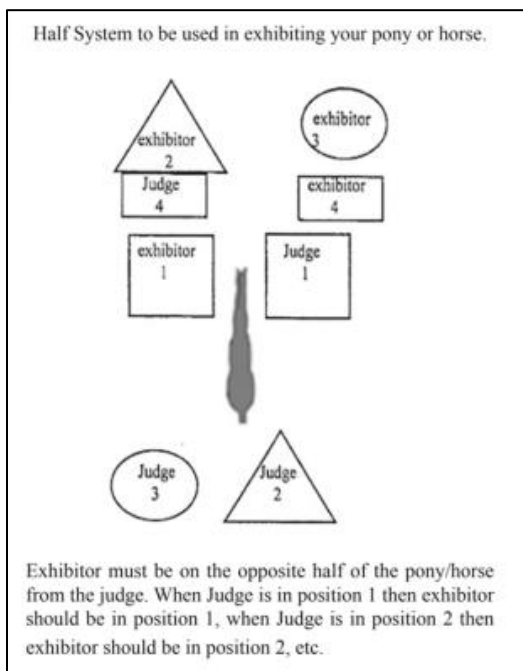


Figure A

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 a cone
- Sliding a pivot foot
- Lifting a pivot foot during pivot and replacing it in the same place

Major Faults (deduction of 10 points)

- Not performing the gait or not stopping within 10 feet of the designated area
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between horse and handler)
- Horse stepping out of or moving the hind end significantly during pivot or turn
- Over/under turning 1/8 to 1/4 turn

Severe faults avoid disqualification but should not be placed above other exhibitors that did not incur a severe fault (deduction of 20 points)

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

In Hand Trail/Obstacle

This class is judged on the performance of the horse over the obstacles, with emphasis on manners, response to the handler and attitude. Credit is given to exhibitors negotiating the obstacles with style, expression and some degree of speed, providing carefulness is not sacrificed.

Appointments of Exhibitor: See Fitting and Showing Division of this rule book

1. Horses must be at least 1 year old
2. Horses to be shown in a halter with an appropriate lead, chain on lead is permitted under the chin. A chain is optional, a bridle cannot be used.

3. 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. A maximum time of sixty (60) seconds per obstacle.
4. This class is strongly judged on manners
5. Edible treats to encourage an animal to perform one of the obstacles is not allowed
6. Obstacle requirements:
 - a. A teeter-totter/rocking bride is legal for miniatures only
 - b. Jumps are prohibited
7. Carrying a whip or crop is prohibited

The following are minimum obstacle dimensions:

Walk overs (width) 16"

Trot overs 20"

Back throughs (width) 24"

Cones should be set at least 6 feet apart

Measurements to be taken from inside width of poles, and on curved or fan type obstacles, the measurement should be taken from the approximate center of the poles.

Jumper In-Hand

The Jumper In-Hand class is designed to test the athletic ability of the horse. The class is judged on speed and accuracy.

1. Horses must be three years old or older
2. Horses to be shown in a halter with an appropriate lead, chain on lead is permitted under the nose. Bridles are not allowed.
3. Hunters and Jumpers may show in braided manes and tails in the manner of their larger counterpart.
4. Jumpers are scored mathematically on accumulated faults only unless there is a tie, in which case there will be a jump-off (described below).
5. Exhibitors are not permitted to go over jumps.
6. A whip may be carried.
7. Tennis shoes may be worn instead of boots. Hats are optional.

The Course:

1. There will be a minimum of 4 fences and a maximum of 6 fences.
2. All jumps must have a ground pole.
3. Jump standards may not be taller than 40”.
4. No wings or additions are allowed outside the jump standards.
5. All jumps must be collapsible.
6. Jumps should be of attractive design but constructed of a material so as not to cause danger to the horse. Obstacles may stimulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.
 - a. Jumps can range in height from 12 to 24 inches (in the jump-off this will change to a minimum of 12 to a maximum of 30 inches). All jumps must be at least 5 feet in width, no wider than 6 feet, with a minimum of 20 feet between jumps, with the exceptions of an in and out.
 - b. The distance between the two jumps of an In and Out jump should be 10-12 feet. An In and Out Jump should never be the first jump in the course.
7. An In and Out Jump is considered one obstacle and should be scored as such. Refusal of one element of an In and Out Jump required retaking of both elements.

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 – 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 horse backs even a single step, side steps, or circles to retake the fence, a refusal is incurred:
 - 1st refusal.....4 faults
 - 2nd refusal.....4 faults
 - 3rd refusal.....Disqualification

- Circling – any form of a circle or circle whereby the horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turn away from the next obstacle, except to retake an obstacle after a disobedience. – 3 faults.
- Crossing your own path (i.e., circling between fences, NOT retaking a fence from a refusal). A horse that has been penalized for circling cannot then be penalized again for crossing its own path at the same obstacle – 3 faults.
- Elimination:
 - (1) Three (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.

Jump Offs/Breaking Ties:

1. A jump-off is to occur for those equines tied with first place or those with clean rounds. All other ties will be jumped-off for concurrent place.
2. The jump-off will be held over the original course.
3. Only two jumps in the jump-off will be raised. The height of the jumps shall be increased not less than 1 inch and not more than 6 inches in height.
4. The jump-off will be timed by the Superintendent with a stopwatch and the horse that has the fastest time and the fewest faults in the jump-off round will be declared the winner. If the situation arise where none of the horses involved in the jump off can complete the course without disqualification, first place will be awarded to the horse that got the furthest through the course before being disqualified. An elimination jump-off does not eliminate the pony from the final placing.

Hunter In-Hand

Hunter In-Hand is judged on style, manners, and way of going with preference given to those horse who cover the course at an even pace, with free-flowing strides, as in a brisk trot or canter, but must maintain the same gait throughout the course. Circling upon entering the ring and once up leaving the ring is permissible. Hunters must demonstrate at least one, but no more than four (4) changes of direction.

1. Horses must be three years or older.
2. Charging fences or not maintaining the same gait throughout the entire class should be penalized.
3. A whip may not be carried.

Course

1. The course design for hunters should follow the same requirements as the course for jumpers.
2. The judge may request a trot through for soundness before final placing.

Causes for Elimination:

- Three (3) refusals
- Off course
- Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
- Fall of horse or exhibitor.
- Jumping of an obstacle by exhibitor
- Carrying a whip
- An unsound horse
- Jumping of obstacle before reset
- Failure to pass through the start and/or finish cones and/or knocking such cones over

Major faults to be scored:

- Knockdowns
- Touches
- Refusals
- Bucking or kicking
- Spooking or shying
- Wringing of tail
- Showing an obstacle to the horse
- Not maintaining an even pace

Costume Class

Costumer classes are to be judged 75% on originality of costume and 25% on presentation.

1. To be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging.
2. Costume entries must be led.
3. Costumes must be considered safe and abide by the 4-H Code of Conduct and 4-H Dress Code.

General Miniature Gymkhana Rules

1. All gymkhana events will be timed.
2. Horsemanship and sportsmanship will be stressed.
3. Judges' decisions will be final.
4. 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.
5. Horses must be under control at all times.
6. Horses must be at least 1 year old for in-hand.
7. Horses to be shown in a halter with appropriate lead, chain on lead with chain under chin. Chain is optional. Bridles are not allowed.
8. Horses can walk, trot, or canter for gymkhana in-hand events.
9. Tennis shoes are allowed instead of boots.

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

- Running through the chute or gate to enter the arena.
- Failure to begin the course within 1 minute after the ready signal is given.
- A stop or willful refusal to move forward (loss of forward motion).
- 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.
- Horse behaving in an unruly manner or out of control.
- Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.
- Striking or beating the horse in any manner whatsoever after entering the arena. Touching the horse will not be considered striking or beating the horse.
- Fall of horse or exhibitor while in the arena.
- If driving, cantering more than 3 strides will result in disqualification.
- Carrying a whip for in-hand events.

Timing Procedure – Electric times 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 should be used.

- The start/finish timing line must be a minimum of 10 feet from the end of the arena.
- The timing line must be visibly marked in the arena.
- Contestants are allowed running starts.

Barrel Racing In-Hand

1. Three barrels are to be used. 55-gallon barrels in safe and usable condition should be used.
2. The size of the pattern should be 35 feet between barrels 1 and 2, 40 feet between barrels 2 and 3, 40 feet between 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 rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.

3. Knocking down a barrel will result in a 5 second penalty.

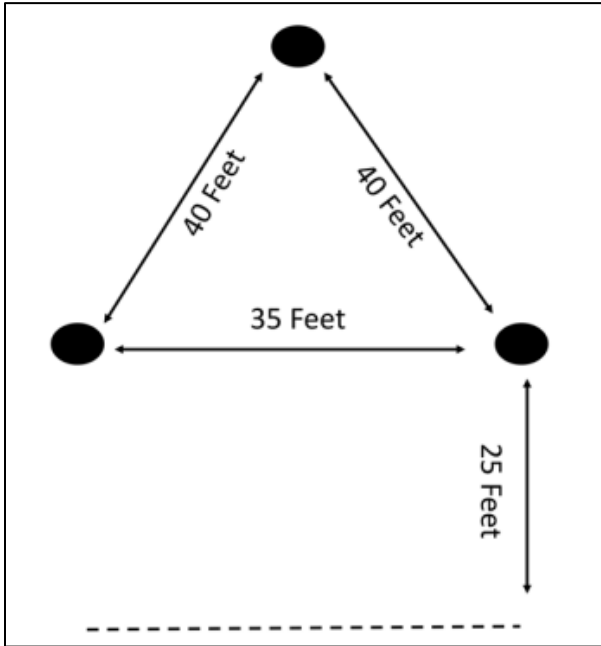


Figure B

Pole Bending In-Hand

1. The pole bending pattern (see fig C) 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.
2. 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 5 and 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 approached pole 6.

3. A 5 second penalty will be assessed for each pole knocked down.

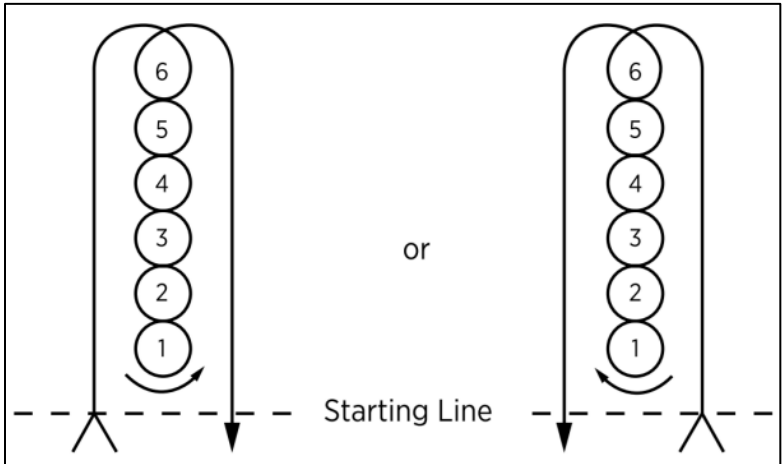


Figure C

Acknowledgements

Many of the rules and regulations in this rule book are incorporated from the American Miniature Horse Rule Book, the National Miniature Donkey Association, the MI 4-H Rule Book, and the El Paso County 4-H Miniature Horse Rulebook.