

## **All American Youth Horse Show Guidelines for Miniature Horse Classes**

- 1. Miniatures are to be shown unshod in all classes and without weights of any kind**
- 2. It is permissible to tie up long tails in Miniature Trail In-Hand and Jumping In-Hand classes**
- 3. No whips, bats or crops are permitted in Miniature Showmanship classes.**
- 4. Exhibitors in In-Hand Trail and In-Hand Jumping will run in numerical order as listed on the posted class sheet.**

### **Pleasure Driving**

#### **A. General Regulations and Requirements**

- 1. Entries should give the appearance of being a pleasurable driving miniature.**
- 2. Boots or bandages are prohibited.**
- 3. To enter the ring at a normal trot (park gait). To be shown at a flat-footed walk, a normal trot (park gait) and a strong trot (road gait), both ways of the ring.**
- 4. To stand quietly and back readily.**
- 5. One passenger permitted. Any assistance to the driver will result in disqualification.**
- 6. Exhibitors will be required to have a Header.**

The equipment required for all Driving classes shall include a whip, collar, or breast collar with standard Driving bridle.

Appropriate bits, including leverage bits, may be used.

Overcheck or side checks permitted at the option of exhibitors.

To be shown in appropriate two (2) or four (4) wheel vehicle suitable to the mini.

Breeching or thimbles may be used at the option of the exhibitor.

### **Miniature Trail in-Hand**

Miniature to be shown in a halter with appropriate lead. Chain on the lead is permitted under the chin of the animal. Exhibitor must maneuver the miniature using the lead shank

of halter only. Miniature may not be touched by the exhibitor unless the judge or course designer instructs or if side passing is required. Whips or crops are prohibited. Exhibitor may be requested to lead from either side. Tying up of long tails is permissible in this class.

### **Miniature Jumping In-Hand**

Miniatures are required to be a minimum of two (2) years of age to compete

A start and finish line must be established at least fifteen (15) feet from the first and last obstacle, indicated by two (2) markers at least four (4) feet apart.

There will be a minimum of four (4) obstacles, with Mini's to jump a minimum of six (6) jumps and a maximum of eight (8) jumps.

### **Course Performance**

1. Mini's (exhibitors optional) must cross the line in the proper direction to start and complete the course.
2. Mini's must stay within the course boundaries as outlined by the start and finish cone.
3. Circling once upon entering the ring and once upon leaving the ring is permissible, but not after crossing starting line.
4. Baiting of an entry to encourage it to perform at any of the jumps is not allowed. Baiting in class is a disqualification.

### **Jumpers Class**

#### **Jumper Course Design**

- a. Minimum height for jumps must be eighteen (18) inches and a maximum height twenty-eight (28) inches for first jumping round.
- b. Courses should be attractive, varied, and appropriate to their setting.

### **Ties**

- a. Jump-offs are to occur for any/all ties
- b. The jump-offs are to be over the original course.
- c. Jump heights will be increased not less than three (3) inches and no more than six (6) inches in height for each jump-off round.

- d. The mini with the fewest faults will be declared the winner.
- e. Number of jumps to be raised is at the discretion of the judge.
- f. After the first round of jumping ties will be broken on time and faults and those times will be used to determine the placings if there are ties in the number of faults.

### **Scoring**

Jumpers are scored on a mathematical basis and penalty faults, include knockdowns and refusals as follows:

- (1) Knockdowns— four (4) faults. An obstacle is considered knocked down when, in jumping an obstacle, a mini or exhibitor, by contact, lowers the established height of the fence in any way.
- (2) Refusals – three (3) faults. 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 mini backs even a single step, side steps, or circles to retake the fence, a refusal is incurred.

### **Elimination**

- (1) Three (3) refusals
- (2) Off course
- (3) Fall of mini and/or exhibitor.
- (4) Failure to pass through the start and/or finish cones, and/or knocking over start or finish cones
- (5) Loss of control of mini; dropping lead, mini running away, mini exiting on its own
- (6) Crossing your own path
- (7) Unsound mini
- (8) Jumping obstacle prior to having it reset in the event of a knockdown

### **Tack**

- a. Whips are not permitted in the class.
- b. Front leg wraps and boots are optional.
- c. A plain leather halter is to be used.

### **Attire**

Exhibitors are encouraged to wear apparel suitable for the event, including: long pants, long sleeve shirt and closed toed shoes or boot. Exhibitors shall not be penalized for presenting in either English or Western attire. Protective headgear is encouraged, but optional, as this is not a mounted jumping class.