

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 both Miniature Trail In-Hand and Miniature Jumping In-Hand.**
- 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. Any conflicts must be resolved with paddock. In-Hand Trail will not start before 6:00 pm, to be followed by In-Hand Jumping.**
- 5. Maximum height for mini's at AAYHS will be 38".**
- 6. Mini's are not permitted to cross enter Showmanship.**
- 7. Mini's placing 1st or 2nd in their showmanship classes will be permitted to enter Championship Mini Showmanship.**

PLEASURE DRIVING

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.
7. Exhibitors will be required to wear a helmet.

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 2 or 4 wheeled vehicle suitable to the mini. Breeching or thimbles may be used at the option of the exhibitor.

MINIATURE TRAIL IN-HAND

Miniature trail 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 2 years of age to compete.

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

There will be a maximum of 4 obstacles with mini's to jump a minimum of 6 jumps and a maximum of 8 jumps.

COURSE PERFORMANCE:

1. Mini's (exhibitors optional) must cross the line in the proper direction to start in 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 the starting line.
4. Baiting of an entry to encourage it to perform at any of the jumps is not allowed. Baiting is a class disqualification.

Jumpers Class:

Jumper Course Design

1. Minimum height for jumps must be 18 inches and a maximum height 28 inches for the first jumping round.
2. Courses should be attractive, varied and appropriate to the setting.

Ties:

1. Jump offs are to occur for any/all ties.
2. The jump offs are to be over the original course.
3. Jump Heights will be increased not less than 3 inches and no more than 6 inches in height for each jump off around.
4. The mini with the fewest faults will be declared the winner.
5. Number of jumps to be raised is at the discretion of the judge.
6. 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 fault, include knockdowns in refusals as follows:

1. Knockdowns - 4 faults. An obstacle is considered knock down when, in jumping an obstacle, a mini or exhibitor, by contact, lowers the established height of the fence in anyway.
2. Refusals - 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 whole continues or if the mini backs even a single step, sidesteps or circles to retake the fence, a refusal is incurred.

Elimination:

1. 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 knock you over start or finish cones.
5. Loss of control of mini; dropping lead, mini running away.
6. Crossing your own path.
7. Unsound mini.
8. Jumping obstacle prior to having it reset in the event of a knockdown.

Tack:

1. Whips are not permitted in the class.
2. Front leg wraps and boots are optional.
3. 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 boots. Exhibitor shall not be penalized for presenting in either English or Western attire. Protective headgear is encouraged, but optional, as this is not a mounted class.