



NATIONAL MINIATURE REGISTER INC.

GENERAL RULES & PERFORMANCE HANDBOOK



Promoting Miniature Horses and Miniature Ponies in Australia



GENERAL RULES & GUIDELINES FOR ALL PERFORMANCE EVENTS

General Rules

- Exhibits must be at least 1 year (actual age) or over to compete in any performance event.
- Junior exhibits are 3 years and under at actual DOB
- Senior exhibits are 4 years and over at DOB
- A start and finish line must be established at least 3.6m (12 feet) from the first and last obstacle, indicated by 2 markers.
- Course diagrams must be displayed at least 1 hour prior to the start of the event

Exhibitors Dress Code

It is mandatory for the handler to wear appropriate attire as per the NMR Show Rules:

- All handlers and drivers shall be correctly attired for the classes. Management may bar any entry or person from entering the ring if not suitably attired to appear before an audience.
- Exhibitors must ensure that outfits convey a professional image at all times. The outfit must cover shoulders and also from chest to knees. **Handlers not suitably attired will be asked to leave the arena.**
- No farm, stud, individual, or horse/pony names may be displayed on an exhibitor, on the horse/pony or vehicle, in the ring except where the class demands (e.g. harness – authentic turnout).
- English or Western style turnout is allowed, as are quality dress slacks or trousers, when worn in combination with a short or long sleeved blouse/shirt.
- Alternate dress would allow for smart trousers or skirts. Skirts must be to the knee or longer. No mini skirts are permitted.
- Singlet tops, tank tops or similar will not be permitted without a jacket. Plunging necklines are not permitted.
- Suitable footwear is mandatory – only boots or closed in shoes will be allowed in both the ring and marshalling areas. Crocs, thongs or open toed shoes are not permitted. This rule applies to exhibitors, owners, spectators and handlers.
- Anyone not suitably attired will be asked to leave the area.
- At all times the exhibitor must be aware that both horse/ pony and handler are on display and hence present themselves in a neat, appropriate manner in order to promote the breed and the Association in an appealing and proper way.

Acceptable Equipment Halters:

- May be leather, plastic (PVC or Zilco) or webbing
- Must sit flat against the horses nose
- No buckle is to be on the noseband
- Rope halters with no extra knots on the noseband
- May have soft padding on the poll and noseband Leads:
- Minimum 2.4m (8 feet) length for non-Youth events
- Minimum 1.5m (5 feet) length for Youth events
- Maximum 3.6m (12 feet) length
- May be flat or rounded.
- Must have small clips or if possible, no clip.

Disqualifications (DQ)

- Exhibits that have been disqualified are not awarded any points or placings.

Disqualification can result from the following:

- Negotiating an obstacle in the wrong direction (off course)
- Falling of the horse or handler
- Exhibit breaks free of Handler
- Wilful abuse of the exhibit by the handler
- Leaving arena without permission of the judge or steward
- Using prohibited equipment

The judge or steward must inform the handler of the disqualification immediately.

Prohibited Equipment (DQ)

- Whips (unless a specific requirement for the event)
- Hacking canes or similar
- Chains attached to the lead or halter
- Chains through the exhibits mouth
- Stallion chains
- Roller or similar equipment
- Bull clips

Grand Champions

- Unless otherwise specified, the Grand Champion awards are calculated as follows:

Grand Champion Youth Exhibitors

- The winner of these awards is determined by the results of the respective Youth Showmanship, Trail and Hunter classes. In the event of a tie, the exhibitor with the highest trail score is deemed the winner. Any further tie-breaks are decided by the judge.

Grand Champion Harness

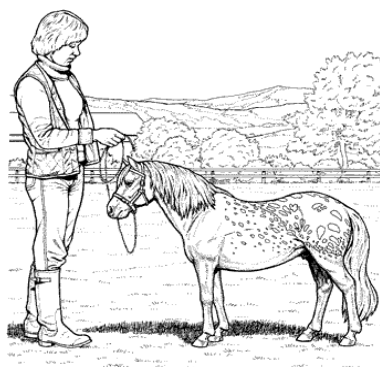
- The winner of these awards is determined by the result of the Harness Mare, Harness Stallion and Harness Gelding classes only. No other harness events are included in the Grand Champion.
- Exhibits must work out for the Grand Champion and Reserve Grand Champion.

Grand Champion Performance

- The winner of these awards is determined by the results of the Trail, Hunter and Lunge-line classes. In the event of a tie, the exhibit with the highest trail score is deemed the winner. Any further tie-breaks are decided by the judge.

Grand Champion Jumper

- The winner of these awards is determined by the results of the Show Jumper, Fault & Out and Six Bar classes. In the event of a tie, the exhibit with the best Fault & Out result is deemed the winner. Any further tie-breaks are decided by the judge.



SHOWMANSHIP AND HANDLER

Rules

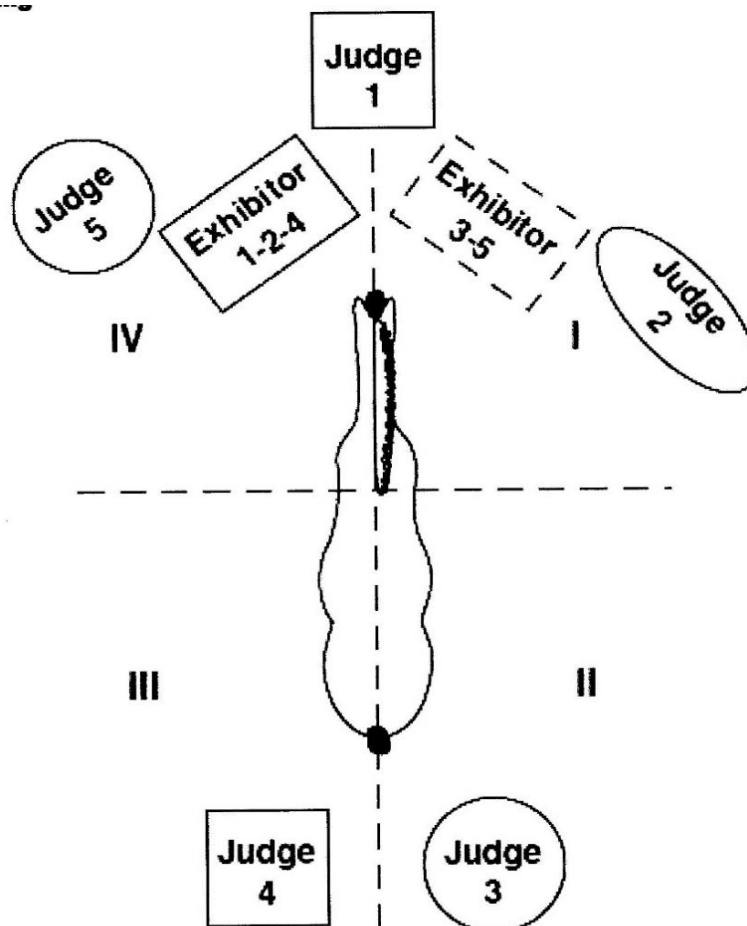
- No whips or canes are permitted in any Showmanship or Handler classes.
- Hats and gloves are required by the handlers in all handler or showmanship classes. Any handler without hat and gloves should not be placed.
- Handlers are not permitted to "Hand Set" their horses in these classes.
- For Showmanship classes, the pattern is to be posted at least two (2) hours before the planned start of the class. Handler classes may not necessarily have a published pattern however, the judge or steward will advise the handler of the expected workout prior to the class.
- Judges are encouraged to design showmanship patterns, however, they must be written/illustrated for all the handlers to view before the class.
- The handler must always turn the horse to the right unless instructed otherwise.

Quartering

Quartering is a systematic procedure for the handler to position themselves around the horse as the horse is viewed by the judge.

This system results in the exhibitor always being in a safe position, the exhibitor always being able to see the judge and the horse's position, the exhibitor always being in a position to keep the horse's hindquarters from swinging towards the judge should the horse become fractious and unsafe for the judge, and the judge being in a safe position at all times to evaluate the exhibitor's ability to show the horse as desired.

Quartering See diagram.



Quartering Positions (see illustration above for precise locations)

Judge

- Standing at Start/Finish - position 1
- Walking in first quarter - position 2
- Walking in second quarter - position 3
- Walking in third quarter - position 4
- Walking in fourth quarter - position 5
- Standing at Start/Finish - position 6

Exhibitor

- Standing in position 1
- Standing in position 1
- Standing in position 2
- Standing in position 1
- Standing in position 2
- Standing in position 2
- Standing in position 1

Basis of Judging

- To be judged entirely on the handler's ability to control and guide the horse as required. The horse and handler are a combination to demonstrate the exhibitor's showmanship skills and ability.
- The handler will be judged on their ability to show the horse to the judge at all times throughout the class including: setting up in line, during the pattern and when presenting the horse to the judge.
- The handler will be judged on their smoothness and tidiness in quartering (compulsory for Showmanship), accuracy in following the pattern, and handling of the horse eg. squareness of halts, correctness of pivot (turn on the haunches) and smoothness of turns and transitions.
- The conformation and paces of the horse will not be judged. The handler will be judged on their ability to perform the manoeuvres required.
- The handler not following the proper instructions for the pattern may be eliminated.

Workout

The exhibitors will enter the arena clockwise at a walk and set their horse up in the line up facing the centre of the arena. Each exhibitor will be required to perform an individual workout.

TRAIL - Overview

- Trail is an event requiring discipline, skill and obedience – it is NOT a timed event and should not be regarded as a race.
- Horses and ponies (also referred to as the 'Exhibit') are required to complete a predetermined course of obstacles that demonstrates the working relationship between exhibit and handler.
- The key goal is for the exhibit to negotiate each obstacle in a calm, relaxed and obedient manner.

General Rules - Handler

- Handlers must memorise the course
- callers are not allowed, the only exception to this is handlers aged 8 years and under.
- Handlers must be at least 5 years of age to compete.
- Handlers aged 5 to 8 years may be accompanied by an adult during completion of their course.
- Handlers must acknowledge the judge at commencement and completion.
- Special needs handlers of any age competing in the special needs classes may have an assistant
- Handlers must stay outside the obstacle at all times unless indicated on the course pattern (e.g. the 'gate', and 'hula hoop lunge')

Refusals

Exhibits must attempt all obstacles and are allowed three (3) attempts at each obstacle. On the 3rd refusal at the same obstacle the exhibitor must move onto the next obstacle resulting in a score of 0 for the obstacle.

Legal Cueing

- Handlers are permitted to use voice and or hand signals
- Handlers are permitted to use the Natural Horsemanship as long as the lead is not shaken in an aggressive manner, which will be deemed as illegal cueing.

Illegal Cueing

- Handler holding any part of the halter or lead clip.
- Making deliberate contact with the horse, pushing, hitting.
- Stepping on or inside the obstacle unless otherwise stated.
- Obvious intimidation by the handler toward the exhibit.

Judging and Scoring

The judge will assess the exhibit and handler on the following:

- Manners

- Performance and Style
- Responsiveness
- Competence of the Handler

Scoring per Obstacle

Trail is scored on a mathematical basis of 0 to 10 per obstacle:

- 10 - Executed perfectly without mistake
- 9 - Executed above average with minor faults
- 8 - Executed above average with major fault
- 7 - Executed as expected on average
- 6 - Executed with observable faults
- 5 - Executed with a major fault
- 4 - Executed with major faults
- 3 - Executed with a serious fault
- 2 - Executed with a serious faults and/or 1 refusal
- 1 - Executed with 2 refusals and/or illegal cueing
- 0 - Not Executed and/or 3 refusals

Note:

Failure to complete an obstacle is **NOT** automatically a DQ but will result in a 0 scoring for that obstacle. The judge can ask the exhibit to move on to the next obstacle at any time. Exhibits can be penalised for taking unnecessary delays on an approach to an obstacle.

Tips for Competitors

- **Do not rush**

Trail is NOT a timed event so there is no need to rush the course. Maintaining a moderate but steady pace gives the exhibit time to assess each obstacle and recognise what is required.

- **Do not touch**

Do not touch the exhibit while you are undertaking the trail course. This includes patting by way of reward, or pushing (for example to make him back or side-pass). Touching your horse will result in loss of points as it is illegal cueing.

- **Stay Outside the Obstacle**

Remember, with only a few exceptions such as the 'gate' and 'arch' handlers should remain outside obstacles. Confirm with the steward if the pattern is unclear or ask during the 'walk through'. The exception here is tiny tot handlers who may move with the horse through the obstacle.

- **Concentrate** Trail classes call for concentration – it can help to find a quiet spot and run through the trail pattern in your head, thinking about what you need to do to complete the course accurately. Memorise the trail pattern, join the judge or steward for the course walk through and ask questions if uncertain about any movement or obstacle.

- **Don't Copy**

Don't copy the competitor in front of you – if they have made a mistake, chances are you will too!

TRAIL – Obstacles

BRIDGE

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit must walk over a wooden bridge
- The handler is NOT permitted on the bridge
- Sniffing the bridge by the horse is deemed as favourable
- Stopping is classed as a fault unless specified

Faults/Penalties

- The exhibit not performing in the correct direction
- The handler stepping onto the bridge
- The exhibit steps partially or completely off the bridge



GATE

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit and handler must both approach the gate, open the gate, both exhibit and handler to go through the gate and close gate behind them.
- The intent is to simulate the opening and closing of the gate without letting any livestock through, so the gate must only be opened as wide as required to let exhibit and handler through.
- One hand must remain on the gate at all times

Faults/Penalties

- Exhibit not willing to walk through the gate or exhibit refuses to stand calmly
- Exhibit rushing through gate
- Handler or exhibit making unnecessary contact with the gate
- Handler loses control of or contact with the gate



Exhibitor's Tips

- Approach the gate side on and only open wide enough to fit you and your horse/pony through. The smaller the opening the better.
- Don't take your hand off the gate.
- When you go through the gate ask your horse/pony to back while you close the gate, they should be parallel to the gate/ fence.
- Always turn your horse off you (to the right).
- Practice this at home every time you take them through gates so the manoeuvre becomes second nature.

TROT POLES

Rules

- Rules outlined in the Trail Overview apply to this event
- Exhibit to trot over poles without touching any
- The poles can be set in a straight line, zig zag or fan pattern
- The degree of difficulty and layout should reflect on the age of the exhibit or handler
- Poles must be placed on the ground and should not roll
- Exhibit to gain points for staying in the center while going over the poles

Obstacle Specifications

- Max number of poles 6
 - Distance between parallel poles is 60cm (2 feet)
 - Poles can be set in a fan pattern at 45 degree angles
 - Length of poles 120-150cm (4-5 feet)
 - Diameter of poles 7-10cm (3-4 inches)
- Distance between poles is the same for all heights

Faults/Penalties

- The exhibit should step over not jump or leap over the poles
- Exhibit or handler ticking, hitting, rolling, moving or knocking any poles.



BACKING

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit should be outside of the obstacle before commencing backing
- The exhibit must reverse through a preset pattern of poles or markers set by the judge on the pattern sheets
- The pattern can be set in a L or straight (parallel) line (junior and senior horses) or in a V or zig zag (senior horses only)
- Handlers may use the Natural Horsemanship backing method
- The handlers must follow the instructions the judge has set on the pattern e.g.: back 5 steps then trot out

Faults/Penalties

- Standing in front of the horse using aggressive body language e.g.: stamping of feet, walking aggressively toward the horse or excessive wiggling of the lead.
- Handler or exhibit moves or touches poles
- Exhibit not backing in line with obstacle (crooked)

Exhibitor Tips

- Angle backs can be left or right turns – practice positioning yourself on either side of the horse
- When starting to back use slight pressure on the bridge of the nose asking them to back, when they take a step or 2 release and reward

Note to Judges: Handlers may stand in front of their horse (known as Natural Horsemanship Backing) and feed the lead out or use a slight wiggle (so long as they don't display aggressive body jesters or excessive wiggling which will result in points being deducted).

TURN IN SQUARE

Rules

- Rules outlined in the Trail Overview apply to this event
- The horse and handler must be inside the square unless otherwise instructed by the judge
- Turn the horse away in a clockwise direction
- Neck reining is permitted for this obstacle
- Some patterns require the handler outside the square
- The turn can be any of the following 90 or 180 (junior and senior horses), 270 or 360 (senior only) degrees from the entry point

Faults/Penalties

- Exhibit or handler touching any of the poles
- The exhibit not performing in the correct direction
- The exhibit not willing to turn the prescribed distance
- The handler stepping out of the box
- The exhibit steps partially or completely out of the box
- Exhibit or handler ticking, hitting, rolling, moving or knocking any poles.
- Handler entering the box if the requirement is that the handler is to be on the outside of the box
- Handler on the outside of box if required to be in the box
- Entering or exiting the box from the wrong entry and exit points

CONES

The handler is to lead and guide the exhibit while at a walk or trot (check pattern sheet for directions) through a pattern of cones equally spaced apart.

Rules

- Rules outlined in the Trail Overview apply to this event
- Exhibit only to travel through cones unless specified

Obstacle Specifications

4 – 6 Cones Distance between cones maximum 1.5m (5 feet)

Faults/Penalties

- Handler pulling exhibit through obstacle
- Handler going around cones unless specified to do so
- Handler or exhibit stepping on or knocking over cones
- Exhibit shows hesitation or resistance
- Exhibit not going around cones

Exhibitor's Tips

Ensure you start the obstacle with the cone on the correct side as per pattern.
Ensure you don't enter the cones unless the pattern or judge specifies to do so.

PIVOT

Rules

- Rules outlined in the Trail Overview apply to this event

Forequarter Pivot

The object of this obstacle is to keep the front legs of the exhibit as still as possible in one location while in the centre of a circle, moving the hindquarters around the outside of the circle 360 degrees.

Hindquarter Pivot

The object of this obstacle is to keep the back legs of the exhibit as still as possible in one location while in the centre of a circle, moving the forequarters around the outside of the circle 360 degrees.

- Neck reining is permitted for this obstacle
- The handler must be outside of the circle

Obstacle Specifications

A circle can be made of rope light coloured or a small hula hoop.

Faults/Penalties

- The exhibit not performing in the correct direction
- The exhibit not willing to turn the prescribed distance
- Handler stepping into the circle - The exhibit steps partially or completely out of the circle
- Exhibit or handler ticking, hitting, rolling, moving or knocking circle.
- Not completing the required degrees (180, 360 etc)

SIDE PASS

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit must side pass over a pole
- Extra credit is given to those horses that cross over their legs as they execute the obstacle
- Exhibits should stay straight – perpendicular to the pole
- The course diagram will indicate the direction the obstacle must be negotiated
- Hand gestures can be used so long as they are not aggressive or touch the exhibit
- Slight rope swinging maybe used but penalties for aggressive rope action or making contact with the exhibit

Faults/Penalties

- The horse fails to complete task.
- Horse is not kept straight.
- Horse places feet over opposite side of pole
- Horse pulls back.
- Horse or Handler move the poles out of their original position.

STRADDLE

Rules

- Rules outlined in the Trail Overview apply to this event
- The horse must walk over a pole lying on the ground so that the off side legs stay on one side and the near side legs stay on the other side of the pole
- The horse is lead along the full length of the pole or follows the judge's instructions.

Faults/Penalties

- The horse steps on the pole.
- Exhibit or handler moves the pole out of its original position.

TARP

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit is to walk over a coloured tarp placed securely on the ground.
- Tarp is to be secured to the ground by using 2 poles to prevent flapping.
- The exhibit is lead along the full length of the tarp or follows the judge's instructions.
- The handler is NOT permitted to walk on the tarp.

Faults/Penalties

- The horse steps or jumps off the tarp.
- Exhibit or handler move the poles out of their original position.
- Handler steps on tarp

CIRCLE HORSE

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit must remain stationary while the handler moves completely around the horse
- Move around the horse in a clockwise direction
- Horse may be ground tied, or lead may be passed over the horse's head/back.

Obstacle Specifications

The position to stop and commence the manoeuvre should be indicated by two cones at least 2 metres (6 feet) apart.

Faults/Penalties

- Exhibit or handler touching any of the cones
- The handler not circling in the correct direction
- The exhibit moving during the manoeuvre
- Handler making excessive contact with exhibit

Judge's Tips

Exhibitors shall not be penalised if they do not ground tie their horse. Passing the lead over the exhibit's head and back is an acceptable method of circling the horse provided no unrequired or excessive physical contact is made with the horse.

The main thing to look for is an exhibit that remains stationary so the handler can perform the circling manoeuvre as quickly and as smoothly as possible.

LUNGELINE

- This event tests the exhibitor and the horse's ability to display correct and fluent movement in the natural in all 3 gaits.
- Each Exhibit must be shown to the judge working on the lunge line in all 3 gaits: Walk, Trot, Canter and in both directions.
- A 90 second time limit will apply and be denoted by a whistle or the Judges acknowledgement to begin.
- Another whistle at 45 seconds or ½ time is called so the exhibitor will know how long they have left to complete the test.
- A final whistle or time is called when 90 seconds have passed.
- At the end of the 90 seconds the exhibitor should acknowledge the judge then leave the ring.

Rules

- Horses must be sent clockwise first - failure to go in this direction will result in DQ (off course).
- Credit will be given to the exhibit that displays correct and fluent movement along with a pleasant and obedient temperament.
- Credit will also be given for the quality of movement and fluent transitions.
- Credit should be given to those who have completed the test without fault and well within the allotted time.

- The exhibit should move through the test correctly and with fluidity.
- In the event of a tie, the judge's may assess the exhibits conformation and decide on the winner.
- Judge's decision is final.
- Rules outlined in the Trail Overview apply to this event
- Handler may be required to stand in hula hoop (marker)
- The course diagram will indicate the pace and direction of this obstacle e.g:

1. Stand in hula hoop (marker)

2. walk 1 circle to the right

3. trot 1 circle,

4. change direction

5. trot 1 circle

6. canter 2 circles

7. stop

- Whips or similar are **NOT** to be carried for the trail lunge obstacle

Legal Cueing

- Handlers are permitted to use voice and or hand signals without making contact with the horse.
- A lunge whip or similar may be carried, but must not make contact with the horse.

Routine:

Enter the arena and walk to the centre of the circle.

Acknowledge the judge

- Your time will start when the judge calls start or blows the whistle.
- Send the horse to the circumference of the circle.
- Walk 1 full circle, clockwise first.
- Trot a full circle
- Canter a full circle
- Turn the horse on the circle and send the horse anti clockwise
- Walk 1 full circle.
- Trot 1 full circle.
- Canter 1 full circle.
- Halt.
- Acknowledge the judge.
- Exit the arena.



Faults/Penalties

- If the handler makes contact with the horse with either their hands or body.
- If the whip or end of the lunge rope makes contact with the horse.
- If the lunge rope becomes entangled in either the horse or handler.
- Exhibit not performing in the right direction (off course)
- Exhibit not performing the required gaits
- Excessive pressuring of exhibit to perform required gait
- Handler breaks the method of lunge
- Exhibit shows hesitation or resistance
- Exhibit with poor manners and uncontrolled eg. horse bucking, rearing or pulling handler

NOTE TO JUDGES:

- The Exhibitor may complete the test before the allotted time THIS IS NOT CLASSED AS A FAULT.
- The handler may pass the rope behind their back but must continue this method throughout the whole routine if break in method points can be deducted.

JUMPING EVENTS - Overview

- Overview Several types of jumping classes can be held at NMR shows. A number of rules apply across each of the jumping disciplines – hunter, show jumping, fault & out and six bar. For further details on these individual disciplines please refer to the relevant section of this guide.

Warm Up Facilities

For all classes involving jumping it is mandatory to provide a practice jump for exhibitors – preferably at least one (1) hour prior to the commencement of the class. Competitors are encouraged to make use of jump to warm up their horses and thereby reduce the risk of strain or injury.

Course design

- All competitors are to be given the opportunity to walk the course prior to the jumping class
- A 'start' and 'finish' line must be clearly established at least 3.6m (12 feet) from the first and last obstacles, and be indicated by two markers set at least 1.2m (4 feet) apart. Competing horses must cross both the start/finish lines in the proper direction to officially start and complete the course.

- Judges are responsible for the correctness of the course after it has been set and should bring to the show committee's attention any obstacles that would tend toward an unfair or dangerous course.

The horse and handler must circle once prior to entering the starting point and on completion of any jumping event to allow the judge to confirm soundness. Circling while on course will result in elimination.

Age restrictions

- Horses competing in fault & out, six bar and show jumping must be four **(4) years** actual age.
- Miniature and Small Ponies are permitted to compete in jumping events and where specific pony classes are not provided, they may compete against Miniature and Small Horses in their equivalent height and age category.

Jumps

- Jumps and course design must always be constructed with the horse's safety in mind. Jumping poles must be made of PVC piping or other suitable lightweight material. All jumps must measure at least 1.5m (5 feet) wide.
- With the exception of the Joker, jumps should have a 'sight' ground pole set directly underneath the jumping bars. This allows the horse to more clearly gauge the height he is required to jump. Jumps set at 80cm (32 inches) or more must have a second rail added below the top rail.
- Jumps must be a minimum of 6m (20 feet apart)

FAULTS THAT WILL INCUR PENALTY POINTS:

KNOCKDOWN:

An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered by either the horse OR handler coming into contact with the jump.

Penalties:

Three (3) penalty points apply for each knockdown

REFUSAL:

- If a horse halts at an obstacle, discontinuing its forward motion and backs a single step, side steps or circles to retake a fence, a refusal fault is incurred. Horses stopping at an obstacle without knocking it down and without backing followed by jumping from a standstill is not considered a fault in jumping events, however it will result in loss of points for style in a hunter class.

- Following a refusal, the horse may be repositioned to negotiate the obstacle, if the horse is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal.

Penalties:

- Four (4) penalty points apply to each refusal.
- Two (2) refusals at the same obstacle results in elimination.
- Three (3) refusals over the entire course results in elimination.
- Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle even if the first element has already been cleared.

UNNECESSARY CIRCLING:

- Any form of circling whereby the horse crosses its original track between two consecutive obstacles anywhere on the course will result in elimination.

RUN OUT:

- A run-out occurs when the horse evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal and as such the same penalties apply.

BROKEN TACK:

- In the case of broken or ill-fitting gear, the handler must stop and correct the difficulty. Such stopping while on the course is a legal 'time out', and a competitor may only have one time out per class per horse, to not last more than 2 minutes. If a competitor's horse runs free as a result of a tack problem, the horse is instantly eliminated.

Automatic disqualification

A competitor will be automatically disqualified if any of the following occur:

- Attempting to drag or pull a horse over an obstacle from the other side of the jump
- Two refusals at the same obstacle
- Three disobediences over the course (a 'disobedience' is a refusal, run-out or unnecessary circling)
- Failure to follow the designated course pattern
- Handler jumping obstacle with the horse
- Jumping of an obstacle before it has been reset
- An unsound horse

Tips for Competitors

Remember, attempting to drag or pull a horse over an obstacle from the other side, or using the lead rope to whip your horse will result in instant elimination.

Practice jumping your horse over a variety of obstacles at home. Asking your horse to jump for the first time when you are at a show is unreasonable – especially for junior horses.

Horses closely read their handler's body language. Aim to keep your hips and torso facing the direction of the jump when approaching and while clearing an obstacle. This helps to centre your horse over the middle of the jump.

Warm your horse up prior to jumping. Cold muscles enhance the risk of refusal, strain and injury.

Tips for Judges

-In a hunter event, horses should be awarded extra points for maintaining a consistent gait. Breaking stride/bucking/rearing will result in loss of points in hunter.

- In all other jumping events the handler can choose the gait, or combination of gaits – including walk, that best suits their horse.

- Clipping but not dislodging a rail will incur a loss of points in hunter but should not be regarded as a knockdown or fault in other jumping classes.

JUMPING EVENTS

HUNTER

- In this event exhibits are judged on jumping or course faults PLUS style, manners and way of going, speed, control and gait, recognising the degree of difficulty in maintaining a consistent trot or canter.
- There will be a minimum of four (4) and a maximum of six (6) jumps. Exhibits are only required to jump the course once.

Jumps

- Jumps should simulate the hunting field such as natural looking post and rails, brush fences, stone wall. Hay bales should never be used due to the string or wire tie on the bale.
- Maximum jump height for junior hunter is 60cm (24")
- Maximum jump height for senior hunter is 70cm (28")

Course Layout

- Course diagrams must show with arrows the direction each obstacle must be approached from, and each obstacle must be numbered in the sequence it is to be jumped on the diagram. The course must have at least 2 changes of direction.
- Once a course has been set by the show committee, the course should be tested to ensure turns are not too sharp for a horse to complete safely bearing in mind the need for the horse to maintain the same gait throughout the course This could be difficult if the turns are too tight.

Judging and Scoring

No horse with jumping or course faults shall ever place higher than a sound horse with a clear round.

Each of the following jumping or course faults will incur penalties as shown:

- | | |
|------------------------------|-------------|
| - Knockdowns | 3 |
| - Refusals | 4 |
| - Unnecessary circling | Elimination |
| - Run out | 4 |
| - Broken or ill-fitting tack | Elimination |
| - Touching obstacle | 1 |

Where exhibits do not incur any jumping or course faults (or where exhibits have incurred an equal number of jumping or course faults) the exhibits will be ranked according to the judge's assessment of the following:

WAY OF GOING: Credit will be given to those horses that cover the course at an even pace, with free flowing strides as in a brisk yet controlled trot or canter. **A horse will be penalised for any change of gait whilst on course.**

STYLE: Credit will also be given to horses with correct jumping style that meet the fences squarely, in stride and jump at the centre of the fence. A horse will be penalised for unsafe jumping and bad form over fences (i.e cat leaping, hanging a leg, rushing a fence).

MANNERS: Credit will be given to the horse who negotiates the course in a smooth, easily controlled, obedient manner. A horse will be penalised for rearing, bucking, spooking or shying while on course.

Tips for Judges

- In a hunter event, horses should be awarded extra points for maintaining a consistent gait. **Breaking stride/bucking/rearing will result in loss of points in hunter.**
- In all other jumping events the handler can choose the gait, or combination of gaits – including walk, that best suits their horse.
- Clipping but not dislodging a rail will incur a loss of points in hunter but should not be regarded as a knockdown or fault in other jumping classes.

SHOW JUMPING

- There will be a minimum of four (4) and maximum of eight (8) jumps.
- After the first round of jumping only those exhibits without fault can participate in the next round. However, if there is no clear round, those exhibits with the lowest number of faults can compete.
- Each round the number of jumps is decreased and the height of every jump increased until a winner is determined.

Jumps

- For the first round of jumping, the maximum height for the jumps must not exceed 70cm (28").
- Jumps should be attractive and varied and brush jumps must have a visible bar.

Course Layout

- Course diagrams must show with arrows the direction each obstacle must be approached from. All jumps must be consecutively numbered in the sequence they should be addressed.
- Once entering the ring, the exhibit may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

Warm Up Facilities

- It is mandatory for a practice jump to be provided to all exhibitors. Availability times are designated by show management but should be available at least 1hour prior to start of course.

Judging and Scoring

Each of the following jumping or course faults will incur penalties as shown:

Knockdowns	3
Refusals	4
Unnecessary circling -	Elimination
Run out	4
Broken or ill-fitting tack -	Elimination

Jump Offs

- If after the first round of jumping, two or more horses have equal scores the placings will be determined by a jump off.
- The number of jumps will be decreased to four and the height of the jumps will be increased by not less than 2 and not more than 4 inches.
- If subsequent jump offs are needed the number of jumps is reduced by one down to a minimum of two with the height of the jump increased by at least 2 but not more than 4 inches.
- If an exhibit is disqualified in a round of jumping, it can not be placed lower than any horse eliminated in an earlier round of jumping.

SIX-BAR

- In this event six (6) standard post and rail jumps are placed in a straight line at graduating heights. If space or equipment is limited, this event may be reduced to five (5) obstacles.
- The jumps are set as per Table A below, with Miniature Horses starting at the heights in column A, Small Horses column B and Little Horses column C.
- After the first round of jumping, the exhibits with the lowest number of faults may participate in the next round. After each round the height of each jump is increased by 2". The distance between each jump is listed in Table B and does not change during the event.
- The jumping will continue eliminating exhibits until there is an overall winner. Each jump shall have a site ground pole directly below each jumping bar & as jumps get higher more bars must be added.

Judging and Scoring

Jumpers are scored on a mathematical basis and each of the following will incur penalties:

Knockdowns	3
Refusals	4
Unnecessary circling	Elimination
Run out	4
Broken or ill-fitting tack	Elimination

Jump Offs

- If after a round of jumping, two or more exhibits are equal, the positions will be determined by a jump off. If an exhibit is eliminated in a round of jumping it can never finish in a lower place than exhibits eliminated in an earlier round.

Table A – Jump Heights

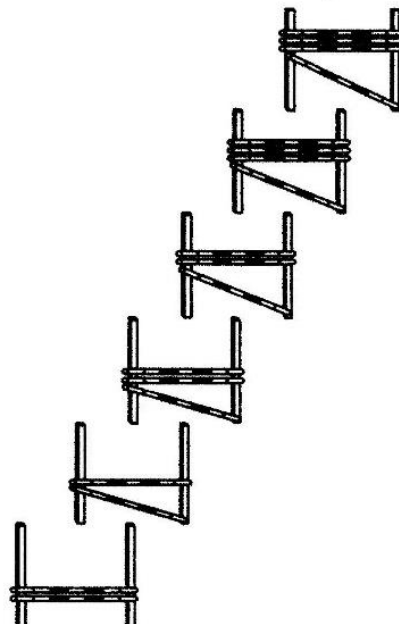
JUMP	A	B	C	D	E	F
1	18"	20"	22"	24"	26"	28"
2	20"	22"	24"	26"	28"	30"
3	22"	24"	26"	28"	30"	32"
4	24"	26"	28"	30"	32"	34"
5	26"	28"	30"	32"	34"	36"
6	28"	30"	32"	34"	36"	38"

Table B – Jump Distances

Distances	Miniature Horse	Small Horse	Little Horse
Jump 1 to Jump 2	12 feet	13 feet	14 feet
Jump 2 to Jump 3	12 feet 2 inches	13 feet 2 inches	14 feet 2 inches
Jump 3 to Jump 4	12 feet 4 inches	13 feet 4 inches	14 feet 4 inches
Jump 4 to Jump 5	12 feet 6 inches	13 feet 6 inches	14 feet 6 inches
Jump 5 to Jump 6	12 feet 8 inches	13 feet 8 inches	14 feet 8 inches



SIX BAR SET UP



FAULT & OUT

- There is only one jump in this event.

Jumps

- The jump must have an angle pole under the bottom rail.
- As the jump gets higher, more rails are added and the ground line adjusted.

Judging and Scoring

- Jumpers are scored on a mathematical basis and each of the following will incur penalties:
 - After the first round of jumping, only those Exhibits without fault can participate in the next round, however, if there are no clear rounds, all Exhibits can continue competing.
 - After each round the height of the jump is increased by 2 inches & this continues until a winner is eventually determined. If more than 1 horse in the same round incurs faults, then those horses must jump off for placings in that height range before continuing the competition.



LONG REINING

- The collected movement of a horse in long reins enables a judge to assess the horses' ability to display correct and fluent movements at the walk and trot.

Description of Event

- The workout would require the execution of a number of different movements at a walk and a trot designed to indicate the degree of cooperation between horse and handler.
- At a walk, or when trotting in a straight line, the handler should stay behind the exhibit or slightly to one side. When trotting in a circle the handler should either stand still in the centre or walk in a small circle following the horse.
- Although preference will be given to exhibits that can demonstrate collected movements members are encouraged to enter even if their exhibits have not yet learnt to collect.

Exclusions

- Horses under 2 years (actual age) are not eligible to compete.

Judges Guidelines

- Credit will be given to an exhibit that displays correct and fluent movement along with a pleasant and obedient temperament.
 - Credit will be given for the quality of movement and the fluency of transitions in the workout.
- Penalties will be incurred for resistance whether subtle or obvious eg., rearing, bucking, kicking, biting, open mouth etc..
- An exhibit that collects but shows some small resistance should be placed higher than an exhibit that does not collect at all.
 - Presentation may be taken into account, but this is considered to be of lesser importance.

Equipment

- Any equipment not specifically mentioned is prohibited from use.
- The use of prohibited equipment will lead to an automatic disqualification (either before or after judging).

Compulsory Equipment

- Bits – egg butt, loose ring, tom thumb, snaffle (jointed or straight)
- Reins – length to suit made of any safe material Harness Saddle or Roller with D rings (padded or plain) Whip

Optional Equipment

- Blinkers
- Cavesson
- Noseband
- Saddle Cloth
- Leg Wraps
- Crupper (recommended)



The Halt

- At the halt the horse should be motionless, yet attentive, ready to respond promptly to the drivers aids. He should stand square, his weight distributed evenly on all four legs, fore and hind legs side by side.

The Rein Back

- The aids for the rein back, or backing up, in harness are the verbal command “back” and a light pull on the reins. In a correct rein back the horse engages its hindquarters and takes clearly defined backward steps.
- To do this well the horse must first be on the bit and at least ‘thinking forward’ at the halt.
- If the horse is inattentive at the halt and not on the bit he is likely to back crooked and get above the bit.

The Walk

- The free forward walk and collected walk should have hind foot stepping in prints of front hoof.

The Trot

- Should be forward moving straight and even with knee action. Requires plenty of hind leg action using hocks to complement front movement and not just appearing to be running behind.

HARNES AND DRIVING

- The National Miniature Register Inc. Show Rules require that the association follows the Rules and Regulations for the Harness and Driving Classes as adopted by the Australian Carriage Driving Society Inc. plus those supplemented by IMHR Inc. and outlined in this guide.
- The rulebook of the Australian Carriage Driving Society may be obtained directly from www.acds.org.au

General Rules

- Horses must be sound. Correctly fitting breaching is compulsory in all classes except where ‘Tilbury’ or ‘French’ tugs are used. Vehicles fitted with open tugs must have breaching.
- An appropriate whip shall be carried at all times, the maximum length of which can reach the horses shoulder.
- Exhibitor must also wear hat, gloves and apron.
- Running martingales and overchecks are **not** permitted.
- Blinkers are compulsory for all classes. Boot, wraps and earplugs are prohibited.
- Change of vehicle for classes in the same division is prohibited.
- Change of vehicle for classes in the same division is prohibited.
- No junior horse (under 3 years actual age) can compete in harness.

Safety Rules

- All persons competing in driving competitions must have safety foremost in their minds.
- A horse must never be left unattended while hitched to or being put into a vehicle.
- Competent adult co-drivers are recommended for all Youth classes. No Youth may drive a stallion.

- Passengers must enter the vehicle after the driver is seated with the reins in hand and passengers must dismount first.
- The arena layout shall have safe entry and exit gates and a collection area of appropriate width.
- If the number of entries exceeds safety for the size of the arena, the class will be divided by the Show Manager into sections from which the best horses per section will return for a final drive off.
- No horse is to be hitched to a cart and driven for its first time at a show.

Ring Rules and Manners

- A ten (10) minute maximum warm up period must be offered in the ring before the commencement of judging.
- One adjustment of equipment by an attendant is allowed in the ring before judging commences.
- The judge may excuse from competition any unsafe vehicle or equipment, or any unruly horse
- For the protection of horses and exhibitors, all harness exhibitors MUST provide a header for all harness events. The header must be 16 years old or over and must remain in the marshalling area and provide immediate assistance if required.
- Horses should enter the ring clockwise at a trot.
- After entering the ring drivers should take an inside track until all other competitors have entered.
- Driver must be on the rail ie. the outer side of the ring, as safely as possible.
- Drivers must drive at a safe distance behind the horse and vehicle in front.
- Driving between another competitor and the judge is deemed bad manners and should be avoided whenever possible.
- Passing is permitted by the inside or crossing the ring into space to ease congestion, but the drive must return to the rail immediately.
- A driver is permitted to talk quietly to their horse, but shouting and whistling is not permitted.
- At the completion of judging and on instruction of the steward, the drivers should exit the ring in order of placings after a circuit of the ring, all in an orderly manner.

LIBERTY

- The objective of this class is to allow a horse to demonstrate its natural beauty as a judge assesses the horse's style, grace, animation, gaits and presence as it performs to music.
- Exhibits are released in an enclosed arena to perform to a selected piece of music.
- Exhibits must show all three (3) gaits - walk, trot & canter.

Rules

- The time of the liberty is 90 seconds and the exhibitor must catch the exhibit within 2 minutes of the music stopping or the exhibit is disqualified.
- Only one exhibitor (who will wear the number) and one assistant will be allowed in the arena with the exhibit.
- The exhibitor and their assistant are permitted to use whips and shaker bottles to encourage movement.
- The assistant may assist the exhibitor in catching the horse but if the assistant touches the horse with aids or hands at any time the exhibit will be disqualified.
- The exhibitor may not touch the exhibit with aids or hands as this will result in instant disqualification.
- The exhibitor is allowed to use their hands to catch and halter the horse after the music has stopped.
- All horses must be safely haltered before leaving the arena.

Arena Requirements

Liberty may only be offered at shows where the facilities include an enclosed arena of suitable size and where the conditions would not be hazardous to the exhibitor and/or horse. The designated arena requires the following safety standards be met:

- The surface must be safe, and it must be even and not have any holes, surface water or mud present.
- The use of electric fencing, wire, tape or rope to mark the arena is prohibited.
- The walls of the arena should be a minimum height of 1m (42 inches) and of suitable construction so as to safely contain the exhibit.

- Entry and exit gates must also be suitably constructed to ensure the arena is completely enclosed at all times during the performance.
- The arena must be cleared. For example, items such as jumps and poles must be removed.
- Show management may at any time cancel the Liberty event if they deem the conditions unsafe for exhibitors such as slippery conditions.

Public Announcements

The Announcer or Show Official shall publicly announce 10 minutes prior to the commencement of liberty that:

- There is no outside assistance allowed, silence must be observed throughout each performance and while the exhibitor is attempting to catch the exhibit.
- Applause is permitted only after the exhibit has been haltered at the conclusion of its performance.
- The Announcer or Show Official shall repeat the above statement immediately prior to the commencement of the first performance.

Judge Guidelines

- Horses will be judged beginning when the halter is removed by the exhibitor and until caught by the exhibitor.

Judges may consider the following:

Grace & Style – 30%

Animation & Presence – 30%

Music & Suitability – 10%

Catch – 10%

Liberty Equipment

- Music is required to be provided by the exhibitor.
- The CD must be clearly marked with the exhibits name and the exhibitor's number.
- No reruns will be permitted for mislabelled CDs. Only one song per CD per exhibit.
- Whips are optional.
- Shaker bottles and other aids designed to encourage movement are allowed.
- Plastic bags and any other aids designed to scare or intimidate the exhibit are **NOT** permitted.
- Exhibits are prohibited from wearing bandages or boots & should not be shod.

