

## NEW YORK STATE 4-H MINIATURE EQUINE DIVISION

### I. PERSONAL ATTIRE AND APPOINTMENTS

#### A. Required

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Gloves

#### B. Optional

None

#### C. Prohibited

1. Period costumes
2. T-shirts, sweatshirts, tank tops or crew neck shirts
3. Open-toed shoes, sandals, sneakers, clogs, shoes or boots with heels greater than 2"
4. Clip-on spurs
5. In halter obstacle, hunters, jumpers and all showmanship classes, chains may be a part of the lead on the halter but the chain portion cannot be placed in the horse's mouth or over the horse's nose.

### II. TACK AND EQUIPMENT

#### A. Required

1. Halter with lead rope or shank.
2. For driving please see rules in the driving division.
3. For showmanship and costume please see rules in the appropriate division.

#### B. Optional

1. None

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- C. **Allowed** in practice and warm-up rings.
  - 1. Same as show ring.

### III. GENERAL SPECIFICATIONS

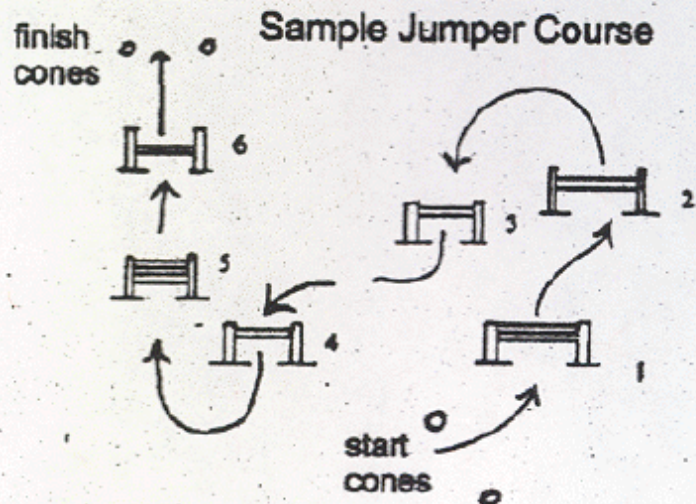
- A. All mini's need to be 38 inches or under.
  - B. Outside assistance in any class after the judging has begun entails disqualification.
  - C. All classes shall be for a single equine.
  - D. The TD shall point out in a diplomatic manner any instance where 4-H rules and directives are not enforced and shall have the authority to eliminate from that class and from the show, entries that fail to comply. The TD should not dictate to judges or management, but should immediately report to the appropriate officials any violations of the rules which might invalidate a class or induce disciplinary action. The TD should be made available to judges, exhibitors, and management at all times to clarify the application of 4-H rules and investigate any situation in which the rules are not upheld.
- A. Obstacle Halter – Mini**
- 1. The obstacle course must be posted at the Show Office not less than two hours prior to the class. Equines must be at least two years old for halter obstacle and three years old for obstacle driving. No one may show before a judge in classes where the exhibitor has designed the course in that class. An equine can only be shown by one exhibitor per class. All obstacles must be numbered on the course in order of sequence.
  - 2. Classes will be judged 100% on the manner of the equine's performance through the course.
  - 3. 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.
  - 4. Obstacle requirements.
    - a) Must be a minimum of 5 and maximum of 8 obstacles.
    - b) Tires and stair steps are prohibited.
    - c) Jumps are prohibited.
  - 5. In shows where more than one obstacle class is offered at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
  - 6. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
  - 7. All obstacles should be safe for exhibitors as well as for equines.
  - 8. Off course will result in elimination from the class and no points, ribbons or awards will be presented. Off course is defined as:
    - a) Taking an obstacle in the wrong direction.
    - b) Negotiating an obstacle from the wrong side.
    - c) Skipping an obstacle unless directed by the judge.
    - d) Negotiating obstacles in the wrong sequence.

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- e) No physically moving, or coercing the equine by touching. It is to be the judge's discretion to disqualify. Attendants 16 years of age and older may be allowed in the ring during Youth Halter Obstacle for safety purposes only. Attendant must not interfere with or influence individual's or equine's performance.
- f) Miniature leaving the obstacle course.

### B. Jumper and Hunter – Mini (These are “led” classes)

1. General Rules for both Divisions
  - a) The courses for hunter and jumper classes must be posted at least two hours prior to the scheduled time of the class. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.
  - b) The minimum age for an equine to enter the jumper or hunter class is 3 years old.
  - c) The person showing a jumper or hunter cannot jump the course with the equine.
  - d) Hunters and jumpers may show with braided manes and tails in the manner of their larger counterparts.
  - e) Judge(s) and steward shall walk Hunter/Jumper course with designer and exhibitors prior to start of class.
  - f) All jumps used in performance classes must be be collapsible.
2. Jumpers – Mini



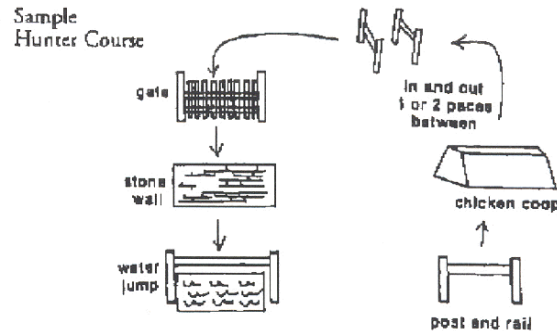
- a) Jumpers are judged on accumulated faults only, unless there is a tie in which case there will be a jump off. The jump-off is described in Part 3 below.

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1. Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, an equine or handler, by contact, lowers the established height of the fence in any way – 4 faults.
  2. 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 equine backs even a single step, side steps or circles to retake the fence, a refusal is incurred: 4 faults – 1st refusal; 8 faults – 2<sup>nd</sup> refusal.
  3. Circling – any form of circle or circles whereby the equine 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. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 faults.
- b. Elimination
1. 3 refusals
  2. off course
  3. fall of equine and/or exhibitor
- c. Jump-off. All ties in a Jumper class must be jumped-off. The jump-off will be held over the original course. The height of the jumps shall be increased not less than one inch, and not more than six inches in height. The jump-off will be timed by a stopwatch, and the equine who has the fastest time and the fewest faults in the jump off round will be declared the winner. An elimination in a jump-off does not eliminate the equine from final placings.
- d. Jumps: There will be a minimum of four fences and a maximum of six fences. The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches). Jumps should be of attractive design but constructed of a material so as not to cause danger to the equine. All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out. All jumps must have a ground pole. Jump standards may not be higher than 40". No wings or additions are allowed outside the jump standards.
- e. An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an in and out requires the retaking of both elements. The distance between the two jumps in an In and Out should be 10 to 12 feet. In and out should never be the first jump in the course.
- f. Whips: Whips may be carried in jumping classes.

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### 3. Hunters – Mini



- a. Hunters are to be judged on style, manners and way of going, with preference given to those equines who cover the course at an even pace, with free flowing strides, as in a brisk trot or canter, but must maintain same gait throughout the entire course. Circling once upon entering the ring and once upon leaving the ring is permissible. Charging fences, or not maintaining the same gait throughout the entire class should be penalized. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check. Any unsound equine will be eliminated. Equines shall not be required to re-jump the course.
- b. The course design for hunters should follow the same requirements as the course for jumpers.
- c. Fences – same size and height requirements as for Jumpers. Obstacles should simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.
- d. Causes for elimination in Hunter classes:
  1. Three (3) refusals
  2. Off Course
  3. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design.)
  4. Fall of equine or exhibitor
  5. Jumping of obstacle by exhibitor
  6. Carrying a whip
  7. An unsound equine.

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- e. Major faults to be scored:
1. Knockdowns
  2. Touches
  3. Refusals
  4. Bucking or Kicking
  5. Spooking or shying
  6. Wringing of tail
  7. Showing an obstacle to equines
  8. Not maintaining an even pace