



## Information Booklet for competitors

For more information on Miniature Horses or IMHR Inc., please visit the website: [www.imhr.com.au](http://www.imhr.com.au)

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### Important Information

Eventing is physically demanding on both horse and handler. Please consider your horse's fitness level especially if your horse is entered in multiple performance events.

In the interest of competing horses, competitors are advised to warm up their horses in the marshalling area or other allocated warm up area (such as the outdoor arena) prior to commencing all phases of the 3-day event.

The Judge may eliminate any horse they believe is unfit to continue in any of the three disciplines.



## Event Overview

To be held over three days as part of the IMHR National Show. Ribbons awarded to 10th place.

### *A true test of your horse's fitness, versatility and obedience*

Open to senior horses only - mares, geldings and stallions aged 3 years and over (actual age).

Competitors must be aged 13 or over on **the first day of the event**.

**Enter as many horses as you wish! The same handler must remain with the same horse across every phase of competition.**

## How it works

The IMHR 3-Day Event is designed to test your horse's ability as an all-rounder. It calls for fitness, athleticism and obedience across three phases comprising:

- 1 x Show Jumping round
- 1 x Cross country/Obstacle course
- 1 x Dressage In Hand test

A detailed explanation of each component and how it is scored is provided in this booklet however as an overall guide, you will **GAIN** points in dressage and face the possibility of **LOSING** points in show jumping and cross-country. The winner is the competitor with the highest total score across all three components.

## Enter as many horses as you wish

Individual competitors may enter as many horses in the 3DE as they wish. However, the **same combination of horse and handler must complete all three phases** – this is not negotiable. Each horse entered requires payment of a separate entry fee.

**SHOW JUMPING** - To ensure appropriate jump heights for each horse in the show jumping phase of the 3DE, competitors will complete one round of the national show jumping class in the height category appropriate to their class.

Only the results of the first round will be taken into account for the 3DE – if your horse is entered in the national show jumping class, you may continue on to subsequent rounds. But for 3DE competitors only the first show jumping round is necessary.

Please be aware, the jumps in the show jumping round can start at near-maximum heights.

## Equipment

No bits or whips are to be used in any of the three phases. If your equipment fails and the horse breaks free in ANY phase of the 3DE, you will be eliminated from that leg and be awarded points up to the moment of gear failure. Your horse's number, as allocated in the Show Catalogue, must be displayed on the back of the handler. Exhibitors entering the ring without a number or with the incorrect number will be penalised with 5 penalty points.

## Show Jumping

This phase is run as part of the national performance program show jumping class. This ensures each horse completes a course that is height appropriate.

3DE competitors will complete the first round of the national show jumping class in the height category appropriate to their class. Only the results of the first round will be considered for the 3DE – if your horse is entered in the national show jumping class, you may continue to subsequent rounds. But for 3DE competitors only the first show jumping round is necessary.

### Equipment

Normal performance gear and handler attire may be used.

Leg bandages/ bell boots may be worn.

### Scoring

Show jumping faults will be based on IMHR Performance rules. These can be found in the Performance Rules Handbook, which can be downloaded from [www.imhr.com.au](http://www.imhr.com.au)

**Please note: The 3DE entry fee DOES NOT include the show jumping round of the standard performance program.** This is separate to the 3DE and if you wish to compete in show jumping as an event, you must pay the entry fee for that class in addition to your 3DE entry fee.

# Cross Country Obstacle

## Equipment

Normal performance gear and handler attire may be used.  
Leg bandages/ bell boots may be worn.

## The course

**Please note, a walk-through of the course will be conducted prior to commencement of this event. The walk-through will be announced over the PA system, and competitors are urged to take advantage of this opportunity to walk the course and have any questions answered.**

**ONLY ONE WALK-THROUGH WILL BE CONDUCTED – late arrivals will not have the opportunity to walk the entire course.**

This phase is a test of your horse's fitness, obedience and confidence in you – the handler. It combines elements of trail (such as trot poles) as well as a variety of jumps. A selection of obstacles including jumps and trot poles must be attempted in a set pattern.

All horses, whether miniature, small horse or little horse, will complete the same course with the same height of jumps. The course is designed so that smaller horses have an advantage in some areas while taller horses have an advantage in other aspects – this gives everyone an equal chance.

## Timing

The cross country phase is NOT a race against the clock however the judge may eliminate any horse/handler combination attempting the course at what is deemed to be unsafe speed or with reckless handling.

**The course must be completed at TROT OR CANTER OR A COMBINATION OF BOTH (no walking).**

## Scoring

- One refusal/run out – 4 penalty points (points deducted from your overall tally)
- Two refusals/run out – a further 4 penalty points (cumulative penalties of 8 points)
- Three refusals/run out – a further 4 penalty point (cumulative total of 12 penalty points) and Elimination (as denoted by a whistle blow)
  - Knock down of jump—3 penalty points per knock down (a knockdown means the rail must be dislodged - not just rattled). There is no limit to the amount of knock downs that can be incurred.
  - NOTE: Tipping a solid jump such as a barrel will incur 3 penalty points.
- Knocking/touching/tipping/ dislodging ANY course obstacles including cones, trot poles, flower pots and other items that comprise the course - 3 penalty points.
- Elimination – 5 penalty points IN ADDITION to any other penalties incurred to the point of elimination. This is designed to ensure that competitors are not disadvantaged by completing the course rather than being eliminated.

## Dressage in Hand

### Equipment for Dressage in Hand Phase

It is recommended that horses complete the dressage test in a leather/webbing halter with browband.

Halters must sit flat against the horse's nose - no buckles/knots are to rest on the horse's noseband.

Rope halters must not be used.

No leg bandages in dressage.

The horse may have its mane and/or tail braided.

Handlers may choose between Western or English attire.

**During the dressage phase, all handlers *MUST* wear:**

- Safe, covered footwear
- Gloves
- A hat.

#### **TIP**

Marks are awarded for overall presentation in dressage and planning your dressage presentation with care provides an opportunity to gain valuable points.

### Your dressage test

(Average time 2 – 3 minutes)

Each movement in the test is scored on a scale from 0 to 10 as shown below:

10 Excellent, 9 Very Good, 8 Good, 7 Fairly Good, 6 Satisfactory, 5 Sufficient, 4 Insufficient, 3 Fairly Bad, 2 Bad, 1 Very Bad, 0 Not Executed.

Points are awarded for:

- Grace, flexibility, and obedience;
- Smoothness of transitions from one gait to another;
- The horse's ability to maintain an even rhythm at each gait, and
- The horse's ability to move forward with impulsion ('active' and energetic yet controlled).

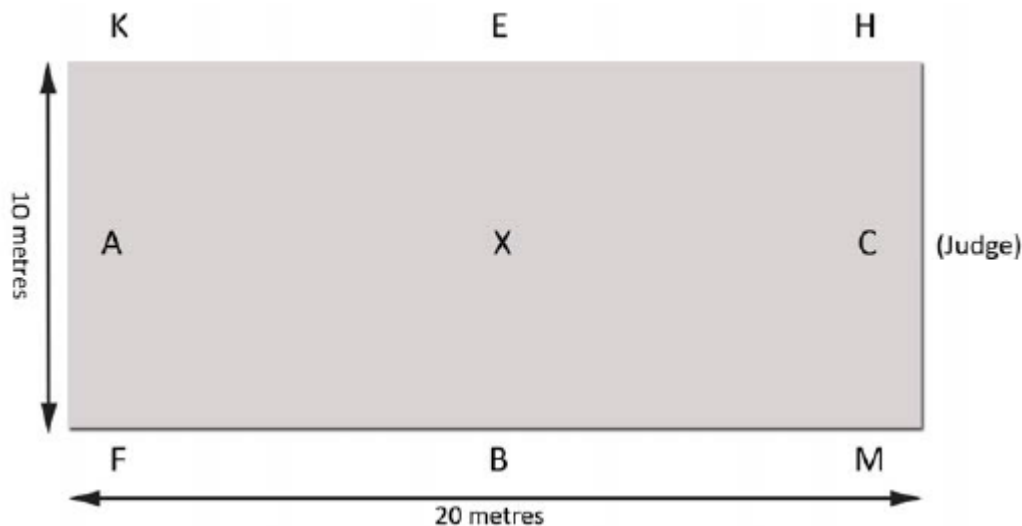
Course errors (performing an incorrect movement) incur penalties: 1st error – 5 points; 2nd error – 10 points; 3rd error – 15 points; 4th error – elimination. A whistle will be blown once to signal a course error – if this occurs the competitor must resume the test from the last correctly completely element. Two whistle blows signals elimination. Points will be gained to the point of elimination.

There are 8 movements, giving each competitor a score out of 80. An additional mark (out of 10) is awarded for presentation of horse and handler plus an additional mark (out of 10) for overall impression and suitability to give a total score out of 100.

**PLEASE NOTE:**

- The judge's score for your dressage test is final – and is not open to negotiation.
- Competitors will need to identify themselves and their exhibit number to the ring steward before commencing their dressage test to ensure correct identification on your personalised score sheet.

**What does the dressage arena look like?**



Each competitor enters the arena at A and halts at X to salute the judge (who is located outside the arena at 'C') at the start and finish of the test. A salute involves lowering your left arm by your side and nodding your head to the judge. It is not a military style salute. Your horse should stand parallel to you at the salute (points are awarded if the horse stands square though you cannot square the horse yourself as you would in a halter class).

Points will be deducted if you or your horse step outside the arena during the course of your test.

There is no lunging involved in the test. The handler remains at the horse's left shoulder at all times.

A 'medium walk' is a strong energetic walk – almost breaking into a trot

A 'medium trot' is a strong energetic trot – though not an extended trot.

An 'extended trot' requires your horse to lengthen his frame and stride while increasing the suspension between footfalls. In other words, his hooves stay off the ground longer than they do during a medium trot.

Before practising the test with your horse, it is a good idea to walk through the test yourself.

You can choose to memorise the test or have a 'caller', who calls each movement to you from the side of the arena. (It helps if the caller familiarises him/herself with the test first. Event organisers are not available to act as callers)

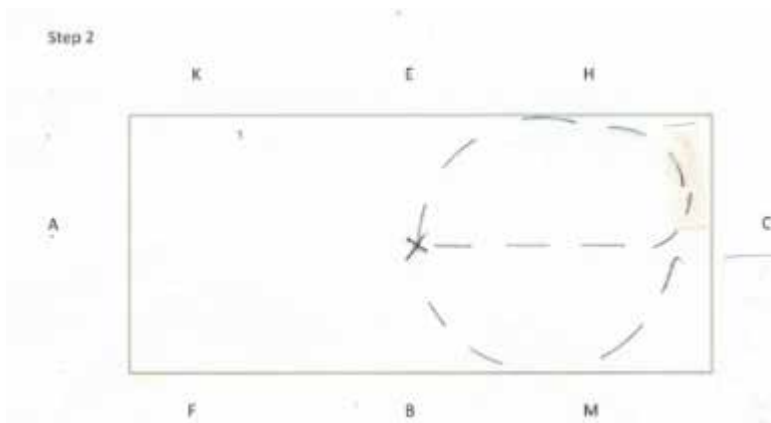
**Please Note:** Only movements 1 through to 8 are scored. In the event of a tie for the overall 3DE winner, placings will be based on the highest scores earned in dressage for movements 4, followed by movement 3 and finally, movement 1.

### Your dressage test

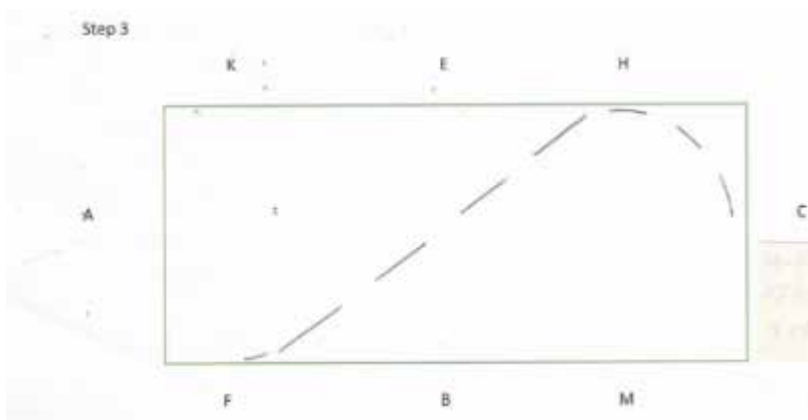
Step 1 A-X medium walk to X. At X halt and salute.



Step 2 X-C medium trot. At C track left, 10 metre circle, medium trot.



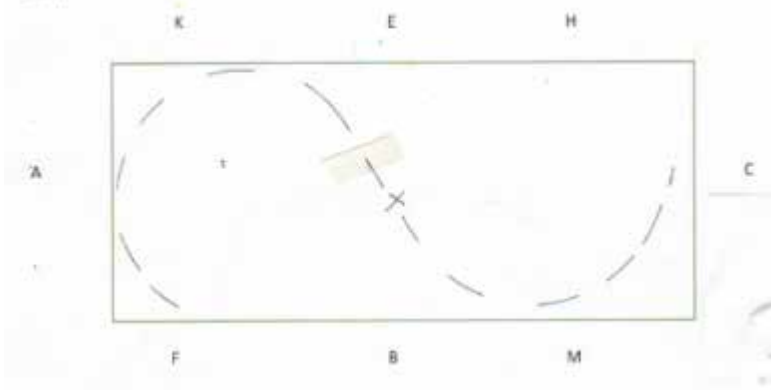
Step 3 H-F Extended trot



Step 4 F medium trot, A-X 5-metre circle medium trot, at X change rein, 5-metre circle, medium trot.

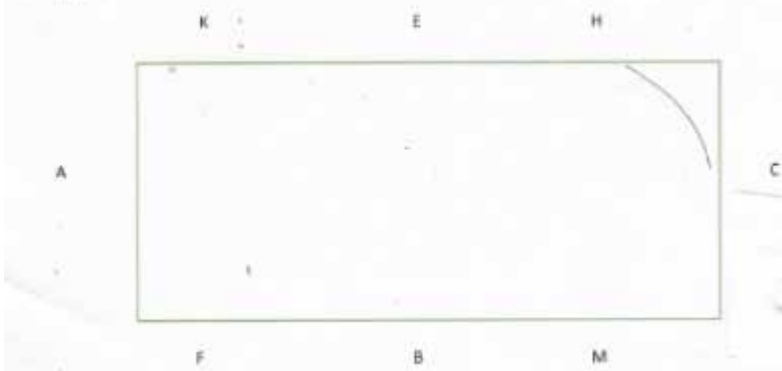


Step 4



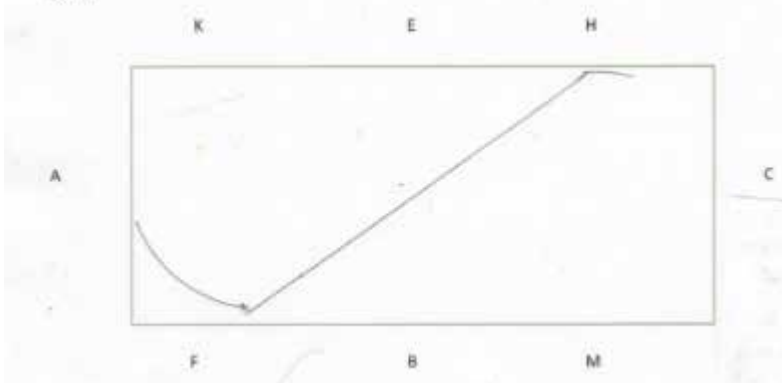
Step 5 At C medium walk

Step 5

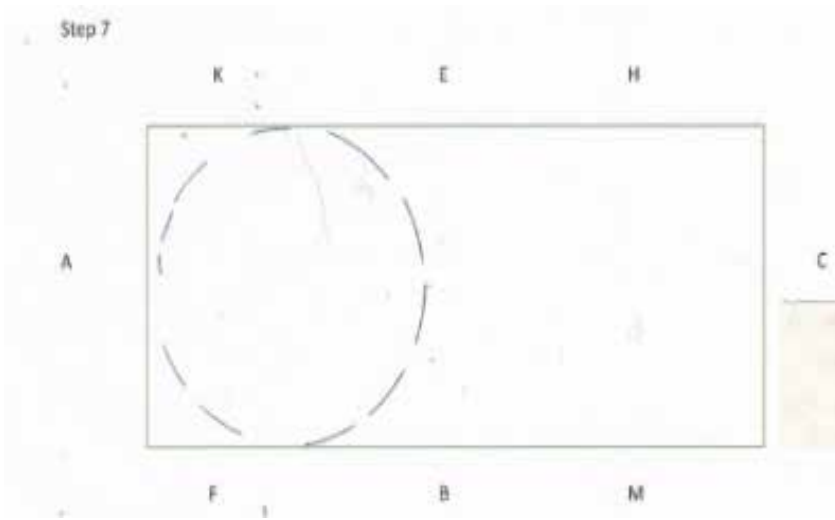


Step 6 H-F medium walk. F-A track right.

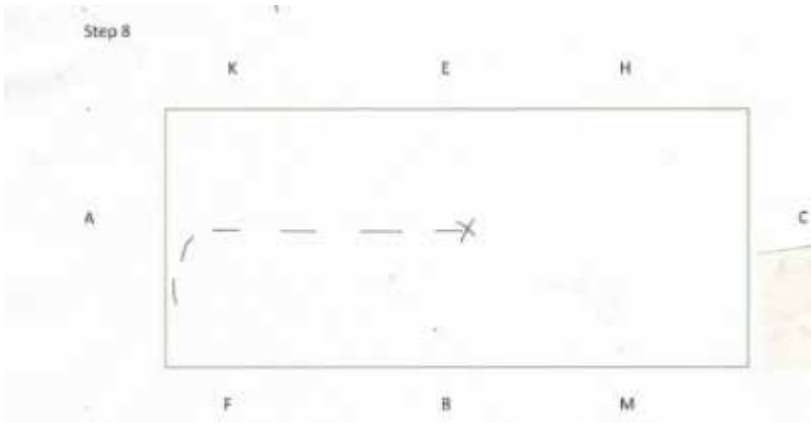
Step 6



Step 7 At A medium trot, complete a 10-metre circle



Step 8 At A turn down the centre aisle, halt at X and salute.



## How your dressage test will be scored

Competitor number:		
Movement	What the judge is looking for	Score: /10
1	A-X medium trot X Halt. Salute	Straightness on centre line Quality of walk Squaring of horse on halt
2	X-C medium trot At C track left medium trot 10 metre circle medium trot	Quality of transition – halt to trot Roundness of circle
3	H-F extension of trot	Quality of extension and impulsion
4	F medium trot A-X 5-metre half circle medium trot X change rein X-C 5-metre half circle medium trot	Quality of transition from extended to medium trot  Roundness of circle Quality of change of rein in serpentine
5	C medium walk	Quality of transition - trot to walk
6	H-F medium walk F-A track right	Quality of medium walk
7	At A medium trot  At A 10-metre circle medium trot	Quality of transition from walk to trot  Roundness of circle
8	A down the centre aisle. X halt. Salute.	Roundness of turn through A Straightness of trot down centre line Quality of halt.
Exit arena at a free walk on a long rein.		
Test score:		
Presentation of horse and handler (out of 10):		
Overall impression and suitability (out of 10): Less penalties: 1 <sup>st</sup> = 5 points; 2 <sup>nd</sup> = 10 points; 3 <sup>rd</sup> = 25 points; 4 <sup>th</sup> = eliminations		
Total score		