



**INDEPENDENT MINIATURE HORSE
REGISTRY INC (AUSTRALIA)**



IMHR Performance Handbook

INTRODUCTION

The Independent Miniature Horse Registry Inc. was founded in 2005 dedicated to promoting and protecting the qualities that make the Miniature Horse a unique individual within the equine world.

This handbook is designed to ensure competitors and judges are given clear and concise rules regarding the officiating and the conduct of events at IMHR Feature Shows.

Judges and those officiating at IMHR shows should be provided with a copy of this handbook.

This handbook should be read in conjunction with the latest copy of the IMHR Show Rules handbook.

More information about Miniature Horses and IMHR Inc. can be found on the official website:

www.imhr.com.au



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GENERAL RULES 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 2 years and under at 1 August age
- Senior exhibits are 3 years and over at 1 August age
- 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
- Where no APSB performance classes are offered, Shetland Ponies over 38.5 inches and not exceeding 42.5 inches tall may be dual registered as Little Horses for the purpose of competing in performance only.

Exhibitors Dress Code

It is mandatory for the handler to wear appropriate attire as per the IMHR 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.

Special Consideration

If an exhibitor believes they need special consideration they may apply in writing to the IMHR National Committee outlining their case for consideration.

This includes but is not limited to:

- handler age
- exhibit age
- attire

Application must be made at last 21 days prior to show date. The Committee will consider the application and advise the result.

Applications for consideration cannot be made at the event.



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.

See next page for diagram.

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.

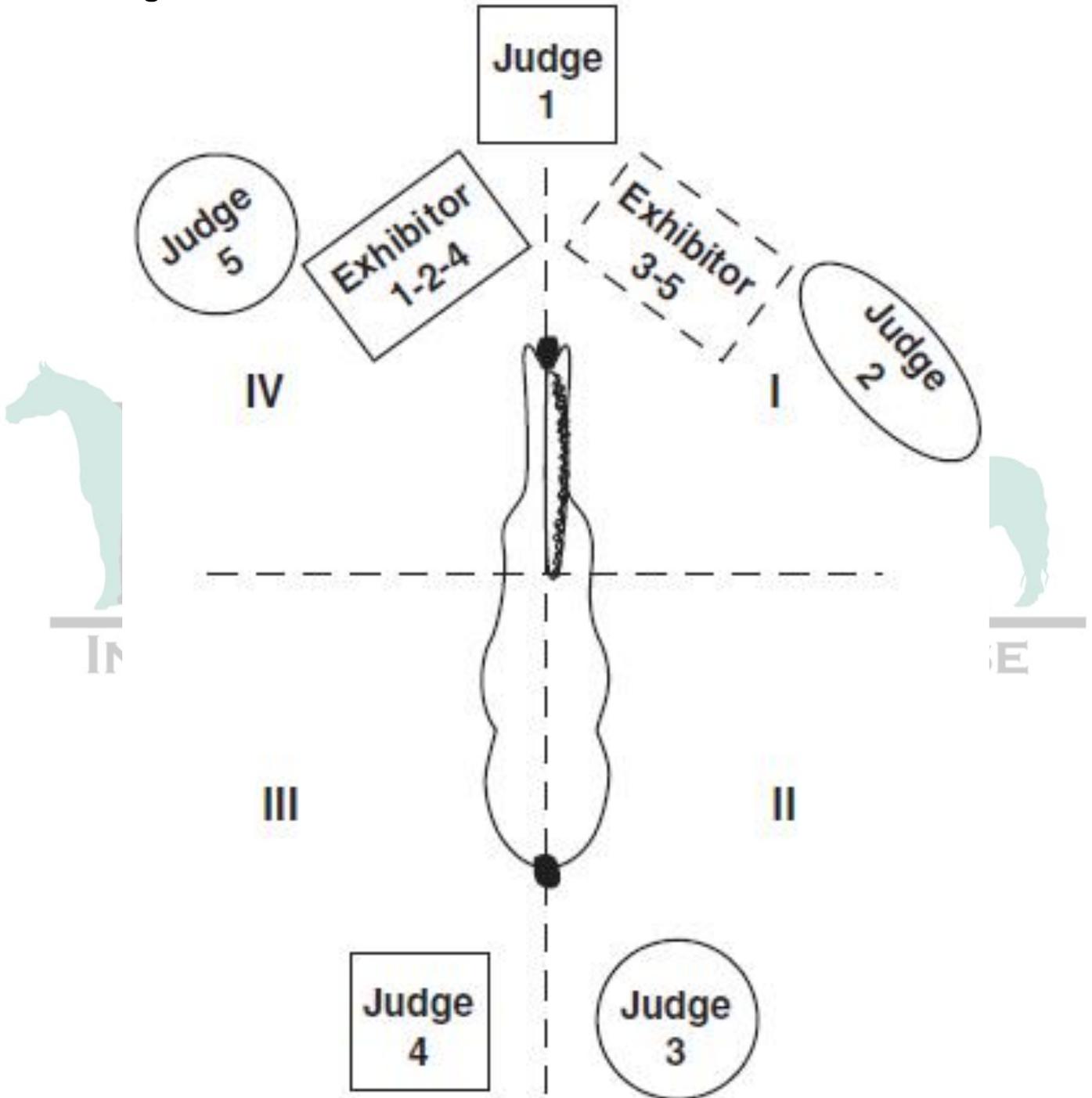
The handler not following the proper instructions for the pattern may be eliminated.

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.



Quartering



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 1

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', 'archway' 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



TRAIL - Overview (Cont..)

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.

- Practise Practise Practise

Practise at home. The movements required in a trail course can be completed by all exhibits if they have appropriate training and practise. It is unfair to expect your exhibit to complete a movement if they do not understand what you are asking for.

- 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!

Tips for Organisers

Prepare a few options for the judge to choose from if required. All course designs must ensure the safety of horse and handler.

The diagram should show the direction of approach for each obstacle and the gait (walk or trot) between obstacles.

Provide a steward for the judge to note the scores for each obstacle to allow the judge to continue to focus on the exhibit.

Tips for Judges

When setting the course bear in mind that the idea is NOT to intimidate or eliminate an exhibit by making the course or obstacle too difficult or too hard to remember. It should demonstrate the ability of the horse and handler to work together. Some events will have pre-prepared course options for the judge to choose from. Discuss this option with the Show Management team.

The judge must walk the course prior to the event with the handlers (only handlers NOT exhibits) to give competitors a chance to ask questions about any movements they are unsure of.

The judge has the right to alter a course if he/she feels there is a safety issue however the course cannot be altered after the first horse has completed the course. Changes may only be made before the first competitor has commenced their trail course.

Ideally, a steward will be provided to allow the judge to call the score after each obstacle ensuring that they do not need to take their eyes off the exhibit for the duration of the course. Prior to commencement, once obstacle should be selected as the tie-break obstacle. This is marked on the score sheet as T1. A second obstacle is also selected in case the first one does not resolve the tie break. This is labelled as T2. The steward in conjunction with the judge will total the scores and confirm the placings.

TRAIL - Overview (Cont..)

Obstacles

The following table lists the obstacles that may be included in the trail course. The course must have a **minimum** of 6 obstacles and a **maximum** of 8 obstacles. At least 3 obstacles to be taken from the mandatory list. While the junior horses may be able to attempt most of the obstacles, there may be limitations applied. See the detailed description for each obstacle for more information.

Prohibited Obstacles

- Tyres
- Stairs
- Elevated logs that can roll off the stand
- Rocking or moving bridges

	Mandatory	Junior Exhibit	Senior Exhibit
Bridge	✓	✓	✓
Gate	✓	✓	✓
Trot Poles	✓	✓	✓
Backing	✓	✓	✓
Turn in Square		✓	✓
Cones		✓	✓
Lunge		✓	✓
Hurdle (small jump)		✓	✓
Pivot		✓	✓
Side-pass		✓	✓
Straddle			✓
Tarp		✓	✓
Archway		✓	✓
Tentacles		✓	✓
Carry Item		✓	✓
Circle Horse		✓	✓

Sample Score Sheet:

IMHR TRAIL SCORE SHEET

Class Number: _____ Class: _____

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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 1 major fault

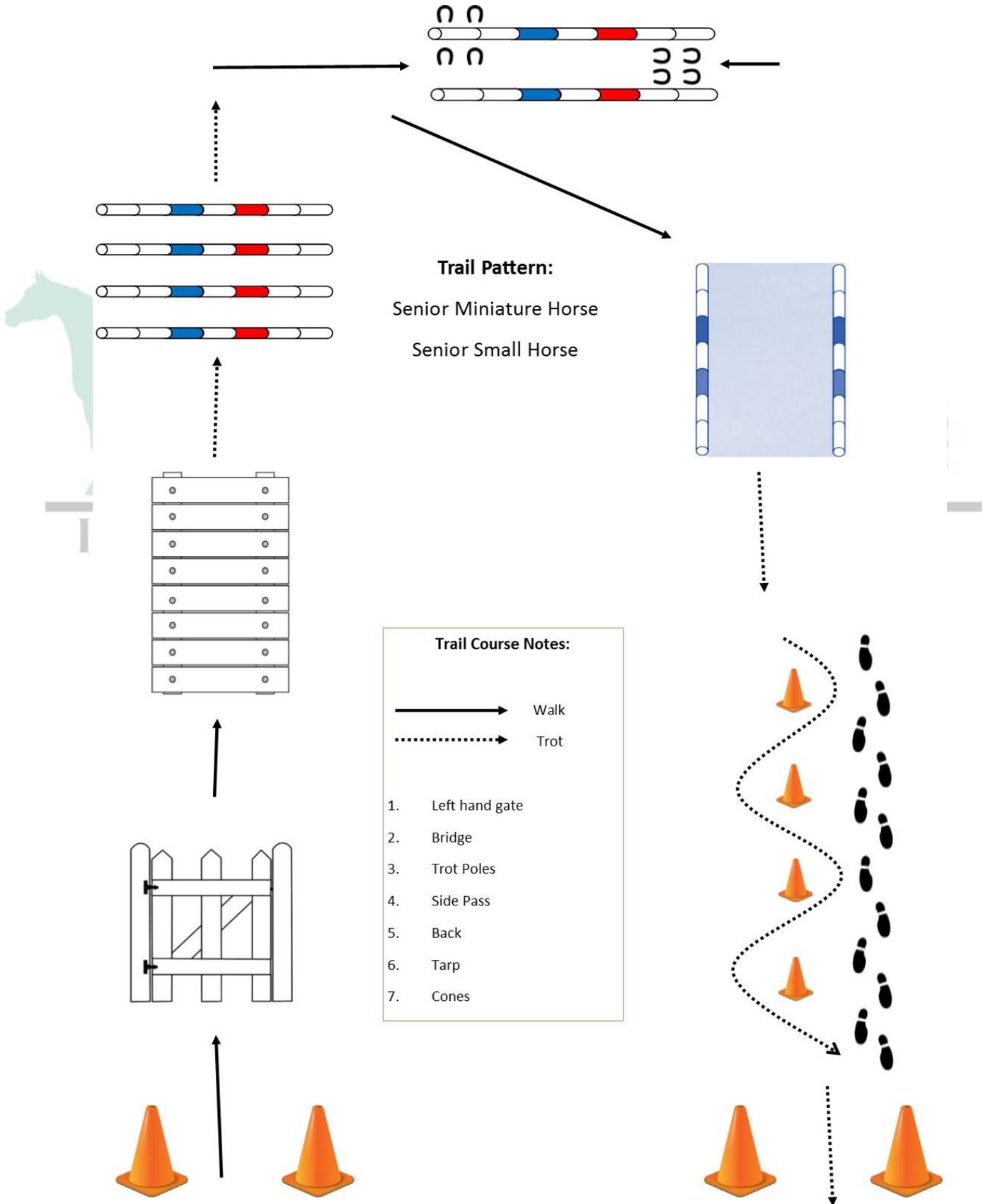
4 - Executed with more than 1 major fault
3 - Executed with a serious fault
2 - Executed with a serious faults and/or 1 refusal
1 - Executed with 2 refusals and/or illegal cueing
0 - Not Executed and/or 3 refusals

Tie Break

Exhibit #	T1		T2		Total	Placing
	Gate	Bridge	Side Pass	Back		
1	1	2	3	4	5	6
2						
3						
4						
5						
6						
7						
8						
9						
10						

TRAIL - Overview (Cont..)

Sample Trail Course



Images © IMHR Inc, Tequine Solutions | Obstacles not to scale | Images may not be used without express written permission.

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

Obstacle Specifications

- Height 30 cm (12 inches) maximum
- Width 60cm (2 feet) minimum
- Length 150cm (5 feet) minimum
- The bridge may be flat or have a slight raised arc
- The bridge may be painted with no slip finish
- The bridge should be sturdy with no movement and NO sides
- Rocking or moving bridges are **prohibited**

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

Exhibitor's Tips

Have an old bridge in your paddock so they will explore on their own and get used to the feel and sound.

When training, if your horse/pony put their foot on by themselves, don't push them and repeat the next day. If they are happy to stand on the bridge just let them stand and relax.

If you don't have a bridge use the tail gate of your float it's the noise they need to get use to when they walk on the wood.



TRAIL - Obstacles

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

Obstacle Specifications

- Gate should be sturdy when gate is opened
- Freely swing open both left or right hand push
- Minimum width 90cm (3 feet)

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.



TRAIL - Obstacles

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

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.

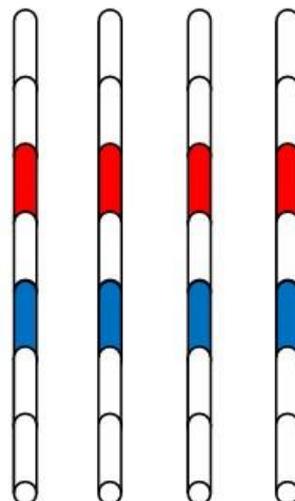
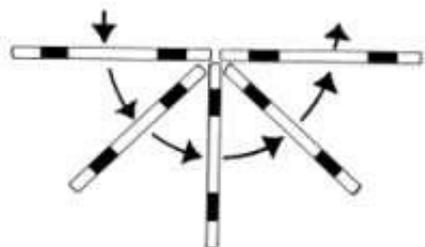
Exhibitor's Tips

Set poles up as specified and send your horse out on the lunge at a walk going over poles then progress to a trot

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)
- Flat base to stop poles rolling e.g. use ½ round coppers logs

Distances are the same for all heights.



TRAIL - Obstacles

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

Obstacle Specifications

- Standard trail equipment can be used. The poles can be wood or PVC pipe
- Poles should be 4 inches (10 cms) in diameter
- Poles should be 4 – 5 feet (120-150cms) in length
- Poles should be spaced 12 inches (30 cm) apart
- Flat base to stop poles rolling e.g. use ½ round coppers logs

Faults/Penalties

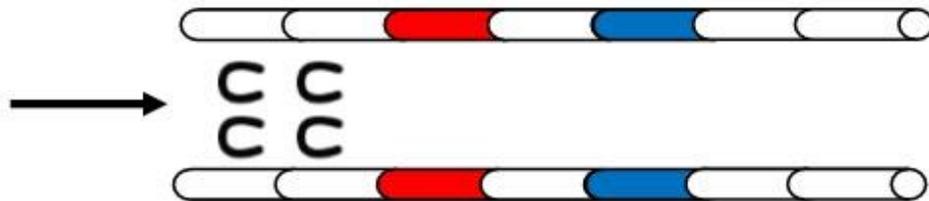
- Standing in front of the horse using aggressive body language e.g.: stamping of feet, walking aggressively toward the horse or excessive wiggling of the lead.
- Handler or exhibit moves or touches poles
- Exhibit not backing in line with obstacle (crooked)

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.



TRAIL - Obstacles

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

Obstacle Specifications

The square is to be made of 4 x 1.5m (5 foot) long poles with a diameter of 7-10cm (3 – 4 ").

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

Exhibitor's Tips

Start your horse turning off you before using the box
When you are getting a nice tight turn from your horse then start in larger box and gradually make the box smaller till you have the required size.

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TRAIL - Obstacles

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)

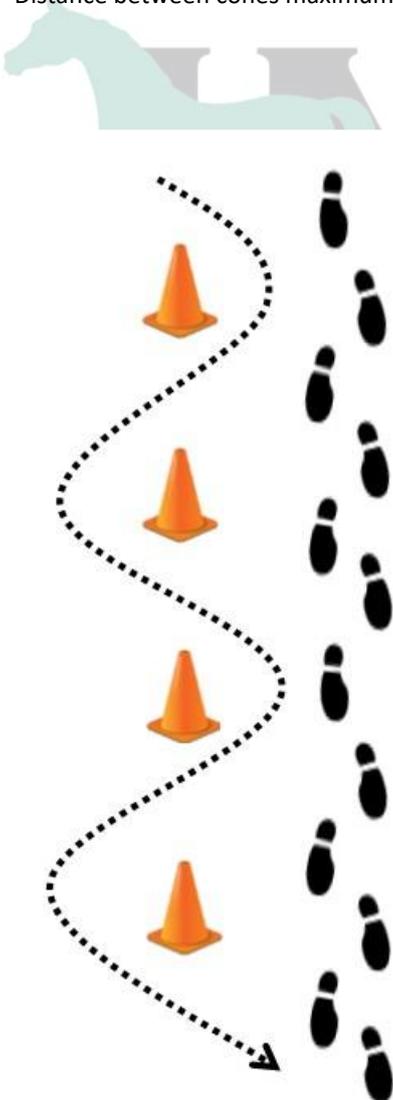
Faults/Penalties

- 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.



TRAIL - Obstacles

LUNGE

The lunging obstacle is used to test the horse's ability to display correct and fluent movement in the natural gaits of walk, trot or canter.

Rules

- 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

Faults/Penalties

- 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
- Rope becomes entangled around exhibit or handler
- Handler not standing in hula hoop if required to do so, or stepping out of the hoop while lunging

Note to Judges

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.

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TRAIL - Obstacles

HURDLE (Small Jump)

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit must clear the jump without any penalties.
- Handler is NOT permitted to jump the obstacle
- Handler is NOT permitted to carry a whip or cane
- Maximum of 4 hurdles per trail pattern

Obstacle Specifications

Maximum jump height for junior horses is 40cm (16 inches)

Maximum jump height for senior horses is 60cm (24 inches)

Faults/Penalties

- The exhibit refusing the jump (three refusals at the same obstacle results in a zero (0) score for that obstacle
- Handler jumping over the jump
- The exhibit knocks down the jump or any part of the jump

Refusals

On the 2nd refusal the exhibitor must move on to the next obstacle, resulting in a score of 0 for the obstacle



TRAIL - Obstacles

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)

Exhibitor's Tips

For the forequarter ask your horse to move the hindquarters away from you & keep the front feet as still as possible- you will need to stand on their shoulder .

Ideally you want your horse to lock the front foot & spin on the one foot

The hindquarter ask your horse to side pass at a turn & progressively get the turn tighter

Only ask for a few steps to start with then move up to ½ a circle then ¾ then the full circle

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TRAIL - Obstacles

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

Obstacle Specifications

- Standard trail equipment can be used.
- Pole should be 4 inches (10 cms) in diameter
- Pole should be 4 – 5 feet (120-150 cms) in length
- Flat base to stop pole rolling e.g. use ½ round coppers logs

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.



TRAIL - Obstacles

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.

Obstacle Specifications

- Standard trail equipment can be used.
- Pole should be 4 inches (10 cms) in diameter
- Pole should be 4 – 5 feet (120-150 cms) in length
- Flat base to stop pole rolling e.g. use ½ round coppers logs



TRAIL - Obstacles

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



TRAIL - Obstacles

ARCHWAY

Rules

- Rules outlined in the Trail Overview apply to this event
- Both handler and exhibit must walk through the obstacle
- Handler to gain points for staying on the exhibits shoulder
- Exhibit to show fluid movement on the approach and through the obstacle

Faults

- Handler pulling exhibit through obstacle
- Handler not going through obstacle ie: going around
- Exhibit backs away
- Exhibit shows any hesitation or resistance
- Exhibit rushes through Obstacle

Specifications

Minimum width 150 cm (5 feet)

Minimum height 200 cm (6 feet)

Light streamers to be attached but 30cm (12 inches) clear of ground so they are clear of being stepped on

Arch should be sturdy and safe and tall enough for taller exhibitors.

Exhibitor's Tips

Approach and retreat works very well

Walk past the obstacle several times getting closer each time
When your horse or pony is confident try walking up to obstacle stop before going through walk away then try going through

Let your horse or pony investigate at their own pace—
touching with their nose

If they pull away let them drift don't force them to stay there

When they are confident ask the horse to going through

Try stopping ½ way let the streamers stay on their backs

Stay on their shoulder - you want your their nose to reach the streamers before you

Never have your first try on a windy day



TRAIL - Obstacles

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

Exhibitor's Tips

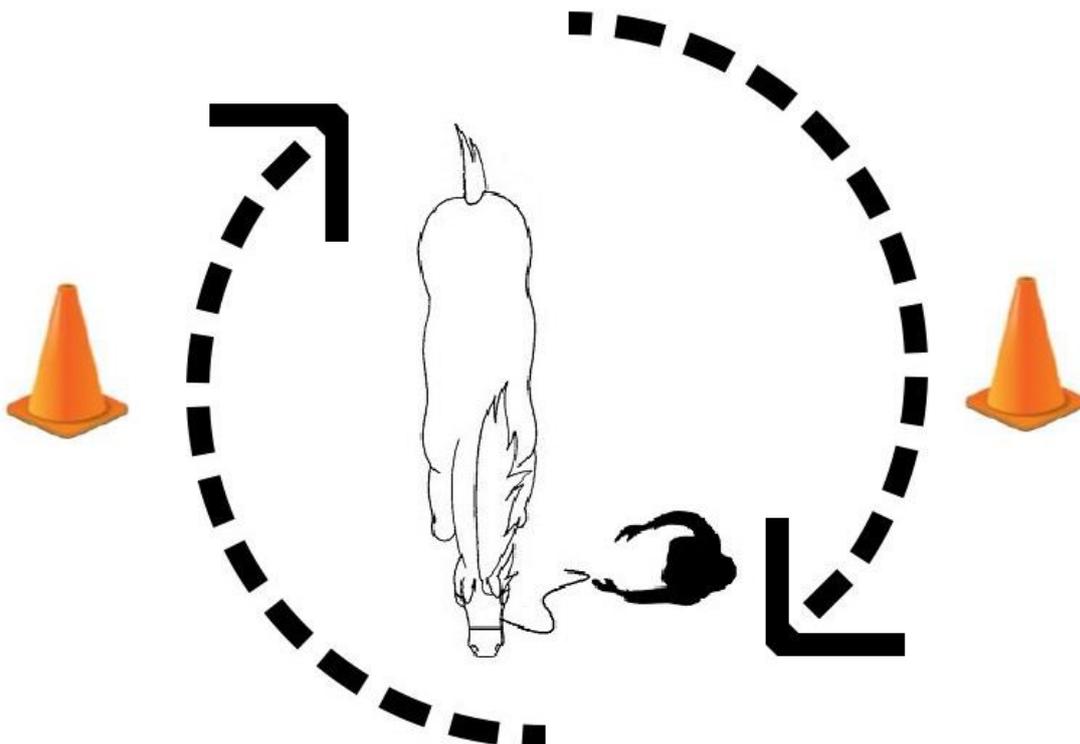
Ground tying refers to the ability to drop your lead and have the horse stand in place. It demonstrates a high level of obedience and self control on the part of the horse, so before teaching your horse to ground tie, they should be able to stand quietly when tied.

Teach your horse a verbal or physical cue to stand before attempting to ground tie and circle around it.

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.



TRAIL - Obstacles

TENTACLES (POOL NOODLE WALKWAY)

Rules

- Rules outlined in the Trail Overview apply to this event
- The exhibit and handler must both approach the tentacles but only the exhibit is to pass through the opening.

Obstacle Specifications

- Uprights should be sturdy or affixed to ground so that the obstacle does not fall when horse passes through opening.
- 'Noodles' should have enough give in them to allow exhibit to pass through.
- Minimum overall width 90cm (3 feet)
- Minimum centre gap width of 30cm (12 inches)

Faults/Penalties

- Exhibit not willing to walk through
- Exhibit rushing through
- Exhibit jumping or attempting to jump obstacle
- Handler pushing 'noodles' apart or making unnecessary contact with the obstacle
- Handler passing through obstacle



Source: Pinterest

Exhibitor's Tips

Approach the 'tentacles' straight on at a steady pace and aim for the middle of the obstacle.
Don't take your hand off the lead.

TRAIL - Obstacles

CARRY ITEM

The handler is to pick up an object (jacket, sack, umbrella, bucket, flag etc.) and place it at a designated location while leading the exhibit from either the offside or nearside as specified by the course pattern.

Rules

- Rules outlined in the Trail Overview apply to this event
- Handler only to make contact with object

Obstacle Specifications

2-3 Cones

A suitably portable object

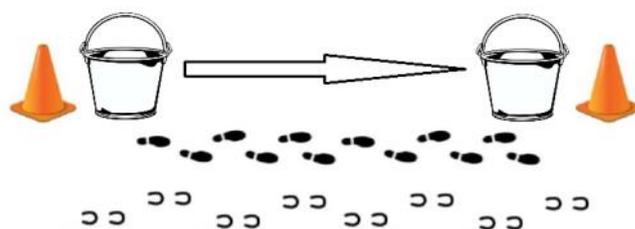
Distance between cones minimum 5m (16.5 feet), may go around a corner cone.

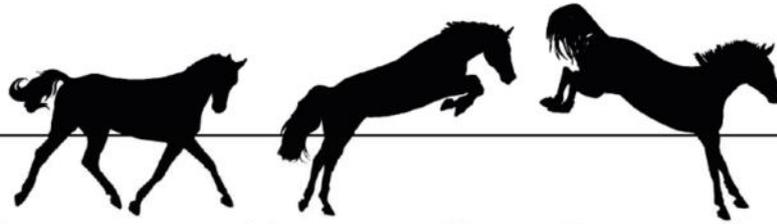
Faults/Penalties

- Handler dropping object
- Not leading exhibit from the side indicated on pattern
- Exhibit making contact with object
- Handler or exhibit stepping on or knocking over cones
- Exhibit shows hesitation or resistance
- Exhibit and handler not going around cones if specified to do so on course pattern.

Exhibitor's Tips

Ensure you start the obstacle with the cone on the correct side as per course pattern.
Teach your horse to lead from the offside before the event.
Only place down the object in the designated area.





INDEPENDENT MINIATURE HORSE REGISTRY INC.
3 DAY EVENT

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.

INDEPENDENT MINIATURE HORSE
REGISTRY INC (AUSTRALIA)



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

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 completed element. Two whistle blows signals elimination. Points will be gained to the point of elimination.

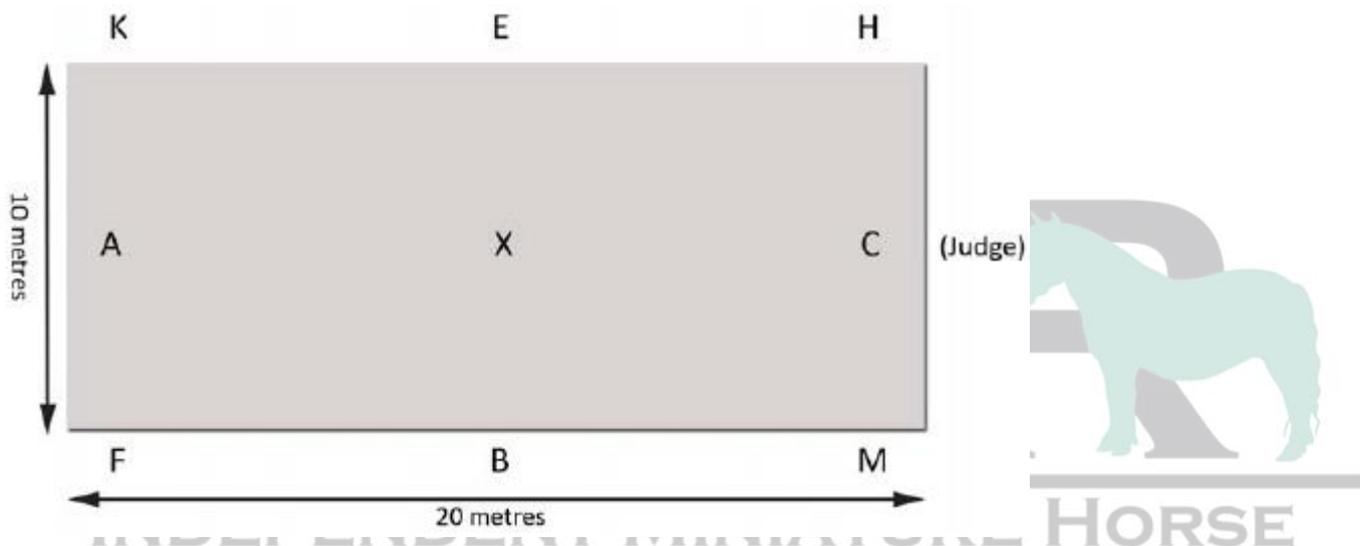
There are 8 movements, giving each competitor a score out of 80. An additional mark (out of 10) is awarded for presentation of horse and handler plus an additional mark (out of 10) for overall impression and suitability to give a total score out of 100.

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.

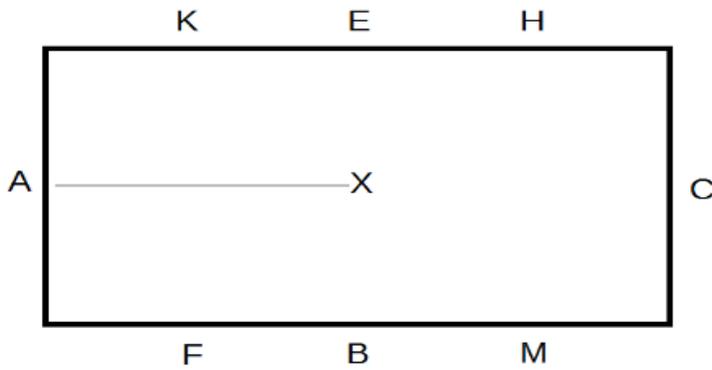
Before practising the test with your horse, it is a good idea to walk through the test yourself.

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)

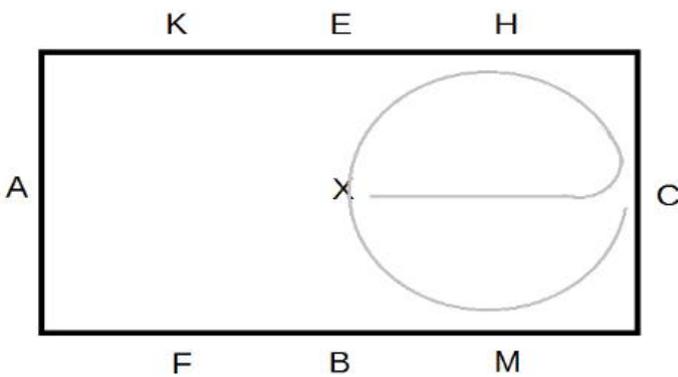
Please Note: Only movements 1 through to 8 are scored. In the event of a tie for the overall 3DE winner, placings will be based on the highest scores earned in dressage for movements 4, followed by movement 3 and finally, movement 1.

Your dressage test

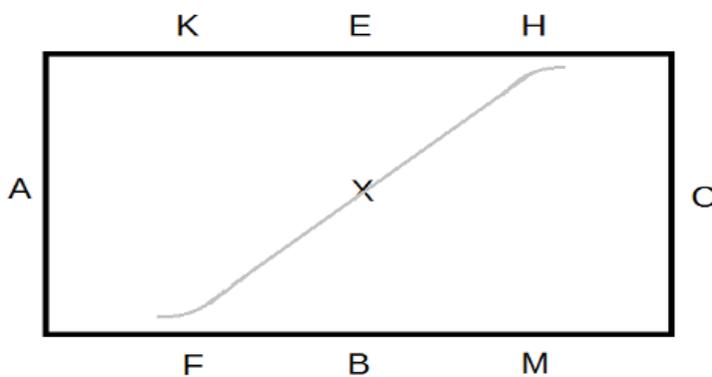
Step 1 A-X medium walk to X. At X halt and salute.



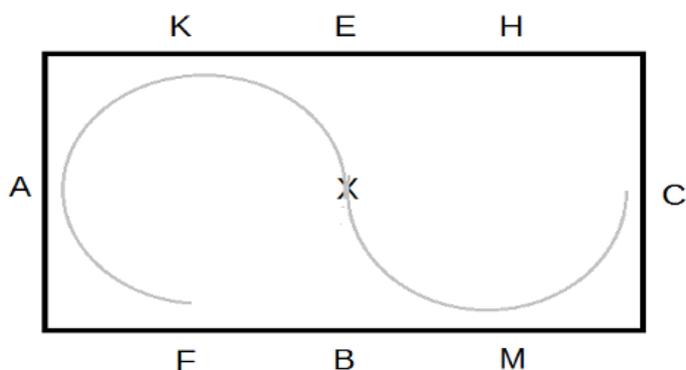
Step 2 X-C medium trot. At C track left, 10 metre circle, medium trot.



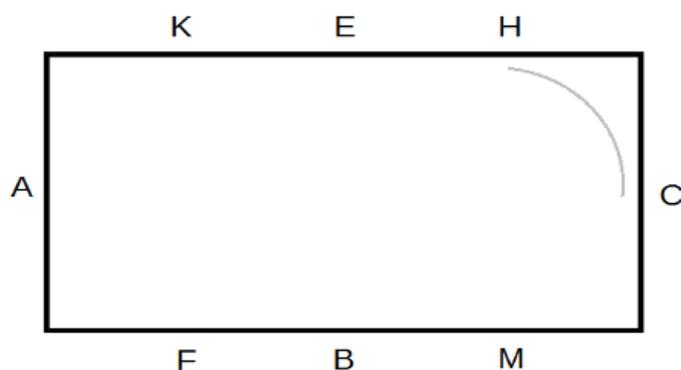
Step 3 H-F Extended trot



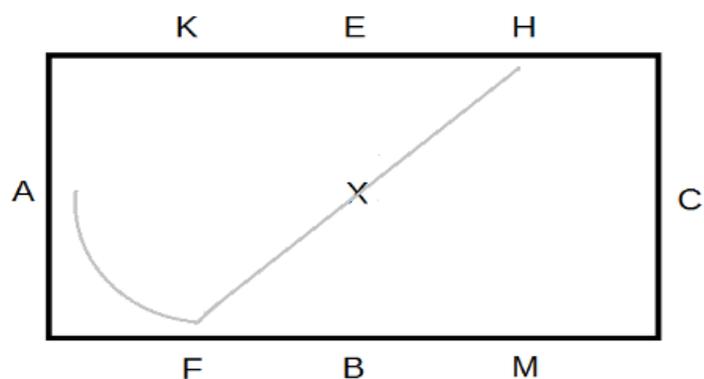
Step 4 F medium trot, A-X 5-metre circle medium trot, at X change rein, 5-metre circle, medium trot.



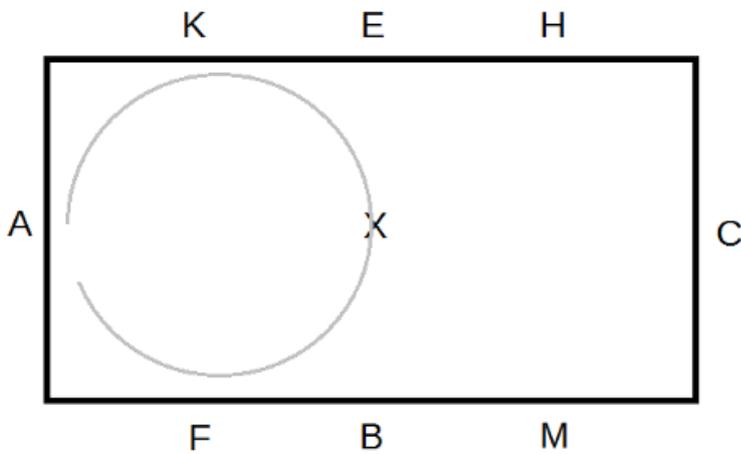
Step 5 At C medium walk



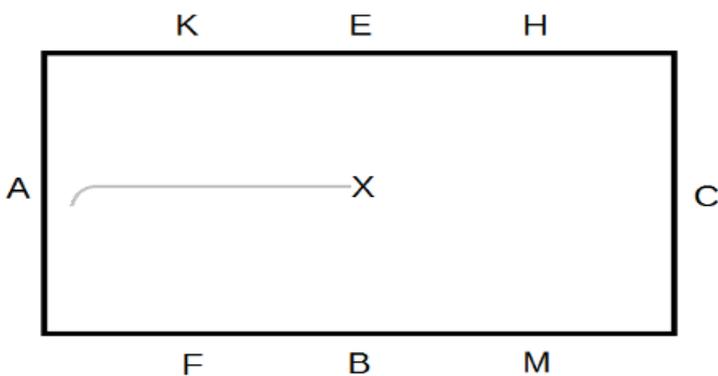
Step 6 H-F medium walk. F-A track right.



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 10-metre circle	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 st = 5 points; 2 nd = 10 points; 3 rd = 25 points; 4 th = eliminations			
Total score			

JUMPING EVENTS - Overview

Several types of jumping classes can be held at IMHR 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

The course design (layout) must be displayed at least one (1) hour before commencement of hunter / show jumping classes, or two (2) hours beforehand in the case of a National Show hunter/show 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 three (3) 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) with the exception of an in-and-out.

An in-and-out is considered one obstacle and is restricted to senior events only. The distance between the two elements of an in and out must be no less than 1.8m (6 feet). The maximum height of the bar on the second element of an in-and-out must not exceed 60cm (24 inches) for miniature horses; 66cm (26 inches) for small horses and 71cm (28 inches) for little horses. The top bar on the first element of the in-and-out should be set lower than the second element.

JUMPING EVENTS - Overview (Cont..)

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.



JUMPING EVENTS - Show Jumper

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.



JUMPING EVENTS - 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.

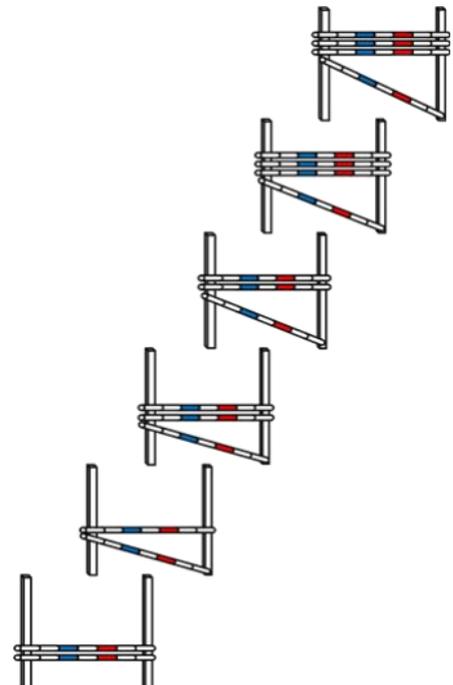
If an exhibit is eliminated in a round of jumping it can never finish in a lower place than exhibits eliminated in an earlier round.

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



JUMPING EVENTS - Fault and 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:

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

First round jump height:

Miniature Horse—60cm (24")

Small Horse—66cm (26")

Little Horse—70cm (28")

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 and this continues until a winner is eventually determined.

If more than one horse in the same round incurs faults, then those horses must jump off for placings in that height before continuing the competition.



LUNGELINE

This event tests the exhibitor and horse's ability to display correct and fluid movement 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.

NOTE TO JUDGES:

The Exhibitor may complete the test before the allotted time
THIS IS NOT CLASSED AS A FAULT.

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. Judges decision is final.

Faults

- 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.

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.



HARNESS AND DRIVING

The Independent Miniature Horse Registry 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.

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.



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 – eggbutt, 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.



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 and 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 halted 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.

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.





