



## **Michigan 4-H Miniature Horse**

### ***Show Guidelines***

**2019**

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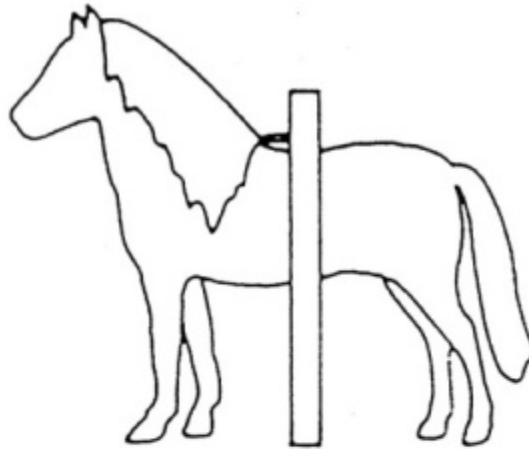
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### General Rules

1. A miniature horse 38 inches or under when measured at the last few hairs of the mane.

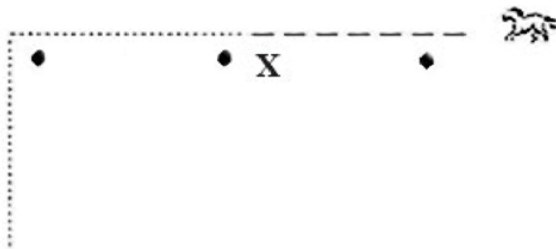


*The height of a miniature horse is the vertical distance from the last hairs of the mane to the ground when the animal is standing squarely on a level area.*

2. Horses do not need to be registered to show at Michigan 4-H Shows or the Michigan 4-H State Miniature Horse Show.
3. Stallions are not allowed unless it is the year in which they were born.
4. Horses may be body clipped or shown in full coat.
5. A driving horse must be 3 Years or older.
6. Horses must be at least 2 years old to participate in Ground Driven Obstacle.
7. Hunter/Jumper Horse (Age) - A hunter/jumper horse must be 3 years and older.
8. Horses must be at least 1 year old to participate in Liberty, In-Hand Obstacle/Tail, In-Hand Gymkhana classes and costume.
9. Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s). Headgear harness must be secured and properly fitted. Helmets are required in Driven Barrels, and Cones Class.
10. Headers: It is required that youth exhibitors in any driving class have a header 16 years or older. Headers are to enter the ring when the line-up is called, may assist in setting up the animal and then step back two paces where they are to remain, except in an emergency, until the judge's card is turned in. Headers apparel should be ring appropriate.
11. An exhibitor's outfit should not be the dividing factor in placings.

### Halter

Horses show in halter at a walk and trot. Judge to ask for the horse to walk past them and trot away; horse to turn 90 degrees making an "L" and continue to trot into the line up. This allows the judge to view the movement from the front, back, and side.



**X Judge**  
**Walk** - - - - -  
**Trot** . . . . .

1. The Miniature Horse is to be shown to its best advantage, with a preference that the horse stand square. The Judge at his or her discretion may ask to have the horse stand square, which means all four feet are flat on the ground and at least one front and one rear cannon bone perpendicular to the ground.
2. Horses may be shown with or without polished hooves.
3. Horses must be serviceably sound, in good condition, and well-groomed. Transmissible weakness and unsoundness to be penalized.

### Color Class

Color class is judged 100% on color. The classes should be divided in to solid color and multi-color.

1. Horses are to walk in a circle around the judge, then reverse and walk. Follow directions of ring steward.

### Showmanship:

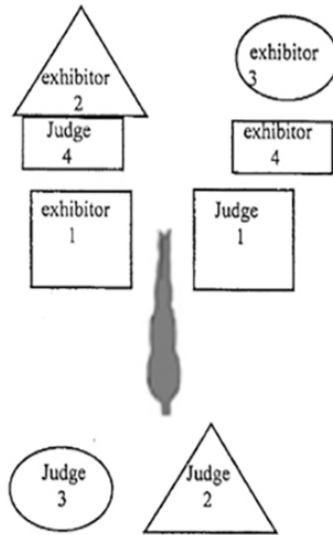
Showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence and maintaining a balanced appearance.

**Appointments of Exhibitor:** See Fitting and Showing Division of the Michigan 4-H Rulebook starting on page 9.

**Appointments of the Horse:**

1. Horses to be shown in a halter with an appropriate lead, chain on lead permitted under the chin or over the nose of the horse. A chain is optional. Western, Cable and Draft style halters are permitted. A bridle is acceptable when showing in English attire (unless specified otherwise).
2. Judges should specify if the HALF or QUARTER system will be used in the class. The HALF system is preferred.

Half System to be used in exhibiting your pony or horse.



Exhibitor must be on the opposite half of the pony/horse from the judge. When Judge is in position 1 then exhibitor should be in position 1, when Judge is in position 2 then exhibitor should be in position 2, etc.

#### Minor Faults (deduction of 5 points)

- Break of gait at walk or trot for up to two strides
- Over or under turning up to 1/8 turn
- Ticking or hitting a cone
- Sliding a pivot foot
- Lifting a pivot foot during pivot and replacing it in the same place.

#### Major Faults (deduction of 10 points)

- Not performing the gait or not stopping within 10 feet of the designated area
- Break of gait at work or trot for more than 2 strides
- Splitting the cone (cone between horse and handler)
- Horse stepping out of or moving the hind end significantly during pivot or turn
- Horse stepping out of set-up during the presentation
- Over/under turning 1/8 to 1/4 turn.

#### Severe faults avoid disqualification but should be placed below other exhibitors that do not incur a severe fault (deduction of 20 points).

- Exhibitor not in required position during inspection
- Exhibitor touches the horse.
- Exhibitor kicking or pointing to horse's feet during the set-up
- Standing directly in front of the horse

- Loss of lead shank, holding chain, or two hands on shank
- Severe disobedience including rearing or pawing; horse continually circling exhibitor
- Off pattern

### **In Hand Trail/Obstacle**

The class is judged on the performance of the horse over the obstacles, with emphasis on manners, response to the handler and attitude. Credit is given to exhibitors negotiating the obstacles with style, expression and some degree of speed, providing carefulness is not sacrificed.

**Appointments of Exhibitor:** See Fitting and Showing Division of the Michigan 4-H Rulebook starting on page 9.

1. Horses must be at least 1 Year old.
2. Horses to be shown in a halter with an appropriate lead, chain on lead permitted under the chin or over the nose of the horse. A chain is optional. A bridle cannot be used.
3. Horse to be penalized for any unnecessary delay or excessive time at an object. Judge(s) can advance an exhibitor to the next obstacle if a horse is taking excessive time at an obstacle. Maximum time of sixty (60) seconds per obstacle.
4. This class is strongly judged on manners.
5. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
6. Obstacle requirements: See pg. 83 English/Western Trail Section.
  - a. A teeter-totter/rocking bridge and is legal for miniatures only.
  - b. Jumps are prohibited.
7. Carrying a whip or crop is prohibited.

The following are minimum obstacle dimensions:

Walk overs (width) 16"

Trot overs 20"

Back throughs (width) 24"

Cones should be set at least 6 feet apart.

Measurements to be taken from the inside width of the poles, and on curved or fan type obstacles, the measurement should be taken from the approximate center of the poles.

### **Liberty**

Liberty is demonstrating the natural beauty of the horse. Horses are to be judged on style, grace, animation, gaits, presence, and ease of catching. The liberty animal is expected to perform at both a canter and a trot.

Be sure to have a safe space with low enough fence rails to prevent the possibility of a horse escaping.

1. Horses will be judged beginning when the halter is removed by the exhibitor (the individual wearing the number) and until caught and haltered by the exhibitor. Time of liberty shall be 1½ minutes; time to catch shall be 2 minutes.
2. It is the steward's responsibility to time Liberty classes and to be in possession of a timer. The steward should be in the same location as the judge(s) to adjudicate the class. Timing will begin when the **halter is removed**, not when the music starts, and the show announcer will announce

TIME when the 1½ minutes performance has ended to signal the exhibitor that they can begin the catch. The horse cannot be touched during the performance (includes whips, etc). The catch should be timed and recorded. When the 2-minute catch time has elapsed, the show announcer will announce TIME to signal the end of the catch if the animal has not been caught. If the catch is not completed in the 2-minute allotted time frame, the exhibitor is disqualified.

3. Only the exhibitor can touch the animal during the catch. The horse must be caught and haltered by the exhibitor only within 2 minutes or be disqualified. **The assistant may not touch the horse at any time.** There will be “No Baiting” (no use of hay, grain, clickers, etc.) of Liberty horses during the catch by the exhibitor, assistant or spectators on the rail or the horse will be disqualified.

4. Music is required.

5. No deliberate interference with the horse from outside the ring or it will result in disqualification. An announcement is to be made before the class to specify that no outside assistance is allowed.

6. Horses entered in the Liberty class must be at least one year old.

7. Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit is allowed for the exhibitor and assistant only. The horse is allowed to wear anything once the halter has been removed: no costume, ribbons or glitter.

8. If a horse should fall or roll during its performance, the entry is disqualified. Stopping, standing or eating grass is not a disqualification.

9. Entry will be disqualified if the horse leaves the ring during competition or catch time.

### **Jumper In-Hand**

The Jumper In-Hand class is designed to test the athletic ability of the horse. The class is judged on speed and accuracy.

1. Horses must be three years old or older.
2. Horses to be shown in a halter with an appropriate lead, chain on lead permitted under the chin of the horse. Bridles are not allowed.
3. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.
4. Jumpers are scored mathematically on accumulated faults only unless there is a tie, in which case there will be a jump-off (described below).
5. Exhibitors not permitted to go over jumps.
6. A whip may be carried.
7. Tennis shoes may be worn instead of boots. Hats are optional.

### **Course:**

1. There will be a minimum of 4 fences and a maximum of 6 fences.
2. All jumps must have a ground pole.
3. Jump standards may not be taller than 40”.

4. No wings or additions are allowed outside the jump standards.
5. All jumps must be collapsible.
6. Jumps should be of attractive design but constructed of a material so as not to cause danger to the horse. Obstacles may simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.
  - (a) The jumps can range in height from 12 to 24 inches (in the jump-off this will change to a minimum of 12 to a maximum of 30 inches). All jumps must be at least 5 feet in width, no wider than 6 feet, with a minimum of 20 feet between jumps, with the exceptions of an in and out.
  - (b) The distance between the two jumps of an In and Out Jump should be 10-12 feet. An In and Out Jump should never be the first jump in the course.
7. An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an In and Out Jump requires the retaking of both elements.

#### **Faults**

- Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.
- 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 horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred:  

1st refusal .....	4 faults
2nd refusal.....	4 faults
3rd refusal .....	Disqualification
- Circling – any form of circle or circles whereby the horse 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.
- Elimination: (1) Three (3) refusals (2) Off course (3) Fall of horse and/or exhibitor.

#### **Jump Offs/Breaking Ties:**

1. A jump-off is to occur for those horses with clean rounds. All other ties will be jumped-off for concurrent place.
2. The Jump-off will be held over the original course.
3. Only two jumps in the Jump-off will be raised. The height of the jumps shall be increased not less than 1 inch and not more than 6 inches in height.
4. The Jump-off will be timed by the Steward with a stopwatch and the horse that has the fastest time and the fewest faults in the Jump-off round will be declared the winner. An elimination Jump-off does not eliminate the pony from the final placing.



### **In-Hand Hunter**

In-Hand Hunter is judged on style, manners, and way of going. Preference given to those horses that cover the course at an even pace, with free-flowing strides, such as a brisk trot or canter, must maintain the same gait throughout the entire course.

1. Horses must be three years old or older.
2. Circling once upon entering the ring and once upon leaving the ring is permissible.
3. Charging fences or not maintaining the same gait throughout the entire class should be penalized.
4. A whip may not be carried.

### **Course:**

1. The course design for hunters should follow the same requirements as the course for jumpers.
2. The judge may request a trot through for soundness before the final placing.

### **Causes for Elimination:**

- Three (3) refusals
- Off Course
- Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
- Fall of horse or exhibitor
- Jumping of an obstacle by exhibitor
- Carrying a whip
- An unsound horse

### **Major faults to be scored:**

- Knockdowns
- Touches
- Refusals
- Bucking or Kicking
- Spooking or shying
- Wringing of tail
- Showing an obstacle to horse
- Not maintaining an even pace

### **Costume:**

Costume classes are to be judged 75% on originality of costume and 25% on presentation.

1. The class may be divided as Individual (1-2 people/ 1 horse), or as a Group (2 people or more/1 horse or more).
2. To be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging.
3. Costume entries may be led or driven. Entries may utilize one or more handlers, horses.

4. All youth are encouraged to wear protective headgear (Certified ASTM/SEI Equine Helmet) if driving their entry. Headgear harness must be secured and properly fitted.
5. For safety reasons, attendants 16 years of age and older may be allowed in the ring during Costume. The attendant must not interfere with or influence the individuals or equines performance.
6. Costumes must be considered safe.

#### **General Driving Rules**

1. Driving horses must be 3 years of age or older.
2. Helmets are encouraged in driving classes.
3. Helmets are required in and driven speed event such as Driven Barrels or Cones Class.
4. Reins must be connected/buckled together so that in the event a line is dropped it can be easily recovered.
5. It is recommended that driving reins buckle to the bit instead of snap.
6. Harnesses and vehicle should be safe and in good working order.

#### **Appointments of Driver:**

There are a variety of different styles of driving, and the driver's attire should coordinate with the driving style. Driving aprons and gloves are permitted but optional. Closed toe shoes or boots are required. Attire should be conservative. Sleeves (short,  $\frac{3}{4}$  or long) are required on shirts/blouses/dresses for ladies. Skirts/Dresses if worn should end below the knee. Jackets are allowed. Gentlemen should wear long sleeves. Jackets or vests are optional. Additional information on attire can be found on pg. 253 of the American Miniature Horse Registry (AMHR) Rule Book.

#### **Pleasure Driving**

##### **Class Conditions:**

To be shown both ways of the arena at a walk, trot, and extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners, and way of going; 30% on the condition, fit and appropriateness of harness and vehicle; and 10% on neatness, appropriateness of attire, and overall impression. Excessive speed will be penalized.

1. Walk: A free, regular and forward moving four beat gait. The horse should walk energetically, but calmly, with even and determined pace.
2. Trot: The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate a willingness to be driven on the bit while maintaining a steady cadence.
3. Extended Trot: This is a clear, but not excessive, increase in gait and length of stride. The horse goes forward freely, engaging the hind legs, on a taut but light rein, the position balanced and unconstrained.

**Reference pg. 253 to 270 of the AMHR rulebook for more information on different styles of driving.**

##### **General Rules:**

1. The only person to handle the reins, under penalty of elimination, is the driver. No change of driver is permitted during any class.
2. Horses must be serviceably sound.
3. Horses may be shown with a full mane or mane with bridle path clipped and full tail.

4. Driving whips, if used, must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse.

**Equipment:**

1. Caveseons or nosebands are optional in the Driving Division.
2. Boots, wraps, etc. of any description are prohibited.
3. The vehicle and harness must be safe. 2 or 4 wheeled carts are acceptable. Harnesses of any style are acceptable if they are safe.
4. Blinders are required.
  - a. Round or square blinders are permissible.
5. Side or over-checks are required.
6. The check must be hooked.
7. Breeching is optional.
8. Bits specific to driving are acceptable. Overcheck bits are allowed.
9. Martingales are optional.

**Reinsmanship:**

This class is designed to test the knowledge and ability of the driver. To be shown at a walk, trot, and extended trot. To be judged primarily on the ability and skill of the driver. To be judged 75% on the handling of the reins and whip, control, posture and overall appearance of the driver and 25% on the condition of the harness and vehicle and the neatness of attire. The class can be completed fully on the rail, with rail work and a pattern or with only a pattern at the judge's discretion.

**Suggested Pattern Components:**

1. Back.
2. Drive a circle of a designated size, at judge's discretion.
3. Drive a figure eight.
4. Extended trot.
5. Negotiate simple obstacles, e.g., drive between two obstacles.
6. Stop and stand.
7. Drive with one hand.

Unsafe animals or equipment can be disqualified from the class at the judge's discretion.

**Versatility Class**

The purpose of the versatility class is to showcase the skill set of the miniature horse and their handler through three different events: Showmanship, driving and in-hand hunter.

1. The horse will be shown as a driving horse, in showmanship (patterns should be appropriate and posted 2 hours ahead of time), and as a hunter, in that order.
2. Two grooms/headers allowed in at the end of driving. The announcer will specify when to begin.
3. **For purposes of safety, the cart must be removed from the horse before the horse is unbridled.**
4. Before un-tack and grooming it shall be announced that horses are to remain in the same order for the rest of the class as they go on the rail, both for Showmanship and Hunter portions.
5. At the end of the two-minute un-tack grooming period, grooms shall leave the arena with the carts and all tack. They do not have to be out of the arena in 2 minutes, only finished with the horse.

6. Exhibitors are to follow the direction of the Ringmaster and line up in preparation for showmanship.
7. After showmanship inspections are completed, exhibitors are to follow the Ringmaster and proceed to the hunter course.
8. The hunter requirements for judging are the same as specified under the "Hunter" Rules.
9. There shall be a minimum of 2 (two) but not more than 4 (four) fences.
10. Horses do not leave the arena between divisions.
11. All three divisions to count equally.
12. Horses must complete all three divisions, without disqualification, to be eligible for a ribbon.

### **Ground Driven Obstacle**

The purpose of Ground Driven Obstacle is to test the skill of the driver and the obedience and handiness of the animal without being hooked to a cart.

1. Horses must be at least 2 Years old.
2. Horses to be shown in a harness or other appropriate driving tack. Blinders are not required.
3. Horse to be penalized for any unnecessary delay or excessive time at an object. Judge(s) can advance an exhibitor to the next obstacle if a pony/horse is taking excessive time at an obstacle. Maximum time of sixty (60) seconds per obstacle.
4. Obstacles should reflect what a horse and driver might experience when driving on a trail. Examples include: Bridges, mailboxes, tarps, cones, etc. The course should include maneuvers that would be used while hooked to a vehicle such as: Backing, serpentines, figure eights, sharp turns, etc.

### **Obstacle Driving**

The purpose of Driven Obstacle is to test the skill of the driver and the obedience and handiness of the animal when hooked to a cart. Helmets not required but encouraged. See appointments of driver section on pg. 10.

To be judged:

1. Judged 100 % on the basis of performance and manners.
2. Tack and Equipment: The harness and vehicle must be safe and in serviceable condition.
3. Each entry will work individually through an obstacle course designed to test the performance and manners of a good working animal.
4. The judge will dismiss any unsafe entry whether due to equipment or behavior of the animal.
5. Cantering is penalized in obstacle driving.
6. 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.
7. The following will result in elimination from the class and no points, ribbons or awards will be presented. a. Off course – defined as: (1) Taking an obstacle from the wrong side. (2) Negotiating an obstacle from the wrong direction. (3) Skipping an obstacle unless directed by the judge. (4) Negotiating in the wrong sequence. (5) Animal leaving the course.

### **Driven Dressage**

The purpose of driven dressage is the harmonious development of the physique and ability of the horse. Emphasis should be placed on suppleness, basic gaits, figures, impulsion and transitions in the performance of the horse as produced by the driver. Conformation does not count. Information on judging dressage can be found on pg. 43 of the Michigan 4-H Horse and Pony Project Show Rules and Regulations Book. Tests should be selected from the American Driving Society.

**General Rules:**

1. Tests may be read during the competition, but no part of a test may be read more than once. Lateness or errors in reading the test will not relieve the driver from error penalties. Coaching by anyone is prohibited and will result in the elimination of the driver. If part of the test is repeated, it may be scored as an error.
2. Fine, draft and carriage style harnesses are acceptable.
3. A competitor leaving the arena at the end of a drive at any point other than "A" will be penalized with an error.
4. Drivers have 90 seconds to enter the arena after the starting signal (bell, whistle, etc.).
5. Lap robes/aprons are optional.
6. An overcheck is required.

**Disqualifications**

- Prolonged resistance from the horse that prevents the continuation of the test for longer than 20 seconds.
- Use of illegal equipment.
- Unauthorized assistance.
- Three errors on the course.
- Horse's tongue tied down.
- Late entry into the arena.
- All four of the horse's feet leave the arena with or without the vehicle/driver.
- Cruelty.
- Marked lameness.
- Bandages or boots left on the horse's legs during a test.
- Fall of horse or driver – In the case of a fall of horse or driver, the competitor will be eliminated.

**General Miniature Gymkhana Rules**

1. All gymkhana events will be timed.
2. Horsemanship and sportsmanship will be stressed.
3. Judges' decisions will be final.
4. Any unsportsmanlike behavior (such as arguing, yelling, hooting at the judge or show management) by contestants, volunteer leaders or family members – in or out of the arena – will result in disqualification.
5. **Horses must be under control at all times.**
6. Horses must be at least 1 year old for in-hand or 3 years old for driving.
7. Horses to be shown in a halter with appropriate lead (when in-hand), chain on lead permitted under the chin or over the nose of the horse. A chain is optional. Western, Cable, nylon and Draft style halters are permitted. Bridles are not allowed.

8. Horses can trot, canter or gallop for in-hand events. For driven events, horses can only walk and trot.
9. Tennis shoes are allowed instead of boots.

**Disqualifications** – Any of the following infractions will disqualify an entry.

- Running through the chute or gate to enter the arena.
- Failure to begin the course within 1 minute after the ready signal is given.
- A stop or willful refusal to move forward (loss of forward motion).
- Off course, which includes negotiating obstacles in other than the specified order or in the wrong direction. This includes circling, backing or reversing the direction of movement.
- Horse is behaving in an unruly manner or out of control.
- Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.
- Striking or beating the horse in any manner whatsoever after entering the arena. Touching the horse will not be considered striking or beating the horse.
- Fall of horse or exhibitor while in the arena.
- If driving, cantering more than 3 strides will result in disqualification.
- Carrying a whip for in-hand events. A whip is allowed for driven events.

**Timing Procedure** – Electric timers are preferred over stopwatches. If an electric timer is used, at least one official should take the time using a stopwatch in case the electric timer fails. If an electric timer is not available, three stopwatches will be used. The median time of the three readings will be the official time. (The median time is the time indicated by two of the three stopwatches if two agree. If no two watches agree, the median time is the time indicated by the watch which indicated neither the fastest nor the slowest time.) All stopwatches must be calibrated to at least one-tenth of a second.

- The start/finish timing line must be a minimum of 10 feet from the end of the arena.
- The timing line must be visibly marked in the arena.
- Contestants are allowed running starts.

### **Driven and In-Hand Barrel Racing**

1. Barrel racing classes can be performed in-hand or driven. These are to be separate classes. Three 55-gallon barrels in safe, usable condition should be used.
2. The size of the pattern (see fig. 22) should be 35 feet between barrels 1 and 2, 40 feet between barrels 2 and 3, 40 feet between barrels 1 and 3, and 25 feet from the timer to the first barrel. The course must be measured exactly. If the course is too large for the available space, then each measurement of the pattern should be reduced 5 feet from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
3. Knocking Down a barrel will result in a 5 second penalty.
4. If driving, cantering more than three strides will result in a disqualification.

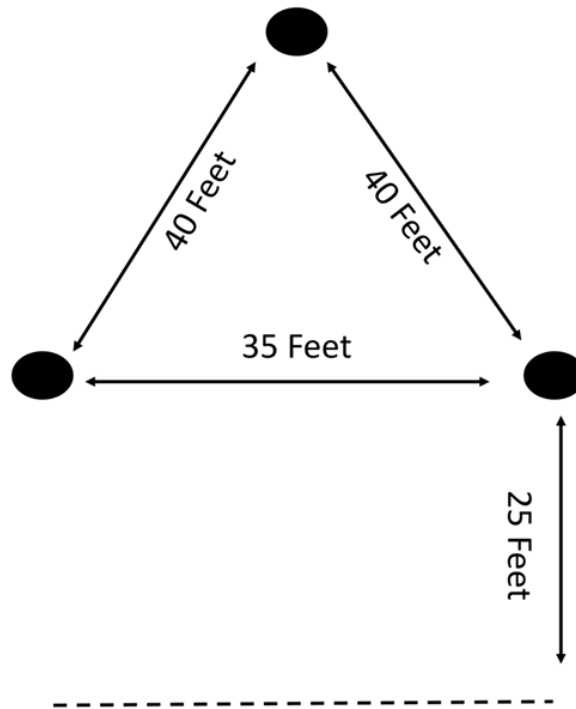
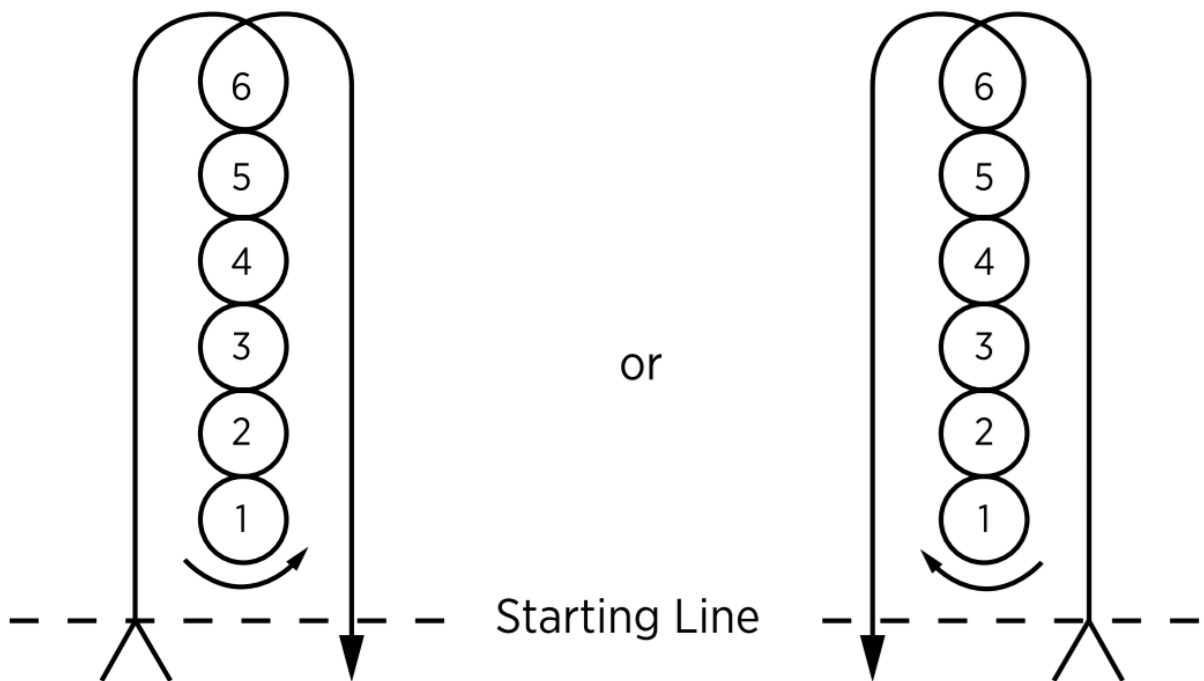


Figure 22. Cloverleaf barrel race (pattern A and B)

### Pole Bending In-Hand

1. The pole bending pattern (see fig. 25) is run around six poles. **The poles are placed in a straight line 10 feet apart. The first pole is to be 10 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter.**
2. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. A 5-second penalty will be assessed for each pole knocked down.

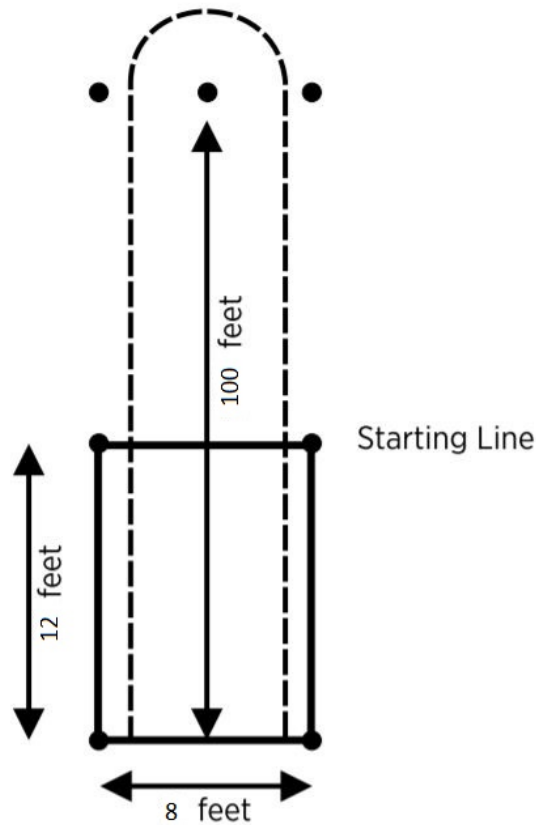


**Figure 25. Pole bending course.**

#### Speed and Action In-Hand

1. Seven kegs or markers are needed (see fig. 26). Using four of the kegs or markers, form an 8-foot by 12-foot box and mark lime lines between the kegs or markers on the 12-foot side. One 8-foot side will be on the starting line. The three remaining kegs or markers are to be placed at 5-foot intervals (from center to center) in a straight line parallel to and 100 feet from the starting line. These three kegs or markers must be at least 15 feet away from any fence.
2. The horse and exhibitor are to start and end the course completely within the box. They may also start the course by entering through the top of the box (that is, by running through the box). Timing begins when the entry leaves the box and stops when the entry re-enters the box. The entry runs through the box to the kegs or markers 100 feet away, runs through two kegs or markers, circling the center one and returning to the box. The entry must stop within the square of four kegs or markers.
3. There will be a 5-second penalty for each keg or marker knocked over.
4. Spinning to a stop more than 90 degrees in the box, as determined by the judge, will result in disqualification.





**Figure 26. Speed and action course.**

### **Cones Class**

Cones Class is a timed event designed to test accuracy, speed, and obedience. The driver negotiates up to 15 sets of cones. The pattern should be posted a minimum of 2 hours before the class. Courses should be laid out so that drivers have a chance to maintain a reasonably fast pace throughout most of the course.

### **General Requirements**

1. Cones should be placed 67 inches apart (interior width).
2. Drivers must start and end by driving through the start/finish cones.
3. A number should be attached to each obstacle.
4. A Certified ASTM/SEI Equine Helmet is required.

### **Penalties:**

- If the driver has entered the arena but fails to start by passing through the start line within 45 seconds of the starting signal.
- Failing to go through the start/finish cones at the beginning and end of the pattern-20 second penalty.
- Knocking over a cone-10 second penalty

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- Canter more than three strides will result in disqualification.
- If the driver is off course or takes a set of cones from the wrong direction, they will be disqualified.
- Loss of forward motion or backing up will result in disqualification.
- Major disobedience of the horse such as rearing, bucking, or running away will result in disqualification at the judge's discretion.
- Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.

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