



MAINE MINIATURE HORSE CLUB

SHOW RULES

2007

MAINE MIMATURE HORSE SHOWS

Class list 2007

JUNE 10 (pre-entries must be received by June 2nd)

AUGUST 5 (pre-entries July 28th)

9:00 AM Cumberland Fair Grounds (pulling Arena)

1. Mare in Hand Weanling
2. Mare in Hand Yearling
3. Mare in Hand Two & Over
4. Broodmare in Hand with Nursing Foal or Current Year Foal to Be Shown Together.
5. Champion & Reserves Mare (Classes 1- 4 First & Second placing)
6. Gelding in Hand Yearling
7. Gelding in Hand Two & Over
8. Champion & Reserves Mare (Classes 6 & 7 First & Second placing)
9. Stallion in Hand Weanling
10. Stallion in Hand Yearling
11. Stallion in Hand Two & Over
12. Champion & Reserves Mare (Classes 9-11 First & Second placing)
13. Supreme Champions & Reserves (Champion & Reserves from Classes 5,8 &12)
14. Adult Showmanship
15. Youth Showmanship
16. Novice Showmanship
17. Sold Color in Hand
18. Multi Color in Hand
19. Jumping Adult
20. Jumping Youth
21. Country Pleasure Driving
22. Pleasure Driving
23. Roadster Driving
24. Adult Trail Obstacle
25. Youth Trail Obstacle
26. Costume Class

Miniature Horse Show Rules

This is a non-rated Miniature Horse show. Ribbons will be awarded for first through sixth in all classes. Trophies and /or prizes will be awarded to first place.

The show facility requires a current (within three years for in-state and six months out-of-state) Negative coggins certificate, as well as proof of rabies vaccination, Rhino (EV-1) and registration papers.

Show is held rain or shine; no refunds except upon a receipt of a veterinarian's certificate (or doctor) and must be received by show management before the end of the show to be considered.

Warning: Under Maine Law an equine professional has limited liability for an injury or death resulting from the inherent risks of equine activities. The Cumberland Farmer's Club, Maine Miniature Horse Club, Show committee, its agents, employees will not be responsible for loss or destruction of any property of equipment or damage to or by animals at the Show or on the grounds.

Please make your checks payable to: Maine Miniature Horse Association

Mail your pre-entries to: Gaylene Cooper
81 Chute Rd.
Windham, ME 04062

MAINE MINIATURE HORSE CLUB SHOW RULES

CLASS DESCRIPTION AND RULES

General Show Information

All Miniature horses shown must be registered or have pending registration in the World Class Miniature registry or the AMHA or AMHR Registry. No miniature Horse over 38" tall shall be shown at any MMHC Horse show.

PRE-ENTRIES must be received by the date listed on the class list. Any entries received after the closing date will incur the post entry fees. Once class is called and the gate is opened to enter the ring, the gate will be closed after two (2) minutes has elapsed from the time the first horse/exhibitor enters the ring. We will offer a 5 minute tack change option for anyone that request the tack change at least one class in advanced.

Exhibitors will be issued a number for each horse and is to be displayed on the back of the handler or on the back of the cart whenever the horse is in the ring. This number will stand for the entire show. An unruly horse must be excused from the ring by the judge for safety reasons.

Cruelty, abuse or in-humane treatment of any horse in the show ring or in the stable area will not be tolerated by the show management, and the offender will be barred from the show area for the duration of the show. Horses must not be shod. Use of pads, wedges, chains, weights, weighted ankle boots, elastic bands, shackles or any other artificial appliances that enhance a horse's action will not be allowed.

No person shall alter, change, or attempt to hide or enhance the natural color of the body including legs of a horse by dye, bleach, or paint. This rule does not preclude a person from enhancing the natural color of the horse's mane and tail by artificial coloring. Hoofs may be colored. Any horse that has been color enhanced beyond the above guidelines must be disqualified for the entire show.

No one shall approach a judge with regard to a decision unless he/she first obtains permission from the show committee or ringmaster.

Any person who makes payment with a non-negotiable check or money order or refuses to pay an entry fee, stall fee, or any other fees or charges in connection with participation of a MMHC show or clinic is ineligible to show at any MMHC Show until such indebtedness is settled.

Disqualifications: Use of switches, artificial tails or manes is prohibited and shall result in disqualification for the horse for that class. No ribbons, braids or glitter are to be used in any class (with the exception of costume class) Braiding of forelock for driving is allowed. No whips, lighters, crops, or any other device(s) detrimental to the well being of the horse shall be allowed in halter classes. No youths 13 years of age and under may show stallions. Stallions are allowed to be shown by older youths in any youth class.

Appropriate Dress

It is the tradition of the show ring that all handlers and drivers be correctly attired for the classes. Hats, boots, gloves, and long sleeved shirts/blouses or jacket (s) are REQUIRED in all SHOWMANSHIP classes only. Halter classes, hats, boots, and gloves are optional. Appropriate dress shall not include shorts, T-shirts or open-toed shoes. Management may at its discretion bar any entry or person from entering the ring if not suitably dressed.

HALTER CLASS GENERAL RULES

Horses are to be shown in hand at a walk and trot. Horses must also be viewed in motion from the side, and judged on the priority of:

1. Conformation (Standard of perfection),
2. Quality,
3. Presence,
4. Way of Going,
5. Type.

THE MINIATURE HORSE STANDARD OF PERFECTION

GENERAL IMPRESSION: A small, sound, well-balanced horse, possessing the correct conformation characteristics required of most breeds—refinement and femininity in the mare, boldness and masculinity in the stallion. The general impression should be one of symmetry, strength, agility and alertness. Since the breed objective is the smallest possible perfect horse, preference in judging shall be given the smaller horse, other characteristics being approximately equal.

HEAD: In proportion to length of neck and body. Broad forehead with large prominent eyes, set wide apart. There should be a comparatively short distance between the eyes and muzzle.

EARS: Medium in size pointed and carried alertly, with tips curving slightly inward.

THROATLATCH: Clean and well defined, allowing ample flexing at the poll.

NECK: Flexible, lengthy, in proportion to body and type and blending smoothly into the withers.

SHOULDERS: Long, sloping and well angulated, allowing a free-swinging stride and alert head/neck carriage and well-muscled forearm.

BODY: Well muscled, with ample bone and substance. Balanced and well proportioned. Back and loins should be short in relation to length of underline. Top line should be smooth and generally level. Girth and flank should be deep, and the barrel trim.

HINDQUARTERS: Long, well-muscled hip, thigh and gaskin. Highest point of croup should be the same height as the withers. Tail set neither excessively high nor low, but should be smoothly rounding at the rump.

LEGS: Set straight and parallel when viewed from front or back. Straight, true and squarely set, when viewed from side with hooves pointing directly ahead. Pasterns sloping about 45 degrees and blending smoothly, with no change of angle, from the hooves to the ground. Hooves to be round and compact, trimmed as short as practical for an unshod horse. With a smooth fluid gait, in motion.

COLOR: Any color or marking pattern, and any eye color, is acceptable. Hair should be lustrous and silky.

OVERBITES/UNDERBITES that exceed 1/2 depth (thickness) of the teeth will be severely penalized, with the exception of geldings. Judges **MUST** check teeth on all horses in all halter classes except geldings.

SPECIALTY HALTER CLASSES

In color classes, horses are to be judged 80% on the natural color of the horse, and conformation to count 20%. In color classes, horses are to be circled both ways of the ring in order to judge the 80% color.

1. Multi-color (limited to Pinto and Appaloosa only)
2. Solid Color class. Horses may be clipped or shown in full coat. Horses must be serviceably Sound or be disqualified for that class, be in good condition, and well groomed.

DRIVING CLASS GENERAL RULES

Drivers must drive on the rail at a safe distance behind horse and cart in front. Passing is permissible but the driver should return to the rail as soon as possible. A judge must excuse from competition any unsafe vehicle, equipment, or horse for that class. Headers: A header is an appropriately attired attendant. This attendant shall take NO action that will affect the performance of any Miniature Horse. Only one header is allowed per horse. The header must not have a whip and shall remain at least two (2) paces distant from the head of the horse when the judge is inspecting the horse, and at all other times unless assistance in controlling the horse is needed.

Adult (18 years of age or older) headers are mandatory for all youth drivers and optional for all other drivers.

Blinders and over-checks or side checks are required. No entry may leave the ring after judging has begun without permission from the judge. During a class, minor adjustments to harness may be made upon permission from the judge. A groom may assist with the adjustment without penalty. After judging has begun, no attendant may enter the arena without the permission of the judge. Only one time out per class/per horse once the horse has entered the ring. No youth 12 years of age or under may drive a stallion.

Driving class procedures, Horses are to enter the ring at a trot. Horses must be serviceably sound and all driving horses must be three (3) years or older. Drivers should strive to present an appropriate turnout indicated by the balance and pleasing appearance of the combination of horse to vehicle. Factors determining the above include compatibility, size, type of horse, and vehicle. The way of going of a horse may also affect the overall appearance (i.e., a high action horse is more suitable to a formal vehicle, with the lower going, ground covering horse presenting a more pleasing appearance with a suitable pleasure, or country, type vehicle). The horse's number should be worn on the back of the driver or on the back of the cart. Drivers and their passengers should conform to the type of turnout but should always be neat and clean.

If the number of entries exceeds the safety for the size of the arena in all driving classes, the show manager will divide the class into sections. Final placing must be determined by working the leaders of each section. An appropriate driving whip shall be carried (in hand or in vehicle) at all times while driving. The overall length of the whip for a single horse should be long enough to reach its shoulder. Excessive length beyond the shoulder is not allowed. NO horse shall be left unattended while put to a vehicle. Disqualification for the balance of the show may result at the show manager's discretion.

COUNTRY PLEASURE DRIVING

Country Pleasure is open to a horse hitched to a two (2) wheel pleasure vehicle only (wooden wheeled or pleasure cart) to be judged on attitude, manners, performance, quality, and conformation, IN THAT ORDER.

Horses must be on the bridle, and light contact with reins must be maintained - complete loss of contact will be penalized. Neck carriage should be relaxed; neck position should be that which is comfortable and natural to the particular horse. High action MUST be penalized. It is imperative that a horse gives the distinct appearance of being a pleasure to drive. Responsive mouth is paramount, and all gaits to be performed with willingness, obvious ease, cadence, balance and smoothness.

Gait requirements—to be shown both ways of the arena at a Walk, Pleasure Trot, and Working Trot.

Horse will enter counter clockwise at a Pleasure Trot, and will be required to stand quietly and back readily.

WORKING TROT: This is a clear but not excessive increase in pace and length of stride. The horse goes forward freely, engaging the hind legs with good hock action, on a taunt but light rein, the position balanced and unconstrained.

BITS: Snaffle driving bits and Mullen mouths are acceptable for all our driving divisions. A leverage bit including Liverpool, Buxton, etc. may be used however; martingales are prohibited with leverage bits.

SINGLE PLEASURE DRIVING DIVISION

Contact should be maintained on reins at all times. Horse should give the appearance of a pleasurable drive, and though animated, should not be shown with exaggerated high action in front. Gaits should be natural and not artificially enhanced. To be judged on quality of performance; manners; way of going of horse; conformation; appropriateness, condition and fit of vehicle and harness; and neatness of attire **IN THAT ORDER**.

Gait requirements - Pleasure driving is to be shown both ways of the arena at a Walk, a Collected Trot, and a Working Trot. Horses will enter the ring counter clockwise at a Collected Trot. Horses will be required to stand quietly and to rein back.

WALK: A free, regular and forward moving 4-beat gait. The horse should walk energetically, but calmly, with an even and determined pace.

COLLECTED 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 willingness to be driven on the bit finish, balance and cadence. To be judged on brilliant performance, presence, quality, manners and conformation. Excessive speed shall be penalized.

WORKING TROT: This is a clear but not excessive increase in pace and length of stride. The horse goes Forward freely, engaging the hind legs with good hock action, on a taunt but light rein, the position balanced and unconstrained.

All Country Pleasure Driving vehicles must have a basket or suitable floor. Wheel covers are prohibited. Martingales are optional. A horse may be shown in either County Pleasure Driving or Single pleasure driving. No cross-entries between the two are allowed at any one show.

ROADSTER DRIVING

Roadsters shall be shown to a Bike (a two-wheeled cart with stirrups and no basket). Wheel covers are permitted. Harness shall be appropriate to the vehicle. All martingales are optional. The exhibitor must wear colors (cap and jacket to match, patterned after racing silks, no sequins or glitter). All youth exhibitors may choose to wear a helmet instead of a cap.

Gait requirements - The principal gait requirement for roadsters is the Trot. Horses shall be asked to Trot at three (3) different speeds - the slow Jog Trot, the Road Gait, and at a full-extended Drive-On Trot. Horses must not be asked to rein back. A horse that has not demonstrated distinct gaits and smooth transitions (change of gaits) should not be placed over a horse that has demonstrated greater ability but has had a minor or incidental break in gait.

Judging procedure - Roadsters must enter the ring clockwise at a Jog Trot, then show at the Road Gait, turn counter-clockwise at the Jog Trot, show at the Road Gait and Drive-On Trot. Roadster horses should have animation, brilliance, and show ring presence. At all speeds they should work in form with head set and legs working beneath them. At speed the trot should be in balance with long reaching action in front with straight true movement. Horses that pace or rack will be penalized. Horses should be shown on the rail at all times except when passing. Performance at all three (3) gaits should be considered. When horses are lined up, driver shall not leave his/her vehicle except for necessary adjustments. The driver may, however, uncheck and stand at horse's head when left in center of the ring while part of the class is on the rail for a workout. Roadster is to be judged on performance, speed, quality and manners **IN THAT ORDER**.

OBSTICAL CLASS DRIVING/IN HAND

The obstacle course must be posted at the Show Office not less than (2) two hours prior to the class. Horses must be not less than (2) two years of age for Halter Obstacle and no less than (3) three years of age for Obstacle Driving. Classes to be judged on performance and way of going with emphasis on manners throughout the course. Entries will be evaluated on responsiveness and willingness, plus general attitude. Maximum time 60 seconds per obstacle, judges are encouraged to advance on to the next obstacle any horse. Back either in lineup or at end of figure eight in any other place in the ring that is appropriate.

DISQUALIFICATIONS

Off course is defined as:

1. Taking an obstacle in the wrong direction
2. Negotiating an obstacle from the wrong side
3. Skipping an obstacle unless directed by judge
4. Negotiating obstacles in the wrong sequence
5. Off pattern-off course will result in elimination.

Note: We encourage our youths to participate in obstacle classes so the above disqualifications do not apply to youths. We ask that the judge deduct points for any of the above errors instead.

Obstacle horses shall be shown in a suitable two wheeled or four-wheeled pleasure cart with basket or safe suitable floor. Refusals do not constitute class disqualifications; judges may deduct points as needed. Canter must be penalized in Obstacle Driving.

Obstacle Requirements:

1. Must be a minimum of five (5) obstacles and a maximum of eight (8).
2. Care must be used to avoid setting any obstacle in a way so as to be hazardous to the horse or exhibitor.
3. Tires and stair steps are prohibited.
4. Jumps, (in hand class only) if used, must be a maximum of twelve (12) inches high and a minimum length of five (5) feet.
5. Course to be set to the widest cart.
6. Baiting to encourage an animal to perform one of the obstacles is not allowed.

Obstacle Guidelines:

Unnatural or "horror" obstacles should be avoided and all obstacles should be safe for exhibitors as well as horses. Judge has the right to alter the course for time and/or safety.

Suggested Obstacles

1. Back through or out of obstacle
2. Drive/Walk through water or simulated water
3. Put on and remove equipment (raincoat, saddle, etc.) from person or horse.
4. Drive/Walk through narrow passage
5. Pick up an object (letter, umbrella, bucket, flag, etc.) and place it at a designated location.
6. Drive/Walk across bridge or simulated bridge
7. Drive/Walk pattern created with poles, pylons, (figure 8, serpentine, cloverleaf, etc.)
8. Stand horse in circle, ground tie, and walk around Horse (Halter course only)
9. Side-pass (either or both directions) halter course only
10. Put wheel in circle, turn complete circle with horse. Not stepping in circle (Driving course only)

Jumping Class

All courses for jumping classes must be posted at least two (2) hours prior to the scheduled time of the class. Horses must stay within the course boundaries as outlined by the start and finish cone. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification. Jumps will be made of a variety of materials as long as they are safe for both handler and horse. All jumps must be a minimum of five (5) feet wide Uprights to be a maximum of forty eight (48) inches in height. No jumps, including jump-offs to exceed 44".

Jumping class is scored mathematically, based on faults incurred between the starting line and the finishing line. Exhibitors may not go over jumps with horse. No person may carry a whip in the jumping divisions. No boots or leg wraps are allowed. Circling once upon entering the ring and once upon leaving the ring is permissible, but not after crossing starting line. Courses should be attractive, varied, and appropriate to their setting. There will be a minimum of four (4) obstacles

Causes for elimination:

1. 3 refusals (exception youths)
2. Off course (exception of youths) (see definition under disqualifications.)
4. Failure to pass through the start and/or finish cones.

Jumping is scored on a mathematical basis and penalty faults include knockdowns, refusals, and eliminations as follows:

1. Knockdowns - 4 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.

2. Refusals - Each refusal is 3 faults

Refusal - Stopping at an obstacle without knocking it down and with out 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. (2) consecutive obstacles or stops advancing toward or turns away from the next fence except to retake an obstacle after disobedience

Note: We encourage our youths to participate in obstacle classes so the above disqualifications do not apply to youths. We ask that the judge deduct points for any of the above errors instead

SHOWMANSHIP

Listed below are points on which Showmanship classes are to be judged. Only the handler is judged. The horse is merely a prop to show the showmanship ability of the youth but will be considered for appearance as per number 2 below.

1. Appearance of exhibitor - 10 points. Clothes and person neat and clean. Suitable clothes - hat, gloves, boots and long sleeved shirts/blouses or jacket is required.
2. Appearance of horse - 40 points – conformation not to be a factor:
 - a. Conditioning - 15 points
 - b. Grooming - 15 points
 - (1) Hair coat clean, well brushed,
 - (2) Mane and tail free of tangles and clean
 - (3) Hooves trimmed properly and clean
 - (4) Trimming - 5 points if showing Miniature in full coat, inside of ears, long hair on jaw; legs and pasterns should be clipped.
3. Tack - 5 points Tack should be neat, clean and in good repair.
4. Showing Horse in Ring - 50 points.
5. Leading - 15 points

Enter ring leading animal at an alert walk in a counter-clockwise direction. Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand. Animal should lead readily at a walk.

After the judge has lined up the class in front of spectators, he will call on each exhibitor to move his horse individually. When moving the horse, be sure that the judge gets a clear, unobstructed view of the horse's action. Allow the horse sufficient lead so that he can move freely and in a straight line.

6. Posing - 15 points

When posing your horse, stand toward the front facing the horse but always in a position where you can keep your eye on the judge. The following Quarter System will be used whereby imaginary lines bisect the horse into four equal parts. One line runs across the horse just behind the withers. The other imaginary line runs from head to tail. The exhibitor should lead the horse straight to the judge so the judge can evaluate the horse's front leg movement. Once the horse is safely located in front of the judge, the Horse should be squarely set up for inspection and the exhibitor then locates in the proper position in quadrant IV. As the judge moves to quadrant 1 the exhibitor should stay in quadrant IV. When the judge moves on to quadrant II the exhibitor then moves to the proper position in quadrant I. When the judge moves to quadrant III the exhibitor moves back to quadrant IV. As the judge moves to quadrant IV, the exhibitor once more moves to quadrant 1. The exhibitor should never stop in the unsafe location directly in front of the horse. When the judge returns to his position in front of the horse, the exhibitor should return to quadrant IV and await instructions from the judge. When released by the judge the horse should be pivoted directly in front of the judge and moved away in a straight line so the judge can observe the horse's rear leg movement. 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 hindquarter from swinging toward 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.

SHOWMANSHIP PATTERN- The judge will ask for a showmanship pattern to be performed either by verbal command or by posting a pattern a minimum of 1 hour before the class. Additional tests can be given the judge's discretion.

1. Pose your Miniature with his feet squarely under him.
2. Do most of your showing with the lead strap.
3. Never touch or kick the horse's leg into position.
4. When judge is observing other animals, let yours stand if posed reasonably well.
5. Be natural. Over showing, undue fussing, and maneuvering are objectionable. Poise, alertness, and merits - 20 points
6. Keep alert and are aware of the position of the judge at all times, Show the animal at all times, not yourself.
7. Respond quickly to requests from judges and officials.
8. Be courteous and sportsmanlike at all times.
9. Recognize quickly and correct faults of your horse.
10. Keep showing until the entire class has been placed and excused from the ring

Youth Showmanship- In no case shall any contestant be more than 17 years old on January 1 of that show year. A child's age shall be determined by the age on January 1st and will show at that age for that calendar year.

Adult Showmanship-Anyone that is over 17 years old, the points and rules remain the same as above.

Novice Showmanship-This class is opened to novice youth and adults that may not be ready to compete in the Adult or Youth showmanship. Participants can show only one (1) year in this class.

YEAR-END POINT SYSTEM

Ribbons will be awarded for first (1) through sixth (6) in all classes. The points earned by any exhibitor that exhibits more than one horse will be compiled separately.

Points compiled for all in-hand divisions will be awarded to the owner of the horse. Points for showmanship classes will go to the handler regardless of what horse he/she shows as the horse is merely a prop to show the showmanship ability of the exhibitor.

Year-end awards will only be presented or awarded to an exhibitor or handler that holds a current membership with the Maine Miniature Horse Club.

Points are as follows:

1st place is 12 points

2nd place is 10 points,

3rd place is 8 points,

4th place is 6 points,

5th place is 4 points,

6th place is 2 points