

## PREFACE AND ACKNOWLEDGMENTS

This Rule Book is effective 1st September 2020.

# The American Miniature Mule Association

This organization has recognized the need for unity of rules throughout the United States of America to eliminate confusion for exhibitors when participating at shows in different regions, and, most importantly, to combine and share the knowledge and experiences in a unified effort to promote the miniature mule to its fullest potential.

A Rulebook Committee made up of 5-member representatives will meet, or in some way communicate, in August of each even numbered years to vote on improvements, changes, additions or deletions as needed. While these representatives will be acting on behalf of their own individual club needs and goals, their primary responsibility will be to the "group" in a spirit of compromise and an effort to be fair and impartial. The decision of the Committee will be final.

Appreciation is extended to the club members who have met formally and/or by phone or messenger and e-mail during the time it has taken to put this current rule book together. It is through their efforts, cooperation and patience that this first edition of The Rule Book for The American Miniature Mule Association has been completed.



### Calendar for Even Numbered

**Years: August 15<sup>th</sup>**

All proposed rule changes must be exchanged by the proposing member by this date. No changes will be allowed after this date.

**August Rules Committee meeting**

A majority vote by the committee at the August meeting will constitute a rule change, if no majority vote, rule stands as written.

**September:** Final draft available to members

**December:** New Rule Book Editions to members will be printed.

## I. GENERAL RULES & DEFINITIONS

### 1.1 *Show Management*

- A. Ring Steward: The ring steward has charge of the activities in the arena. He/she is the mediator between the judge and the exhibitor. No one may ask or question a judge about his/her decision or class placings except through the ring steward. (An exhibitor who confronts the judge directly without permission from the ring steward WILL BE DISQUALIFIED). The ring steward has the right and authority to disqualify or excuse any exhibitor from any class or from the remainder of a show for reasons of unsportsmanlike conduct, misconduct, safety, animal abuse, soundness and/or a violation of the rules. In such instances, all accumulated points shall be forfeited for that show at the discretion of the ring steward and Hearing Committee. The ring steward may assist an exhibitor when asked to trot in a halter class without any point deduction.
- B. Show Hearing Committee: Every sanctioned show must have a designated Hearing Committee of at least 3 club members on the grounds during the entire show to make immediate decisions based on the current American Miniature Mule Association's Rule Book in case of a protest during the show. These members should be familiar with the rules and able to make unbiased decisions based on the rules.
- C. Class Management: Show management reserves the right to combine or cancel any class due to lack of entries, hazardous conditions, or acts of nature. Entry fees in these situations may be refunded or show may be rescheduled.
- D. Protests: Protest of any activity, in or out of the show ring, will be directed to the Show Hearing Committee. Protests must be written and accompanied by a \$50.00 fee. Protests, involving a class, can only be made by an exhibitor participating in that class. The protest fee will be refunded if the protest is upheld by the Hearing Committee. All Hearing Committee decisions are final. A protest must be made at the time of the show. Judge's decisions are not subject to a protest.
- E. Refunds: Refunds will be at the discretion of show management. Any refund of entry fees may be made by mail from the show office.
- F. Rule Reference: The current year AQHA, AMA, NASMDA and Texas Donkey and Mule Society Rule Books will be used as a point of reference for The American Miniature Mule Association. However, it is to be understood that The American Miniature Mule

Association does not necessarily follow all AQHA, AMA, NASMDA or Texas Donkey and Mule Society's rules.

- G. Judge/Exhibitor procedures: If any exhibitor in any way whether in person or by agent or servant, interferes with the judge during their adjudication, or shows disrespect to them or the show, the show management may exclude him/her from competition, and withhold any prizes that may have been awarded. Any person who wishes to address a situation or problem involving the judge **MAY NOT** contact the judge directly during a class in progress. They may go to the Ring steward or show management.
- H. If there are rules for a class in the current Texas Rule Book, that rule must be used and cannot be superseded by a special show rule or a rule from another rule book.

### 1.2 *Show Procedures*

- A. A "sanctioned show" is one that fulfills all the requirements of the Regional mule and/or donkey club allocating the sanction. A "sanctioned show" will generally count for year-end points for the Regional Club.
- B. There may be halter classes, performance classes, and timed events at each show to count for points for High Point awards, which will also count toward Year End Awards. (Generally: Mule, Youth Mule, plus others as warranted). There may also be separate awards recognizing divisions as stated above or additional divisions as appropriate to and chosen by the Regional Club. An Overall High Point mule must be recognized at each show (announcement, plaque or better).
- C. The show flyer should be mailed or posted online a minimum of 30 days prior to show date and should state the name of the organization hosting and sanctioning the show, and it is recommended that it state the following:
  1. Award Divisions and classes which apply to each Division (Double Check for ACCURACY!)
  2. Awards being offered for each Class, Division, Overall
  3. Entry information: Class fees and pre-entry and/or entry closing date
  4. Name of judge(s)
  5. Location/directions (map if appropriate)
  6. Day(s), Date(s), and Starting time of Show/Special events (each day if applicable)
  7. Availability of stalls, RV hookups, and motels

8. Covered or uncovered arena.
9. Concession available on grounds or not
10. Name, address and phone number of person(s) to contact for further information
11. The following statements added to the flyer could prevent the most common problems which occur with new members or exhibitors not familiar with the Rule Book:
  - i. An animal may be shown in only one point earning halter class in each TAMMA division.
  - ii. Youth may show only in classes designated "Youth" or "Open" and in any halter class (may not show a jack except as noted in Miniature Mule and Donkey section).
  - iii. A Miniature Mule or Donkey shall not compete in both Green and Open classes at the same show if both divisions are offered. See the Miniature Mule and Donkey section rules regarding specific divisions.
  - iv. Refer to the Miniature Mule and Donkey section for restrictions related to the Pre-green Miniature Donkey division.
- D. Class call: All classes will be called three (3) times only. Class will close 2 minutes after the first animal enters the show arena. If sufficient entries warrant, the gate may remain open until the last exhibitor enters the ring, as long as there is a continuous flow of entries into the ring. Consideration will be given only when a tack change is involved, in which case, the exhibitor must inform the gate keeper upon leaving one class that time will be needed for a tack change before re-entering for the next class. Once the class is closed, the gate will be closed and remain closed until judging is complete.
- E. Judge's Options - The judge may ask to mouth the animal or inspect tack. The judge may ask for an animal in any class to deviate from the printed pattern only if it is necessary in determining a winner. Prime consideration will be given to the safety of the animals, exhibitors and spectators. The judge's decision is final.
- F. Timers: Electronic timers should be used for all timed events. If an electronic timer is not available a minimum of two stop watches and two timers are required. One will be designated the official timer and one the backup.
- G. Patterns for performance classes (i.e. Showmanship, Driving) will be posted no less than 1 hour prior to the class itself. Patterns for

timed events or any classes not listed in Rule Book, or listed in Rule Book but with variations, should be posted prior to entry and on show bill so prospective contestants will understand what they are entering. Patterns may be posted on the website prior to the start of the show, or at the venue no less than 1 hour prior to the class itself.

### 1.3 Entries

- A. Each individual animal must be assigned only ONE entry number. (For convenience, an exhibitor may create any number of legible copies of the issued number.) Animals shown in pairs (or 4-ups, etc.) can be issued a separate number for that particular pair (or unit) only. Switching or substituting animals assigned a unit number will result in immediate disqualification.
- B. The correct entry number must be visible on the exhibitor or animal to participate in the class (only one number should be visible in single animal classes). Failure to display correct number will result in disqualification.
- C. Entries will close 2 classes prior to the class entered unless superseded by the general rules of the governing show.
- D. Show office hours will be posted at each show.
- E. If there is only one entry in a class, that entry must still complete the competition and be judged. The judge may place a single entry in a position other than first place at his option.
- F. An animal may be driven only once per class.
- G. In eliminations, an animal must be handled or driven by the same exhibitor who participated in the original class.
- H. Owners will be responsible for the correct measurement of their animal and for entering in the proper class. Show management may opt to measure an animal at any given time. A measurement stick (with level) will be available to assist owner, if necessary. Measurements will have no allowance for shod or unshod animals.

### 1.4 Judges

- A. Approval of all judges must be given by the Regional Club.
- B. A biography and/or list of judging credentials is recommended to be obtained on each approved judge and made available to exhibitors, if requested, prior to the day of the show.
- C. No judge may judge any related person or any animal that person owns.

- D. No judge may judge any animal they have an interest in or have owned, trained or sold in the past six months.
- E. A judge may judge only one show per year per Regional Club.
- F. No judge may judge the same show more than two consecutive years.
- G. The Judge shall be present during all timed events and is responsible for all fault deductions and eliminations.
- H. Regional Clubs may elect to use multiple judges for its shows. Each judge will meet all requirements listed above. Each judge will score the exhibitors individually and placing will be announced for all judges. Judges will be titled A< B< etc. Each judge will alternate classes to be assigned the tie breaking decision. Regional clubs will determine the method of calculating high points at their respective shows. Show points from all judges may be totaled and one high point awarded for each division or, at the club's discretion, a high point award may be given for each judge. It is suggested that ribbons for each judge be awarded for each class. It is recommended that an announcement be given by the regional club to its members to advise of the tabulation system used for year-end points for multiple judged shows.

I.

## 1.5 Arena Conditions & Usage

- A.** All gates to the arena shall be closed during the running of every event. No gate shall be opened until the exhibitors have completed the course or class. A means shall be made to close openings to roping chutes, if applicable.
- B.** Classes or Divisions listed below are BEST HELD when dirt conditions are packed and hard. Surface should be dressed with a drag to appear smooth and level.
  - 1. Halter Classes
  - 2. Showmanship
  - 3. Driving Classes
  - 4. All Miniature Classes
- C.** It is preferred and suggested that the entire established (by fence or some type of barrier) arena perimeter will be used by every class for animals 40.01" and over. Using half the arena for in-hand miniature classes is preferred. Judges will have the option of requesting the use of only half of the established arena in classes with few contestants.

## 1.6 Points

- A. Accumulation of points for shows and year end awards will be determined by the following system:

No. of Animals	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
6	6	5	4	3	2	1
5	5	4	3	2	1	
4	4	3	2	1		
3	3	2	1			
2	2	1				
		1			1	

- B. Where there are two or more animals in an entry (matched pairs, multiple hitches, etc.) points will be awarded equally to each animal in the entry.
- C. Ties are to be broken as indicated below:
  - 1. Classes - Timed Events - There will be a run-off.
  - 2. Divisions - Timed Events: Number of first places lowest overall time (must have a qualifying time in each class)
  - 3. Other Divisions (i.e. Miniature Performance, Driving, Specialty) and High Point:
    - I. Number of first places
    - II. Number of animals placed over\_\_ (Point Sheets should indicate total number of animals judged in each class)
    - III. Number of classes placed in
    - IV. Then by highest placing in one appropriate division class (Pleasure Driving/Miniature Open and Green Division: Pleasure Driving/Miniature Pre-Green Division: Pregreen Trail).
    - V. If using the above criteria does not show a definite winner, a coin flip will decide the high point winner and reserve. (Specialty Division tie-breakers should be posted at the show)
- D. High Point for Youth, Sub-Youth and Novice exhibitors will be tallied on a one youth/one animal combination.

## 1.7 Misconduct/Abuse

**A. Alcohol or Controlled Substance Usage (Human)** - Any exhibitor, exhibitor's family members or their guests appearing to be under the influence of alcohol or a controlled substance will be removed from the show grounds, and the exhibitor will forfeit all entry fees and points earned for that show.

**B. Substance Usage (Animal)** - It is strictly forbidden by The American Miniature Mule Association for any animal to be exhibited while under the influence of depressants, stimulants or behavioral altering substances.

1. The entry of an animal in any class indicates permission by the exhibitor for an authorized person (either a person trained in proper veterinary procedures or a state certified veterinarian), upon the request of show management, to take a specimen of urine, saliva, blood, or other substance for testing. Any refusal to comply with such request shall constitute grounds for immediate disqualification of the animal from further participation at the show and shall bar the animal from participation in future American Miniature Mule sanctioned events as determined by the Regional Clubs Show Committees.
2. It is the expressed intent of the American Miniature Mule Association to bar any owner, handler or both found guilty of using forbidden substances from competing in any sanctioned event for a minimum period of one year and/or a \$500 fine for the first offense.
3. Any accumulated points will be forfeited.

**C.** Upon a report or discovery of inhumane treatment of an animal, the designated Show Hearing Committee shall immediately investigate the incident.

1. The standard by which conduct, or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures, would determine to be cruel, abusive or inhumane.
2. Depending upon the situation, an exhibitor and animal may be excused from the remainder of the show with no refund, including the stripping of any points earned to that point; or the exhibitor could be barred from further competition, but the animal could be allowed to continue with another exhibitor.
3. Depending upon the situation, the designated Show Hearing Committees has the right to determine if the exhibitor involved

in inhumane treatment should be barred from further showing in all sanctioned Texas shows and for what length of time.

4. The Exhibitor has a right to be part of the Hearing and to present his own case.
5. The final decision of the Show Hearing Committee(s) cannot be protested.

**D.** Any show related comments, complaints or questions should be made in written form and submitted to the Show Chairman. Any like situations pertaining to the organization as a whole, should also be in written form and submitted to the organization's secretary.

**E.** No exhibitor will be allowed to wear any type of official identification while participating in any competition.

## 1.8 Definitions

**A. MULE** - THE HYBRID RESULT OF A CROSS BETWEEN A HORSE AND A DONKEY (EITHER MULE OR HINNY).

1. Halter classes: A "mule" may be shown in any halter class designated "Mules". The result of any other crossing of species of equines must be shown in a separate halter class, which could be designated as "Exotic" or "Zebra Mules".

2. Performance classes: "Mule" performance classes are open only to "mules" as defined in "A" above. Separate performance classes for "Exotic Mules" can be set up by show management as warranted by animals in the area.

### **B. Pee-Wee**

1. Pee-Wee exhibitors shall be 5 years and younger. Age to be determined as of January 1.
2. A pee-wee may elect to show in sub-youth classes but not in both. Once a pee-wee voluntarily moves up to sub-youth classes they cannot return to the pee-wee classes.
3. If pee-wee is not offered the exhibitor may show in sub-youth classes without losing their pee-wee eligibility.
4. Pee-wee classes are judged but not placed. All exhibitors are given an equal award.

**D. Sub-Youth**—If Sub-Youth division is not offered at a show, the exhibitor may show in Youth classes without losing their eligibility.

1. Exhibitors 5 to 10 years as of January 1 of the current year. Younger than 5 may compete in specialty classes such as pee-wee when offered.



- a. A 5-year-old exhibitor may elect to compete either as a sub-youth or pee-wee, not in both divisions at the same show. Swapping between sub-youth/pee-wee at different shows is allowed.
2. A Sub-Youth age exhibitor may elect to show in the Youth classes, but not in both.
3. A Sub-Youth who has shown in Sub-Youth classes in a current year may elect to advance to Youth classes (or if having advanced, return to Sub-Youth classes) but will forfeit all accrued points with any change.
4. A Sub-Youth may show only in Sub-Youth classes except for the Costume Class.
5. Points will be tallied on one sub-youth/one animal combination.
6. A Sub-Youth must be capable of handling the animal alone at all times, but each Sub-youth must have an Adult representative who will remain in a designated area in the show ring should an uncontrollable instance arise. Dress code applies to representative.
7. A Sub-Youth may not show a jack.
8. Any Sub-Youth class may combine mules and donkeys (to be noted on show flyer).

## E. Youth

1. Exhibitor 18 years or younger as of January 1 of the current year. See also Miniature Section.
2. Points will be tallied on one youth/one animal combination.
3. A Youth may not show a jack.
4. Youth may show in both Youth mule and donkey classes.
5. Youth exhibitors may show animals in any halter class including a mixed gender class where adults are showing jacks. Classes open to Youth exhibitors (other than Youth classes) will be designated "Open" on show program.

**E. Adult** - 19 years or older as of January 1 of the current year.

**F. Age of Animal** - The age of an animal shall be computed on the basis of a calendar year starting January 1 of the year foaled. It is a weanling during the calendar year in which foaled and a

yearling during the first calendar year following its foaling date, regardless of the time of the year foaled.

## G. Height of Miniature Mules

Miniature mules to be measured at withers, shall be as follows.

Size A	-	up to 32"
Size B	-	32.01 to 40"
Pony Size	-	40.01" - 52"

## II. ATTIRE

### 2.1 Halter Classes

**Clothing:** When entering the arena, persons shall be attired in long sleeved shirt or blouse with collar, long pants, boots (or sufficient footwear - no tennis shoes) and hat.

### 2.2 Driving Classes

- A. Western attire, as described above, may be worn.
- B. Any period costume may be worn that is related to and appropriate for the vehicle being driven. Costume must have long sleeves. If female exhibitor is attired in a dress, an apron is required.
- C. Gloves are recommended for all driving classes.

### 2.3 Exceptional Attire

- A. If weather conditions require, exhibitors may wear pertinent or inclement weather apparel over the normal class attire.
- B. During severe wind conditions, show management may make the decision to revoke the required western hat rule.
- C. During extreme heat, long sleeve requirement will be made by the judge. Short sleeve shirts must have short sleeves midway to arm, (sleeveless is not acceptable)
- D. See the rules for specific classes for any other exceptions to the general attire rules.

## III. EQUIPMENT

### 3.1 Halter Classes

- A. Blinders/bat wings and driving headstalls are not allowed, however, open headstall with bit or some type of halter/bit combination will be allowed.

### 3.2 Driving Classes

- A. Driving equipment to be used shall include suitable cart or wagon, collar or breast collar harness, including breeching or thimbles and standard bridle with snaffle or curb bit. If a curb bit is used, the chain must meet with the judge's approval. Such a chain must be at least 1/2" in width and lie flat against the jaw of the animal. Whip must be carried in hand at all times. The overall length of the whip for a single animal should be long enough to reach its shoulder. Driver shall be penalized for excessive use of the whip. Aprons must be used by ladies with dresses and are optional equipment any other time.

#### 1. Definitions

- a. Snaffle - a bit without shanks or curb chain (may have leather strap to prevent pulling through the mouth) which works on direct contact; may have broken or straight mouth piece. Single or double-wire bits are legal.
- b. Curb - a bit with shanks which works by leverage. Legal, flat curb chains or leather straps allowed.

#### 2. Optional Equipment

- a. Check reins
- b. Blinders
- c. Martingales
- d. Cavesson nosebands
- e. Gloves

#### 3. Prohibited Equipment (see 3.4 for illegal bits)

- a. Wire curbs, regardless of how padded or covered
- b. Running W
- c. Fifth Wheel Brake (aka Donkey Brake)

### 3.3 General Equipment Rule

Ornate silver equipment or any other fancy equipment will not count over clean and workable equipment. The only exception to this rule will be in the Parade Hitch Class.

### 3.4 Illegal Bits for All Classes

- A. Bicycle chain bits
- B. Hooks inside or outside
- C. Snaffle with high port (3 1/2" maximum)
- D. Curb with shanks longer than 8 1/2"
- E. Welding to or changing bit surface from smooth to bumpy or sharp
- F. Wire wrapped bit
- G. No blood will be tolerated inside or outside the mouth

## IV. CLASS RULES – HALTER

### 4.1 Halter Class

- A. Animals are shown in hand at a walk and trot. Animal shall be judged individually, standing squarely and naturally. To be judged on the priority of conformation which includes fitting and condition, quality, presence and way of going. Disposition and manners shall also be considered.
- B. No artificial aids for control (such as canes, show sticks, or whips) or for attention (such as cigarette lighters or throwing dirt/grass) may be used during halter classes for any animal. (Also 3.1)
- C. A mule or donkey may be exhibited in only one point earning halter class.
- D. If offered, Foal and Yearling classes will count as High Point earning classes.
- E. Halter classes are determined under the following guidelines but can be combined or changed to suit entries.
  - 1. Foals - animal foaled in calendar year of show. If entry numbers warrant, then there should be separate classes for each.
  - 2. Yearlings - animal foaled in calendar year preceding show year. If entry numbers warrant, then there should be separate classes for each.
  - 3. Mules - 2 years and older may be shown under the following heights and/or sex classifications (measured at the withers): If no miniature mule classes are offered they may show in the regular 48" mule classes.
    - a. Mules up to 32"

- b. Mules 32.01" to 40.0"
  - c. Mules 40.01" to 52"
  - d. Foals and yearlings may enter this division if no foal or yearling classes are offered at a show and should enter the appropriate class for their estimated mature height.
4. Donkeys - 2 years and older may be shown under the following height and/or sex classifications (measured at the withers):
- a. Miniature donkeys up to 36"
- F. Jacks 12 months of age and over must be shown with a chain lead over, or under, and/or through the mouth, or with a bit type halter. If animal warrants, two handlers may be used but both handlers will remain at the head of the jack. Each handler must have a chain lead. There is no point deduction for two handlers. The Ring steward may excuse any animals that do not have proper lead lines.
- G. Halter classes may be split in the case of extremely large classes or if other conditions warrant, depending on the opinion of the judge and/or Ring steward. Donkey classes may be split into Youth (animals under 4 years) and Senior (animals over 4 years) divisions. Mule classes may be split as described above or may be split into divisions of Molly Mules and John Mules.
- H. In situations where both donkey and mule judges are used, and as other situations may warrant, halter classes may be judged simultaneously. If only one handler is available to show his animals, then one of the classes may be held up until the exhibitor can leave one class to go to the other class. Exhibitor must notify the gatekeeper, prior to class closing, that he has animals in two classes at the same time.

## 4.2 Additional Halter Classes

- A. Brood stock - Jennets and mares with foals or yearlings. Offspring to be no more than 24 months old. Separate classes for jennets and mares. To be judged 40% on dam and 60% on offspring. Entries are to be entered under Dam's name. Not a point class.

- B. Get of Sire - Two animals that are sired by one jack. The pair may be donkeys, mules or one of each and are shown at halter as one entry. Entered under the name of the jack (jack does not need to be present). Judged on conformation this includes fitting and conditioning. Not a point class.
- C. Produce of Dam - Two produce, (two only per entry) can be of either type or sex with no age limit. Entered under the name of the dam, (dam need not be present). Judged on conformation, which includes fitting and conditioning. Not a point class.
- D. Matched Pairs - Open to mules and donkeys. Judged 50% conformation and equal qualities and 50% suitability to perform as a matched team. Mules and donkeys may be split in the arena and be judged separately. May count for points for a Team Division only.
- E. Grand Champion / Reserve Champion Halter - Mules and donkeys to be judged and awarded separately. Object of this class is to select the animal in the show that comes the nearest to ideal animal.

### Class procedure:

1. The first place and second place animals in all point earning halter classes will be lined up with the second-place animal directly behind the first-place animal; then the front row will be judged for Champion.
2. The second-place animal directly behind the animal picked for Champion will then take its place in the front row to be judged for Reserve Champion.

## V. CLASS RULES – SHOWMANSHIP

### 5.1 Showmanship Classes

- A. Showmanship is a performance class, not a halter class.



- B. Patterns may be posted on the website prior to the start of the show, or at the venue no less than 1 hour prior to the class itself. C. Class divisions:
1. Youth –mules and donkeys to be judged separately.
  2. Sub-Youth - may be mixture of mules and donkeys.
  3. Adults - it is recommended that mules and donkeys be judged separately, but they may be combined if noted on the show flyer.
- D. Youth may not show a jack. See miniature donkey and mule section related to youth exhibiting miniature donkeys.
- E. Only exhibitor to be judged. The animal is merely a prop to show the ability of the exhibitor. This class shall be judged strictly on the contestants' ability to fit and show in a halter class.

**1. Appearance of Animal 40 points**

a. Condition and Thriftiness (15 Points)

b. Grooming (15 Points)

1. Hair coat clean, well brushed.
2. Mane, tail, foretop and wither tufts free of tangles and clean. It is prohibited to use any ornaments on the aforementioned. Manes, tails foretops and wither tufts may be English braided or western braided if the exhibitor so desires or the schedule of classes dictates due to time.
3. Hoofs trimmed properly. If shod, shoes must fit properly and clinches should be neat.

c. Trimming (5 Points)

1. Manes and foretops may be trimmed or not as desired by owner.
2. Inside of ears may be clipped, or just the outer edges clipped leaving protection inside the ear.
3. Long hair on jaw, legs and pasterns should be clipped.

d. Tack (5 Points)

1. Tack should be neat, clean and in good repair.

**2. Appearance of Exhibitor 10 Points**

a. Clothes and person - neat and clean,

b. Suitable western clothes. (See Section 2.3)

**3. Showing Animal in Arena 50 Points**

A. Leading\* (15 Points)

1. Enter arena leading animal at an alert walk in a counter clockwise direction by judge. Walk on animal's left side, holding lead shank in right hand, near halter. The remaining portion of lead is held neatly and safely in left hand. A tightly coiled or rolled lead shank will be considered a fault in showmanship. Animal should lead readily at a walk or trot.
2. After judge has lined up the class in front of spectators, he will call on each exhibitor to move his animal individually. When moving the animal, be sure that the judge gets a clear, unobstructed view of the animal's action. Allow the animal sufficient lead so that he can move freely and in a straight line. Lead the animal from his left side the required distance, stop and turn to the right around the animal.
3. It is mandatory that the judge post the pattern he will ask for at least one hour prior to the commencing of the class; however, if the judge chooses to bring back exhibitors for consideration of final placing, the finals pattern need not be posted.

B. Posing (15 Points)

1. When posing your animal, stand toward the front facing the animal, but not directly in front of the animal and always in a position where you can keep your eye on the judge.
2. Pose the animal with his feet squarely under him. Do most of the showing with the lead strap. Never kick animal's leg into position.
3. Do not crowd the exhibitor next to you when in a side by side position. Do not crowd exhibitor in front when lined up head to tail.
4. When judge is observing other animals, let your animal stand if posed reasonably well.

\*(Update: In addition to the working description provided in 3.a.(1) and (2), the judge may alternately require exhibitors to begin their pattern from the gate individually.)

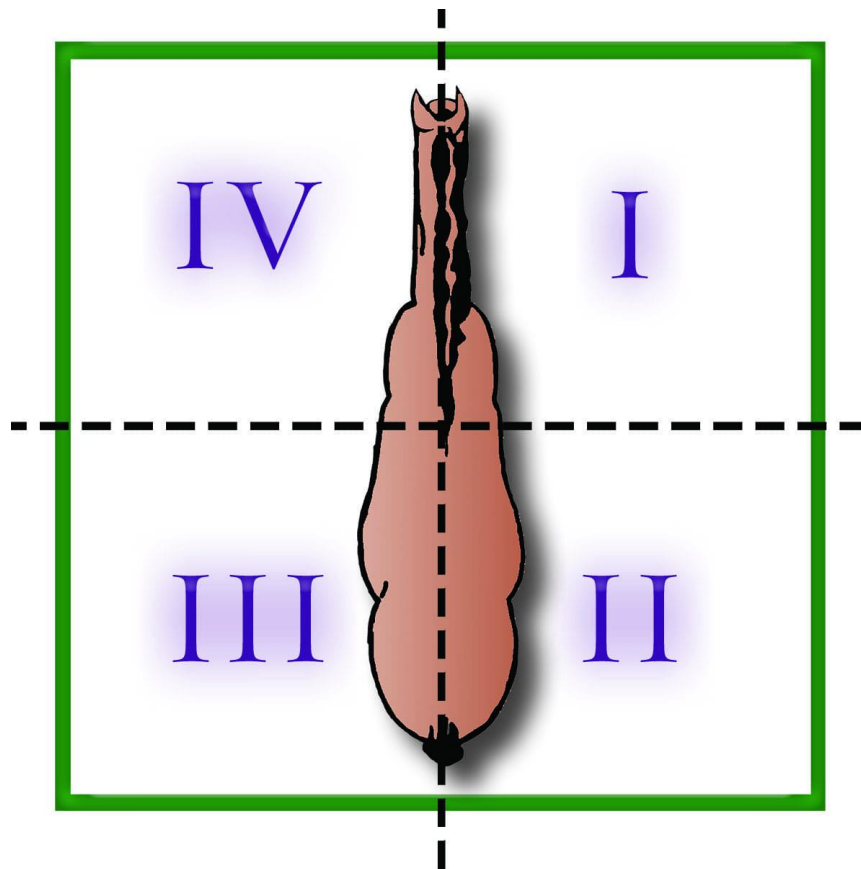
5. Be natural; theatrical over-showing, undue fussing and maneuvering are highly objectionable, as is running in a "squat" position when trotting your animal.

**THE QUARTER METHOD: Suggested Guidelines of Movement -**

The following guidelines are meant to serve as an illustration of movement around the animal while showing in Showmanship at Halter and are for the exhibitor's information: Imaginary lines bisect the animal into four equal parts as seen in Figure A. (Note: The quadrants will be numbered I, II, III, IV for ease of identification.) One line runs across the animal just behind the withers. The other imaginary line runs from head to tail. When the judge is in I the handler should be in IV. As the judge moves to II, handler should move to I. When the judge moves to III, the handler moves to IV. As the judge moves up the animal to IV, the handler returns once more to I. This method is based on safety as the handler can keep the animal's hindquarters from swinging toward the judge should the animal become fractious.

**Poise, Alertness and Merits (20 Points)**

- (1) Keep alert and be aware of the position of the judge at all times. Don't be distracted by persons or things outside the ring.
- (2) Show animal at all times, not yourself.
- (3) Respond quickly to requests from judge and officials.
- (4) Be courteous and sportsmanlike at all times.
- (5) Recognize quickly and correct faults of your animal.
- (6) Keep showing until the entire class has been placed and has been excused from the ring.



Judge	Exhibitor
I	IV
II	I
III	IV
IV	I

## VI. CLASS RULES – DRIVING

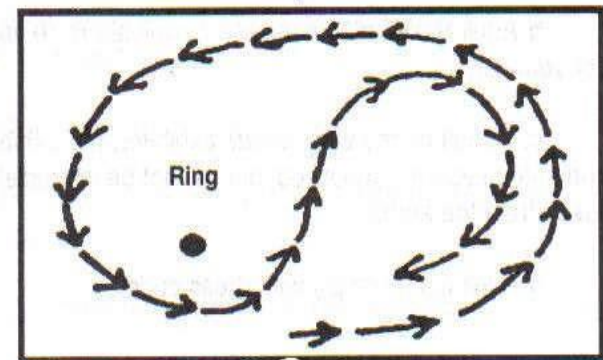
### 6.1 General Driving Rules

- A.** Mules and donkeys shall be safely and securely harnessed to a vehicle while competing in driving events. Two people are allowed on the vehicle only when two or more animals are being driven or when the exhibitor is a youth. Any assistance by the second person will result in disqualification.
- B.** The Driver must be seated comfortably in the vehicle, appearing both relaxed and effective. Either the one or two handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent feel with the mules and donkey's or donkey's mouth. Drivers should not be penalized or rewarded for using either style of driving.
- C.** Driving Attire:
  - a. Drivers should be dressed conservatively according to the style of present day.
  - b. Ladies wearing a skirt should wear a lap apron.
  - c. A hat of choice, long sleeves and gloves are required.
- D.** Driving Terminology and Gaits
  - 1. Walk: is a natural flat foot, four beat gait. The mules and donkeys should walk energetically, but calmly, with even and determined pace. Loss of forward rhythmic movement shall be penalized.
  - 2. Park Gait or Trot is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate later flexion on the turns. The steps should be as even as possible with the hind feet touching the ground in the foot prints of the fore feet. The degree of energy and impulsion displayed at the road gait denotes clearly the degree of suppleness and balance of the animal. Loss of forward, rhythmic movement shall be penalized.
  - 3. Extended or Road Trot is a clear but not excessive increase in pace and lengthening of stride while remaining well balanced and showing appropriate

lateral flexion on turns. Excessive speed will be penalized.

- 4. Rein Back consists of the animal moving backward in an unhurried manner with the head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact.
- 5. Cantering: Cantering is NOT ALLOWED in driving classes unless stated in the class description. Cantering in the shafts will be disqualified.
- 6. Reverse is a change of direction, accomplished by the mule or donkey circling off the rail or crossing the ring at a walk or trot. In single hitch, small classes at the discretion of the judge and/or show management, the reverse may be accomplished by circling off the rail to change direction.
- 7. Halt is a complete, square top of animal and vehicle without veering or abruptness. At the halt, animals should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.
- 8. In multiple hitch the reverse should be made on the diagonal at the direction of ring steward. See Below.

### Correct Way to Reverse



- 9. Whip: An appropriate whip shall be carried at all times when driving. The thong on the whip must be long enough to reach the shoulder of the farthest mules or donkeys. A driver not in compliance will be disqualified.

10. Excessive Use of Voice, shouting or whistling to the mules, and or donkeys, may be penalized at the judge's discretion. The driver should strive to control the mules or donkey's movement with a minimum of vocal aids. If necessary, it is permissible to talk to the mules and donkeys in a subdued tone of voice. Clucks for starting, "walk on", "trot", "gee", "haw" and "whoa" are the more accepted terms.
11. Should a breakdown occur during the competition, the exhibitor shall have 5 minutes to make necessary repairs, after which time exhibitor will be excused from the show ring. Should a breakdown occur on the way to the arena, the exhibitor shall have 5 minutes to make repairs, after which, if repairs have not been made the exhibitor is excused from entry.
12. **AUTOMATIC DISQUALIFICATION:** Anywhere on the show grounds, the failure to have a header in place when driver is not in vehicle, or the removal of a bridle while the animal is still between the shafts will result in automatic and **IMMEDIATE** disqualification
  1. Driver may exit vehicle and head his own animal.
  2. Do not tie hitched animals and leave unattended.
13. Should a breakdown occur during the competition, the exhibitor shall have 5 minutes to make necessary repairs, after which time exhibitor will be excused from the show ring. Should a breakdown occur on the way to the arena, the exhibitor shall have 5 minutes to make repairs, after which, if repairs have not been made, then exhibitor is excused from entry.
14. In all classes except for Parade Hitch, fancy equipment not to count over neat, suitable working outfit.
15. Fall of animal or driver will result in disqualification.
16. No Headers allowed, except for emergency situations.

## 6.2 *Single Hitch Driving*

- A.** There will be separate classes for mules and donkeys.
- B.** Suitable wheeled vehicle to be used.
- C.** To be shown at a walk, trot and extended trot both ways of the show ring.
- D.** All entries will be asked to back.
- E.** Judged 90% on manners and way of going and 10% on appearance.

## **F.** Divisions:

1. Adult
  2. Youth
    - a. Adult **MAY** ride in vehicle with exhibitor 11 years and older.
    - b. Adult **MUST** ride in vehicle if exhibitor is 10 years old or younger.
    - c. If adult in any way assists exhibitor, the exhibitor will be automatically disqualified, but will not be immediately excused from the arena.
    - d. Adult must comply with dress code.
- G.** In shows or events in areas with large numbers of driving contestants driving several different types of vehicles, this class could be divided and designated as:
1. Antique or Classic type vehicle, 2 or 4 wheels (pneumatic tires may be permitted)
  2. Farm Class Vehicle, 2 or 4 wheels, open to rubber or iron tired, home built, training vehicle or farm type equipment

## 6.3 *Single Hitch Obstacle Driving*

- A.** There will be separate classes for mules and donkeys.
- B.** The judge will assign a point value to each obstacle and points will be added to or subtracted from the score based on the animal's performance through the obstacle.
- C.** Animal will be judged on the ease of maneuvering between and around obstacles including backing.
- D.** Breaking the pattern will be an automatic disqualification however, breaking gait is not a disqualification but will be penalized. Judged 90% on manners and way of going, 10% on appearance.
- E.** Not a timed event.
- F.** Three refusals at any one obstacle, exhibitor must proceed to next obstacle.
- G.** Pattern will be posted no less than 1 hour prior to the class itself.
- H.** Refer to end of driving class rule section for a list of suggested obstacles for driving but note that obstacles are not limited to that list.

## 6.4 Single Hitch Timed Driving

- A.** There will be separate classes for mules and donkeys.
- B.** Breaking the pattern or allowing animal to canter will be an automatic disqualification.
- C.** Travel may be in either direction.
- D.** There will be a 5 second penalty for knocking over any pylon.

## 6.5 Multiple Hitch Driving

- A.** Two or more donkeys or mules in a team, hitched to any suitable wheeled vehicle. (It is not recommended for mules and donkeys to be shown together, but they may be combined if stated on show flyer.)
- B.** Teams will work at a walk and trot both ways of the show ring.
- C.** Teams will be asked to "figure 8", back straight and gee-haw in place.
- D.** Because not all vehicles are equipped with brakes, usage of brakes may be penalized at the discretion of the judge if they are used to gain an advantage while performing required maneuvers.
- E.** Judged 75% on manners and way of going, 20% on matched suitability and 5% on appearance.
- F.** Youth exhibitors excluded.
- G.** In shows or events in areas with large numbers of driving contestants driving several different types of vehicles, this class could be divided and designated as:
  1. Antique or Classic type vehicle, 2 or 4 wheels (pneumatic tires may be permitted).
  2. Farm Class Vehicle, 2 or 4 wheels, open to rubber or iron tired, home built, training vehicle or farm type equipment

## 6.6 Multiple Hitch Obstacle Driving

- A.** Open to pairs only, donkeys or mules. (It is not recommended for mules and donkeys to be shown together, but they may be combined if stated on show flyer.)
- B.** This class to test, in simulated situations, the working ability of each hitch which will include backing, maneuvering between and around obstacles and gee-haw ability.

- C.** Breaking the pattern or allowing animals to canter will be an automatic disqualification. D. Not a timed event.
- E.** Three refusals at any one obstacle, exhibitor must proceed to next obstacle.
- F.** Pattern will be posted no more than 2 hours prior to the start of the show on the day of the class, and no less than 1 hour prior to the class itself.
- G.** Judged 80% on performance over obstacles, 10% on animals' ability to work together and 10% on appearance.
- H.** Youth exhibitors excluded.
- I.** Refer to end of driving class rule section for a list of suggested obstacles for driving but note that obstacles are not limited to that list.

## 6.7 Parade Class

- A.** May be open to single, double or multiple hitch, donkey or mule. (It is not recommended for mules and donkeys to be shown together, but they may be combined if stated on show flyer.)
- B.** Will allow those with fancy parade turnout to show to their best advantage. Animals will be asked to walk and trot both ways of arena and "figure 8" at judges discretion.
- C.** Judge may ask for other tests at his own discretion.
- D.** Drivers and passengers are requested to dress in appropriate attire which will add to the authentic appearance of the turnout.
- E.** Judged 50% on manners and way of going and 50% on appearance.
- F.** Youth exhibitors excluded from driving.

## 6.8 Reinsmanship

- A.** Classes should be separate for mules and donkeys. (It is not recommended for mules and donkeys to be shown together, but they may be combined if stated on show flyer.)
- B.** A pleasure driving class in which entries are judged primarily on the ability and skill of the driver.
- C.** Driver judged on ability to maneuver a given course.
- D.** Pattern will be posted no less than 1 hour prior to the class itself.
- E.** Driver will be judged on the equipment and proper fit of harness to vehicle.
- F.** It is suggested that driver drive with whip in hand.



- G.** Results as shown by the animal's performance are not to be considered more important than the method used by the driver in obtaining the results.

## 6.9 *Gambler's Choice Driving*

- A.** May be open to donkeys or mules. (It is not recommended for mules and donkeys to be shown together, but they may be combined if stated on show flyer.)
- B.** May be singles or pairs but not mixed.
- C.** To be driven and timed over a course of unnumbered obstacles, each carrying a specific point value.
- D.** Each driver has the same amount of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed. After passing through the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice but not in succession. If driven a third time, no points will be awarded. No obstacle may be driven again once it has been disturbed, with the exception of obstacles that are designed to be knocked down. If an animal should refuse or turn out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later and if correctly driven, the appropriate points will be recorded. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven but not disturbed, it may be attempted again. In this case, the succession rule does not apply.
- E.** A signal will sound at the end of the allowed time and the driver must then exit through the finish markers at which time the total time on the course will be recorded. If the signal sounds when the driver is committed to an obstacle, the driver may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the driver was committed to the last obstacle at the signal will be left to the discretion of the judge.
- F.** Placings will be determined on a high score basis.
- G.** Time will decide ties. If a tie occurs in both points and time, the winner will be decided by a drive-off.

- H.** **Cantering:** Cantering is NOT ALLOWED in driving classes unless stated in the class description. Cantering in the shafts will be disqualified.
- I.** Refer to end of driving class rule section for a list of suggested obstacles for driving but note that obstacles are not limited to that list.

## 6.10 *Versatility Drive and Jump*

- A.** Classes will be separate for mules and donkeys.
- B.** Animals will first be driven and judged as a pleasure driving class. Upon command, animals will go to the center of the arena for a tack change to continue the class to be judged as a jump class.
  - 1. All tack must be carried in vehicle during class.
- C.** **Tack Change**
  - 1. One helper may assist the driver make a tack change. The helper will also be responsible for removing the vehicle with driving equipment from the arena as soon as the change has been made or as instructed before the class.
  - 2. It is not necessary to use a halter in the transition between driving bridle, but animal must be in continuous control. (Use of a rein, lead or some other available strap around the neck is appropriate.) Removal of ALL equipment, even for a moment, may result in disqualification.
- D.** Failure to have a header in place or removal of bridle while the animal is still between the shafts will result in automatic and immediate disqualification.
- E.** The same person is to drive and jump the animal.
- F.** Animal judged on ability as a combined driving and jumping animal.
  - 1. Judged 60% under harness on manners, way of going and general turnout.
  - 2. Judged 40% on manners and way of going while executing the jumps
- G.** Appropriate English or Western attire and equipment may be used.

### 6.11 Suggested Obstacles for Single and Multiple Hitch Obstacle and Gambler's Choice (But not limited to below list)

- A. Bridge (4x8 plywood turned sideways) Note: Plastic tarp NOT recommended due to hazard of getting caught up in wheels.)
- B. Back and Bump (U shaped logs with back pole on top so bump knocks it onto ground)
- C. Mailbox
- D. Gee/Haw Maneuver (cut-under vehicle has advantages but any rig can be used to prove ability)
- E. Cone Weave (Tennis balls on top of cones in cone pattern aids in viewing errors plus increases degree of difficulty.)
- F. In and Out Box (Long three-sided box with cone or log in center – allow for adjusting for different size vehicles as well as single/multiple)
- G. Log Wheel Slot (For single hitches only – animals in the way for multi-hitch.)
- H. Wheel in Circle Pivot (For Single Hitches only)
- I. Back Through (Logs or cones)

NOTE: To create parity in a class with various sized vehicles, measure the vehicle widths to the outside of the tires, line up contestants in ascending order, and change cone or pole widths to be wheels plus 15 inches.

### 6.14 Obstacle Ground Driving – Timed event

- A. For driving and non-driving donkeys and mules 2 years and old and over.
- B. Any driving obstacle pattern is acceptable.
- C. 8 Suggested obstacles
- D. To be judged on ground driving thru obstacle course for shortest time with the least amount of penalties.
- E. Penalties: 3 pts for touching or moving and obstacle, 5 pts for refusal (stopping or turning away, after 3 attempts DQ from that obstacle).
- F. Equipment: breast collar or breast strap not needed, over-check or side-check optional, tennis shoes allowed. G. Label obstacles on pattern A-H or 1-8.

- H. Must ground drive thru course in sequence, animal will be DQ'd if off course. Animal with fastest time and least amount of penalties wins.
- I. Timer to be placed 20' from first obstacle.

### **1. Show Regulations Concerning Miniature Mules and Miniature Donkeys (Both will be referred to as "Miniature")**

- A. Registration: A registration certificate is not required on every miniature at every sanctioned show. However, to be eligible for High Point and Year End Awards at a TAMMA Sanctioned show the mule must be registered. It is strongly recommended that owners, handlers, and/or agents have a copy of the registration papers readily available which may be needed as proof of ownership, age of animal, or parentage, etc.
  - 1. Proof of ownership shall be the name on the registration certificate.
  - 2. For a lease of a miniature to be recognized for showing purposes, a copy of said lease signed by both lessor and lessee must be provided to the sanctioning club. Only the lessee will be listed on all show programs and awards until such lease is terminated. The lease shall provide the effective date of lease, the name and registration of the miniature, and a termination date. The lessee will be considered the owner of the miniature for the period of the lease for show purposes only
- B. Proof of Negative Coggins is required for each animal brought onto the show grounds. No Exceptions. The documentation must be the original Coggins, dated within one year of show date. No copies will be accepted. Health certificates may be required if specified in the show premium/entry form or when an animal is brought across state lines from the show venue.. When health certificates are not required, show management shall make reasonable efforts to see that all miniatures brought to the show grounds are in good health and free from noticeable disease.

- C. Jacks two years and over must be shown in a bridle or with a stud chain worn over the nose or under the chin.
- D. Exhibitors age 18 years and under may not show a jack in the show ring or be in control of a jack while on the show grounds.
- E. For the purpose of the show rules, performance classes will include any point earning class other than halter and showmanship. Halter and showmanship may be included for high point championships if included in the show bill.
- F. Pre-Green - to be entered in a Pre-Green Performance class a miniature must be under three (3) years of age. If a Pre-Green class is not offered, the miniature may then show in a Green class without affecting their Pre-Green status.
- G. Green - This division is designed specifically for mature animals learning skills necessary for performance classes.
  1. Animal must be at least 3 years old.
  2. Animal may not be shown in Green for more than 2 consecutive years.
  3. First calendar year begins upon entry into its first performance class as a three-year-old. The second calendar year is the calendar year immediately following the first calendar year.
  4. Participation in halter and showmanship classes will NOT count towards the two (2) year eligibility for Green classes.
  5. Animal may not show in both Open and Green Division in the same show.
  6. If a show offers only Open classes, a miniature (qualified for Green classes) may compete in this show without affecting its Green status.
  7. Once an owner/handler voluntarily moves a miniature from Green into Open at any show where both divisions are offered, they forfeit their remaining Green eligibility for that animal.
  8. Exceptions to the time limit rule involving extreme circumstances would be heard by the TAMMA Rule Book Committee - Hearing Committee.
  9. An animal that has been shown two years as Green then changes ownership, may not be shown again in Green.
  10. Problems or protests regarding animals entered as Green MUST BEFORE COMPLETION OF THE SHOW. Actual protests must be accompanied by

the normal \$50.00 check, which will not be returned if the protest is overruled. Each Club is encouraged to retain accurate and accessible records regarding Green animals, but it is expected that exhibitors will use the honor system.

- a. **Protests must be made before completion of the show.**
- b. Proof obtained by a protestor after the show can be provided at the beginning of the next show to prevent further entry in Green classes, if necessary.
- c. Special consideration may be given in a case where a new member, who is unfamiliar with the rules, has entered and competed with an animal in both Green and Adult classes but actually prefers to continue in Green. Each Club must arbitrate problems such as this on an individual basis, but it is noted that a onetime exception would be reasonable.
- H. Open – Animals Age 3 & over not being shown in green.
- I. All miniatures entered in jumping, driving classes, or any harness class (i.e. snigging) shall be three (3) years old or older.
- J. Foals shown in the foal classes MUST be a minimum of six (6) months of age (actual age). Proof of age may be required.
- K. No miniatures shall be allowed to participate when unsoundness or injury is sufficient to be considered an act of cruelty.
- L. No person shall administer nor cause to be administered to a miniature, either before or during an event, any medication, drug, or mechanical device, or artificial appliance, surgical or non-surgical procedure, which is of such character as to affect the miniature's performance or appearance at that event. Upon discovery, show management shall immediately disqualify the miniature.
- M. No person shall alter, change, or attempt to hide or enhance the natural color of the body including legs of a miniature by dye, bleach, or paint. Hooves may be colored. Any miniature that has been color enhanced must be disqualified for the entire show, and all previous trophies, ribbons, and points will be disallowed for that show.
- N. Age of Miniature - the age of a miniature for the purpose of competition shall be computed on the basis of calendar year starting January 1 of the year foaled. It is a weanling during the calendar year in which foaled and a yearling during the first calendar year following its foaling date, regardless of the time of the year foaled.

- O.** An electronic timer shall be set-up and used for all timed events with a backup stop-watch timer. If an electronic timer is not available a minimum of two stop watches and two timers shall be used. One timer will be designated the official timer and other the back-up timer.
- P.** No jumps over six inches (6") will be included in any miniature class where pre-green miniatures (under 3 years old) are competing. Jumps over twelve inches (12") are NEVER allowed in any In-Hand Trail class.
- Q.** Although it is NOT recommended to show miniature donkeys and miniature mules in the same class, they may be combined for classes if designated as such on the show flyer.

## **2. Ring Procedures**

- A.** Show Attire: It is the tradition of the show ring that all handlers and drivers be correctly attired for the class. Hats, boots, and long-sleeved shirts/blouses or jackets are REQUIRED in all classes except where exempted for specific classes. (Exception: Slinkies, short sleeved or sleeveless shirts/blouses will be allowed when worn under a jacket) Gloves are OPTIONAL in all classes. Failure to be properly attired will result in a penalty by the judge. See individual class rules for specific show attire and exceptions. No shorts, open-toed shoes, t-shirts, or ball caps are allowed in any classes, except the Costume Class. Management and/or officials must bar any person from entering the ring when not suitably attired to appear before an audience. Hard hats are required for persons age 18 and under in any driving class. Adults may wear protective head gear as optional equipment. Advertising of Farm or Ranch on clothing, miniature, or cart will not be allowed.
- B.** All miniatures are to be handled and shown through an entire class by the same person.  
It is the exhibitor's responsibility to be on time for classes. All classes will only be called three (3) times. Once a class is called and the gate is opened to enter the ring, the gate will be closed after two minutes has elapsed from the time the first miniature/exhibitor enters the ring. If sufficient entries warrant, the gate may remain open until the last miniature/exhibitor enters the ring, as long as there is a continuous flow of entries into the ring. Announcer/gate person shall state when timing of the two minutes begins.

Once class is called and the gate is closed, any miniature leaving the arena for any reason is disqualified. SHOULD THERE BE A NEED FOR TACK CHANGE, THE ANNOUNCER WILL STATE FOR THE EXHIBITORS TO WORK AT WILL. Announcements to barn areas are a management courtesy - not mandatory.

- C.** Names of miniatures or exhibitors will not be made known to the judge prior to the show or during the class, as in announcements.
- D.** Exhibitors will be issued a number for each miniature to be displayed whenever the miniature is in the arena.
- E.** Unsportsmanlike conduct, including but not limited to conduct designed to distract a miniature or otherwise interfere with the showing of an exhibitor's miniature, will not be tolerated. Offenders will be asked to leave the show arena.
- F.** For the purpose of safety, an unruly miniature may be excused from the ring by the Judge.

## **3. Exhibitor Show Age**

- A.** The age of an individual on January 1<sup>st</sup> will be considered to be the age of the exhibitor throughout the entire year.
- B.** Youth shall be 18 years and younger.
  1. High Point is tallied on one youth/one animal combination.
  2. A Youth may not show a jack in the show ring or be in control of a jack on the show grounds.
  3. Youth exhibitors may show animals in any halter class including a mixed gender class where adults are showing jacks.
  4. Youth that are age 17 by January 1st of the current year will be allowed the option of advancing to the Adult divisions, if showing a miniature. Once the youth has voluntarily advanced, all points and eligibility in the Youth division are forfeited. This exhibitor may show a jack in the Adult division.
- C.** Sub-Youth shall be 10 years and younger.
  1. A Sub-Youth who has shown in Sub-Youth in a current year may elect to advance to Youth classes (or if having advanced, return to Sub-Youth

classes) but will forfeit all accrued points with the change.

2. If Sub-Youth division is not offered at a show the exhibitor may show in Youth classes without losing their eligibility.
  3. A sub-youth who moves up in the middle of a show year will forfeit any points accrued in the lower category.
  4. High point is tallied on one sub-youth/one animal combination.
  5. A sub-youth must be capable of handling the animal alone at all times. Each sub-youth must have an ADULT assistant who will remain in a designated area in the show ring unless an uncontrollable instance arises. Dress code also applies to the assistant.
  6. A Sub-Youth may not show a jack in the show ring or be in control of a jack on the show grounds.
- D. Pee-Wee exhibitors shall be 5 years and younger, age to be determined as of January 1.**
1. A Pee-Wee may elect to show in the Sub-Youth classes but not in both. Once a Pee-Wee voluntarily moves up to the Sub-Youth division they cannot return to the Pee-Wee division.
  2. If Pee-Wee is not offered the exhibitor may show in Sub-Youth classes without losing their eligibility.
  3. Pee-Wee classes are judged but not placed. All exhibitors are given an equal award.

#### **4. Awards - Halter Champion**

- A. Model/Reserve Model Halter (also known as Champion/Reserve Champion)** - The object of this class is to select the animal in the division and/or show that comes nearest to the ideal animal.
- B. Class Procedure:**
1. The first place and second place animals in all point earning halter classes will be lined up with the second-place animal directly behind the firstplace animal; then the front row will be judged for Model.
  2. The second-place animal directly behind the animal picked for Model will then take its place in

the front row to be judged for Reserve Model or Reserve Champion of that division.

- C. Best of Breed Champion** is then selected from the Champion Mollie, and Champion Gelding. One miniature is chosen as overall Best of Breed. This championship is preferred in shows with large entries and multiple halter age divisions.

#### **5. Performance Champion or High Point Show Champion (All Divisions)**

- A.** This award shall be based on total points accumulated by a single animal in designated classes. Halter and showmanship classes may be included or excluded as high point classes. The show bill must designate all classes to be included in high point.
- B.** To qualify for this award in the Open and Green divisions, the miniature must be entered and shown in at least one performance class where the miniature is shown in harness. In the Pre-Green Division, the miniature must be entered and shown in at least one performance class.
- C.** A show shall use the system for points as outlined in the General Rules, Rule 1.6 Points.

#### **6. Halter Divisions (Optional for inclusion in High Point)**

**\*\*Foals must be a minimum of 6 months old, actual age\*\***

Foaled in calendar year of show

Foals John & Mollie – size A

Foals John & Mollie – size B

Foals John & Mollie – Pony

Foals John – size A, B & Pony

Foals Mollie – size A, B & Pony

Yearlings are foaled in the calendar year preceding show year

Yearling John & Mollie – size A

Yearling John & Mollie – size B

Yearling John & Mollie – Pony

Yearling John – size A, B & Pony

Yearling Mollie – size A, B & Pony



Age groups may be combined. Mollies, Johns, and Geldings may not be combined beyond the yearling divisions.

2-year-old Mollie – size A, B and Pony

2-year-old John (geldings) – size A, B and Pony

2-year-old Jack – size A, B and Pony

3 & 4-year-Mollie – size A, B and Pony

3 & 4-year-John (geldings) – size A, B and Pony

3 & 4-year-old Jack – size A, B and Pony

5 years old and over Mollie – size A, B and Pony

5 years old and over John (Gelding) – size A, B and Pony

5 years old and over Jack – size A, B and Pony

Champion and Reserve Miniature Mule

## **7. Specialty Halter Classes**

Champion and Reserve Champion Halter John - First and second place winners of the John classes 2 years and older.

Champion and Reserve Champion Halter Mollie - First and second place winners of the Mollie classes 2 years and older.

Best of Breed will be Champion Halter John, Champion Halter Mollie Junior Champion and Reserve Junior Champion - First and second place winners of the foals and yearling classes.

Get of Sire - 3 offspring of sire

Produce of Dam - 2 offspring of Dam

\*All miniatures competing in the Production class MUST compete in their respective halter class in the same show.

Color Class

Best Matched Pairs

## **8. Performance Classes** (All miniatures 3 years & over)

Pleasure Driving Working Single - Open Adult

Pleasure Driving Working Single - Green Adult

Pleasure Driving Working Single - Youth

Pleasure Driving Working Single - Sub-Youth

Pleasure Driving Reinsmanship - Open Adult

Pleasure Driving Reinsmanship - Green Adult

Ground Driving Obstacle (timed event) – Adult (2 years and older)

Obstacle Driving - Open Adult Obstacle

Driving - Green Adult

Obstacle Driving - Youth

Obstacle Driving - Sub-Youth

Gambler's Choice (timed event) - Open Adult

Gambler's Choice (timed event) - Green Adult

Gambler's Choice (timed event) - Youth

Gambler's Choice (timed event) - Sub-Youth

## **9. Game Driving Classes** (all events are timed) (All

miniatures 3 years & over) Cloverleaf Barrel Driving - Open Adult

Cloverleaf Barrel Driving - Green Adult

Cloverleaf Barrel Driving - Youth

Cloverleaf Barrel Driving - Sub-Youth

Single Stake Driving - Open Adult

Single Stake Driving - Green Adult

Single Stake Driving - Youth

Single Stake Driving - Sub-Youth

Keyhole Driving - Open Adult

Keyhole Driving - Green Adult

Keyhole Driving - Youth

Keyhole Driving - Sub-Youth

Pole Bending Driving - Open Adult

Pole Bending Driving - Green Adult

Pole Pending Driving - Youth

Pole Pending Driving - Sub-Youth

## **10. Game Halter Classes**

In-Hand Jumping - Open Adult (miniatures 3 years & over)

In-Hand Jumping - Green Adult (miniatures 3 years & over)

In-Hand Jumping - Youth (miniatures 3 years & over)

In-Hand Jumping - Sub-Youth (miniatures 3 years & over)

Lead Race - Open Adult

Lead Race - Green Adult

Lead Race - Pre-Green Adult

Lead Race - Youth

Lead Race - Sub-Youth

Lead Obstacle Race - Open Adult

Lead Obstacle Race - Green Adult

Lead Obstacle Race - Pre-Green Adult

Lead Obstacle Race - Youth

Lead Obstacle Race - Sub-Youth

Coon Jumping - Open Adult (miniatures 3 years & over)

Coon Jumping - Green Adult (miniatures 3 years & over)

Coon Jumping - Youth (miniatures 3 years & over)

### **11. In-Hand Trail Classes**

In-Hand Trail - Open Adult

In-Hand Trail - Green Adult

In-Hand Trail - Pre-Green Adult

In-Hand Trail - Youth

In-Hand Trail - Sub-Youth

### **12. Optional Classes**

Snigging (Timed Event) - Open Adult (All miniatures 3 years & over)

Snigging (Timed Event) - Green Adult (All miniatures 3 years & over)

Snigging (Timed Event) - Youth (All miniatures 3 years & over)

Log Drag - Open Adult (All miniatures 3 years & over)

Log Drag - Green Adult (All miniatures 3 years & over)

Log Drag - Youth (All miniatures 3 years & over)

Open Adult Showmanship (optional for high point)

Green Adult Showmanship (optional for high point)

Pre-Green Adult Showmanship (optional for high point)

Youth Showmanship (optional for high point)

Sub-Youth Showmanship (optional for high point)

Pre-Green, Green and Open Adult Hunter

Versatility Class - Open Adult (All miniatures 3 years & over)

Versatility Class - Green Adult (All miniatures 3 years & over)

Versatility Class - Youth (All miniatures 3 years & over)

Costume Class

### **13. Optional Awards** for show High-Point Miniatures:

Champion High-Point Miniature - Open Adult

Reserve High-Point Miniature - Open Adult

Champion High-Point Miniature - Green Adult

Reserve High-Point Miniature - Green Adult

Champion High-Point Miniature - Pre-Green Adult

Reserve High-Point Miniature - Pre-Green Adult

Champion High-Point Miniature - Youth

Reserve High-Point Miniature - Youth

Champion High-Point Miniature - Sub-Youth

Reserve High-Point Miniature - Sub-Youth

## **HALTER CLASS RULES**

### **14. Halter - Conformation**

- A.** Miniatures are shown in hand at the walk and trot. Animal shall be judged individually, standing squarely and naturally.
- B.** Miniatures are judged on the priority of conformation which includes fitting and condition, quality, presence and way of going. Disposition and manners shall also be considered.
- C.** General appearance: The ideal miniature should be attractive, well balanced, sound, strong and sturdy. The animal should be pleasing to the eye as the various parts blend together in a nicely coupled picture. The miniature should have an alert expression and presence. Ideally, Mollies should look more feminine and slightly more refined while Johns should be stockier and masculine.
- D.** Miniatures must be serviceably sound, in good condition, and well groomed. Body clipping of young foals is not required, nor is it required for miniatures of any age when the show is held during inclement weather, winter, early spring, etc.
- E.** No whips, crops or other device(s) are allowed in halter classes. Miniatures shall be shown in a leather, rope or nylon halter that is correctly fitted and adjusted for said miniature. A lead rope is required. The use of a chain shank is optional except for jacks 2 years old or over who must be shown with a chain shank, rope under the chain, or stud bridle. Equipment must be humane and in good condition. Silver not to count.
- F.** No artificial aids for control (such as canes, show sticks, or whips) or for attention (such as cigarette lighters, paper wrappers, food, hats, or noise makers) may be used during halter classes.
- G.** A miniature may only be shown in one point earning halter class.
- H.** If offered, Foal and Yearling classes may count as high point classes in the Pre-Green Division.

### **15. Halter - Get of Sire**

- A. Three (3) Get, either sex, must be shown.
- B. Sire need not be present. The Get need not be owned by owner of sire.
- C. All 3 entries shall be entered under the name of the sire.
- D. A separate entry number shall be issued to each group of miniatures. The entry number is to be placed on the lead exhibitor in the group.
- E. Emphasis is placed on reproduction likeness, uniformity, quality of breed characteristics, and similarity of conformation.
- F. More than one set of entries for sire may be entered in the same class.
- G. \*All entries must compete in their respective halter classes in the same show. See also rule 14 D & E.
- H. This is not a point earning halter class.

### **16. Halter - Produce of Dam**

- A. Two (2) produce, either sex, must be shown.
- B. Dam need not be present. The produce need not be owned by owner of dam.
- C. Both entries shall be entered under the name of the dam.
- D. A separate entry number shall be issued to each group of miniatures. The entry number is to be placed on the lead exhibitor in the group.
- E. Emphasis is placed on reproduction likeness, uniformity, quality of breed characteristics, and similarity of conformation.
- F. More than one set of entries for dam may be entered in the same class.
- G. \*All entries must compete in their respective halter classes in the same show. See also rule 14 D & E. H. This is not a point earning halter class.

## **HALTER SPECIALTY CLASSES**

### **17. Halter - Color Class**

In color classes miniatures will be judged on the following basis: natural color of the miniature = 80% and conformation = 20%. In color classes miniatures are to be circled both ways of the ring in order to judge the 80% color. Miniatures must be lined up head to tail in the center of the arena to judge the 20% conformation. If offered, the class may be divided by sex. At show managements

discretion this class may be divided into spots and solids. This is not a point earning halter class.

### **18. Halter - Best Matched Pairs**

- A. This class is open to all miniatures six months old and over.
- B. The pair is to be judged 50% on conformation and 50% on likeness (to include size, color, type, etc.)
- C. A single handler may handle both miniatures or two handlers may show in the pairs competition.
- D. A separate entry number shall be issued to each group of miniatures. The entry number is to be placed on the lead exhibitor in the group.
- E. This is not a point earning class.
- F. Miniatures do not have to be related.

## **RULES 19 – 24 are unassigned**

### **25. In-Hand Jumping**

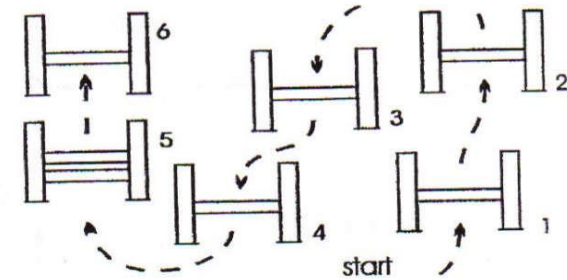
- A. Miniatures must be three (3) years or older to compete in this class.
- B. All courses for the In-Hand Jumping Class including Jump-off courses, must be posted at least one (1) hour prior to the scheduled time for the class. Show management should make every effort to post the patterns as early as possible. Course diagrams must show with arrows the directions each obstacle must be taken. A start and finish line must be established at least twelve (12) feet from the first and last obstacle and indicated by two markers at least four (4) feet apart. Miniatures (exhibitors optional) must cross the line in the proper direction to start and complete the course.
- C. **Attire: Standard show attire is required except exhibitors may wear any type of footwear except open-toed shoes.** Jumps may be made of PVC piping or wood. PVC is preferred over wood for the safety of the miniature. All jumps must be at least five (5) feet wide between the standards, with standards a maximum height of thirty-six inches (36"). A minimum of twenty (20) feet between jumps is required, with the exception of an in and out. All post and rail jumps must have a ground pole.
- D. Jumpers are to be judged on accumulated faults only on the first go. Minimum height for jumps must be 14" and maximum height 24" for first jumping round. Exhibitors

may go over the jumps with miniature. Whips or crops are not permitted.

- E.** Jumps may include brush, triple bar, water, and/or similar types of jumps. Brush jumps must have a visible bar on top. There will be a minimum of four jumps, with a maximum of eight jumps.
- F.** Scoring: Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals, and elimination as follows:
1. Knockdowns - Each knockdown is 4 faults. An obstacle is considered knocked down when, during a jump, a miniature or handler, by contact, lowers the established height of the jump in any way.
  2. Refusals - Each refusal is 3 faults. Stopping at any obstacle without knocking it down and without backing followed quickly by jumping from a standstill is not penalized. However, if the halt continues or if the miniature backs even a single step, side steps or circles to retake the jump, a refusal is incurred.
  3. Circling more than once after crossing starting line is 3 faults. This fault consists of any form of circle or circles whereby the miniature crosses its original track between two consecutive obstacles or stops advancing toward or turns away from the next jump except to retake a jump after a refusal.
  4. Crossing your own path (as in circling between jumps, not as in retaking a jump from a refusal) is 4 faults.
  5. Elimination - 3 refusals, off-course, or fall of miniature or handler.
- G.** Jump-Offs - In the case of a clean first round and for placement of class, the number of jumps will be decreased to four (4), and the heights of jumps to be increased not less than 4", and no more than 6". The jump off shall be a timed event. The first round is decided by adding faults incurred over the course. Miniatures with clean rounds go into the jump-off. In the event of equality of faults after the first round, there will be a jump-off for first place only. Other placings which tie may either flip a coin or be awarded duplicate ribbons at show management's discretion. After the timed jump-off, the miniature with the (1) the least number of faults in the jump-off round

and (2) the fastest time shall win the class. If faults are equal, fastest time wins.

Sample In-Hand Jumping Course

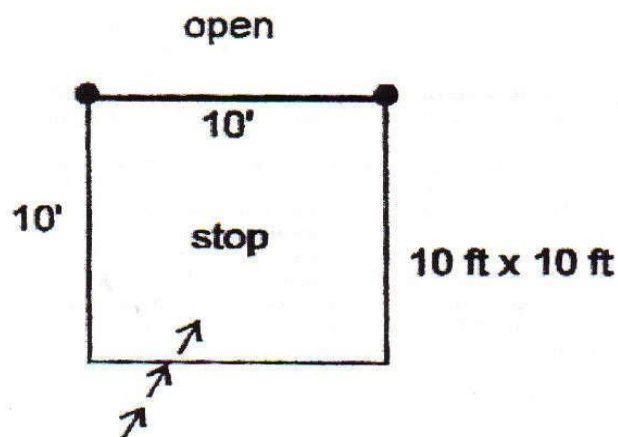


## **26. Coon Jumping**

- A.** All miniatures must be handled by one person only. No helper is allowed to handle the miniature. Exception: If a handler is exhibiting more than one animal in the class. An assistant may hold the animal in the line.
- B.** The event starts with the bar at 16"-20" and is raised 2"-3" after every miniature in the class has jumped (or attempted to jump). The initial jump must be cleared to qualify for placing.
- C.** Handler may stand to either side of box but must hold lead rope in hands at all times. Handler may go over the jump with the miniature.
- D.** Jumps are to be of a breakaway type, either PVC piping or wood. (PVC is preferred for the safety of the miniature.) The jump top rail should be ten feet in length but not protrude outside the box in such a way as to interfere with the handler. The jump standards should not be higher than 4 feet tall.
- E.** Miniatures will jump from inside a 10' marked box. The 10'x10' box may be marked with chalk, paint or a line drawn in dirt but may NOT be marked by rope or string.

- F. Miniatures must be at least three years old. Both front and rear feet must come to a complete stop inside the 10' x 10' box before jumping. The miniature may not simply trot into box and take the jump without stopping or they will be disqualified. The miniature will have 90 seconds from when the first foot hits the ground, or three attempts-whichever comes first. An attempt is an approach to the bar. Stepping out of the box will be an attempt. Knocking down the bar is an elimination.
- G. In the event of a tie there will be a jump-off. Miniatures must make a clean jump. Miniature may rub the jump with chest or belly so long as the bar is not knocked down. The miniature must land in an upright position.
- H. Miniature may be jumped in a bridle or halter. A rope or chain under chin on halter is allowed, however no choke ropes over the neck are allowed.
- I. No whipping or mistreatment of any kind shall be tolerated. In the event such treatment takes place, the entry will be disqualified.
- J. The handler may provide their own blanket to be placed on the jump. An assistant may place and remove blanket for handler.

The winner is determined by the animal that clears the highest jump. In the event of a tie, if neither miniature is successful at the new height the judge will place them by the fastest time at the last successful jump.



## 27. Lead Race

- A. This is a timed event where the miniature is led across a starting line, down center of arena, around pole or cone and back across the starting/finish line. Miniature shall be led and may wear either a halter or bridle. A chain or rope under chin of halter is required for mature jacks, optional for all others. No crops or whips are allowed.
- B. Miniatures shall be run individually. The fastest time will be the winner. Miniatures may walk, trot, or lope.
- C. The distance between the starting line and the pole or cone shall be 50-75 feet.
- D. **Attire: Standard show attire is required except exhibitors may wear any type of footwear except for open-toed shoes.**

## 28. Lead Obstacle Race

- A. This is a timed event where the miniature is raced through a minimum of 3 and a maximum of 6 obstacles. The miniature shall be led and may wear either a halter or bridle. A chain or rope under chin of halter is required for mature jacks, optional for all others. No crops or whips are allowed.
- B. Miniatures shall be run individually through the pattern. Miniatures may walk, trot, or lope.
- C. The courses for the class must be posted at least one hour prior to the scheduled time of the class. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.
- D. Show management should make every effort to set up the course in the shortest distance possible.
- E. No jumps over 12 inches will be allowed. In classes where there are animals under 3 years of age the jumps shall not be over 6 inches.
- F. If a miniature disturbs an obstacle a 5 second penalty is assessed for each occurrence. The participant's total time will be the run time plus any penalties. The fastest time will be the winner.
- G. **Attire: Standard show attire is required except exhibitors may wear any type of footwear except for open-toed shoes.**



## **29. Pre-Green, Green, Open Hunter**

### **A. General Rules**

1. The courses for hunter classes must be posted at least one hour prior to the scheduled time of the class. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.
2. The age for a miniature will follow the guidelines found in Rule 1.8 M, and Miniature Show Rules 1.F. Pre-Green miniatures must be a minimum of 6 months old. Judge(s) and Ring steward may walk Hunter course with designer and exhibitors prior to start of class.
3. **Attire: Standard show attire is required except exhibitors may wear any type of footwear except open-toed shoes.**

### **B. Hunters**

1. Hunters are to be judged on style, manners, and way of going, with preference given to those miniatures who cover the course at an even pace, with free-flowing strides, as in a brisk trot or canter, but must maintain same gait throughout the entire course. Circling once upon entering the ring and once upon leaving the ring is permissible. Charging fences, or not maintaining the same gait throughout the entire class should be penalized. Any unsound miniature will be eliminated. Miniatures shall not be required to re-jump the course.
2. The course design for hunters should follow the same requirements as the course for In-Hand Jumpers.
3. Jumps: There will be a minimum of four jumps and a maximum of six jumps. The jumps can range in height from three to six inches off the ground for Pre-Green, and six to fourteen inches for Green and Open. Jumps should be of attractive design but constructed of a material so as not to cause danger to the miniature. Jumps may be made of PVC, natural post and rail, brush, stone wall, white board gate, hedge, etc. All jumps

must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps. No wings or additions are allowed outside the jump standards.

4. Causes for elimination in Hunter classes:
  - a. Three (3) refusals
  - b. Off Course
  - c. Crossing your own path. It is permissible to circle to re-take a jump from a refusal, but it is not permissible to circle before taking a jump for the first time.
  - d. Fall of miniature or exhibitor
  - e. Carrying a whip
  - f. An unsound miniature
5. Major faults to be scored:
6. Knockdowns
  - a. Touches
  - b. Refusals
  - c. Bucking or Kicking
  - d. Spooking or shying
  - e. Wringing of tail
  - f. Showing an obstacle to a miniature
  - g. Not maintaining an even pace 7.

Faults defined:

- a. Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, a miniature or handler, by contact, lowers the established height of the fence in any way – 4 faults.
- b. Refusals – If an animal stops at an obstacle, backs away from an obstacle, or side steps or circles to retake the fence, then a refusal is incurred:
  - 1<sup>st</sup> refusal ..... 4 faults
  - 2<sup>nd</sup> refusal..... 4 faults
  - 3<sup>rd</sup> refusal..... disqualification
- c. Circling – any form of circle or circles whereby the miniature crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turns away from the next obstacle. (It is permissible to circle to re-take a jump from a refusal.) – 3 faults.

### **30. Snigging (Timed)**

- A.** Snigging is an Australian word for dragging a load behind an equine. As a class, snigging tests how quickly and accurately a miniature and his handler can move a load through a specific pattern.
- B.** Snigging shall be done by driving the miniature pulling a log. The miniature must wear a harness. The traces of the harness are attached to a singletree which is attached to a log and the log is drug safely behind the miniature. The exhibitor shall ground drive the harnessed miniature. Show management shall provide the log attached to a singletree.
- C.** The course for snigging is a line of five cones, which must be serpentine through, both out and back. The distance between the cones is twelve feet (12'), with the start/finish line fifteen feet (15') from the first cone of the serpentine.
- D.** Any gait is allowed on the course, as long as the miniature and the load remain in control. This is a timed event, with the fastest time winning the class. However, if any cones are stepped on or over or disturbed in any way by driver or miniature, a penalty of 10 seconds is added to the time for each cone moved. If a cone is moved on both the outward and the return parts of the serpentine, both incidents are penalized. Tennis balls should be used on top of cones to indicate penalties.
- E.** Once across the starting line, the handler is not permitted to move the load (log). Doing so shall disqualify the entrant.
- F.** The maximum weight for the log shall not exceed 50 pounds. The log shall not exceed 8 feet in length and will be 3-6 inches in diameter. Singletree is 18 inches. If more than one log is used in competition, they must match as closely as possible in size, weight and appearance.
- G.** All miniatures must be 3 years or older for this class.
- H.** Hooking and unhooking is NOT a judged part of this event. An exhibitor may have assistance getting the animals hooked and unhooked.
- I.** Failure to follow pattern is a disqualification.
- J.** Drivers are allowed to encourage their animals forward with voice commands or slapping of reins (but not excessively). Whips are optional. Whipping by use of ends of reins is not allowed. Failure to follow this rule will result in disqualification.

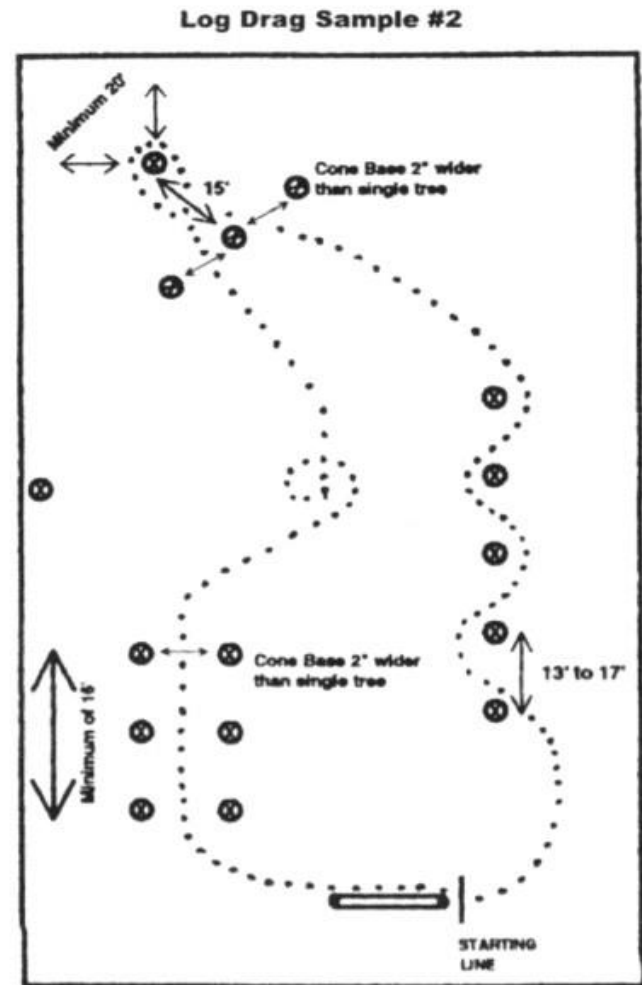
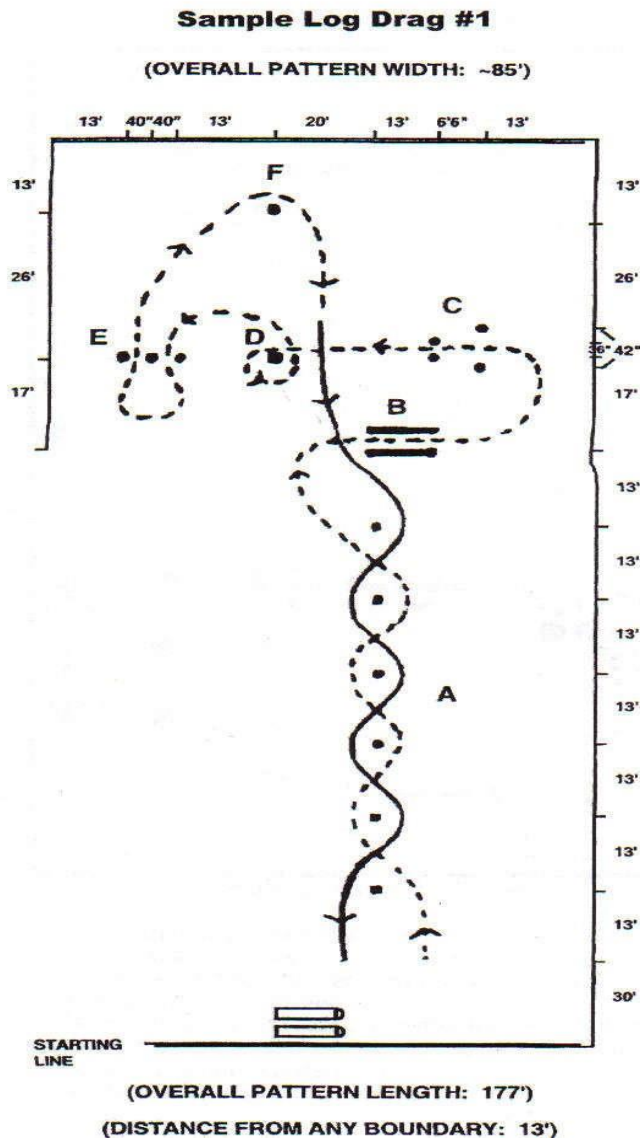
- K.** Driver may drive from either side, change sides as necessary.
- L.** Driver may go either way through the first cone.
- M.** Driver must remain behind the animal and serpentine through cones.
- N.** Attire: Standard show attire is required except exhibitors may wear any type of footwear except open-toed shoes.

### **31. Log Drag (Non-timed)**

- A.** The log drag consists of a log being pulled on the ground between a series of obstacles. This is not a timed event; the miniature may be driven at any gait. It is judged on the execution of the pattern and the ability of driver and miniature to work in harmony to smoothly and cleanly navigate through the obstacles. Disturbing an obstacle or cone will be penalized.
- B.** The pattern for the log drag must be posted at least one hour prior to the scheduled time for the class. Course diagrams must show with arrows the direction each obstacle must be taken. A start and finish line must be clearly established with cones or similar markers.
- C.** The log drag is rigged the same as in snigging. See Rule 30 B. The log used in the log drag is as specified in Snigging Rule 30 F.
- D.** It is at Show Management's discretion if Hooking and Unhooking will be a judged portion of this event. It must be indicated in the show bill.
- E.** If hooking and unhooking will be a judged portion of the event then the course must be set so the contestant can return the log to its original position, turned in the correct direction for the next contestant. No headers or assistant will be allowed. ANY assistance results in disqualification.
- F.** If hooking and unhooking is NOT a judged portion of this event. The driver may have assistance getting the animal hooked and unhooked without penalty.
- G.** Once across the starting line, the handler is not permitted to move the load (log). Doing so shall disqualify the entrant.
- H.** All miniatures must be 3 years or older for this class.
- I.** Failure to follow pattern is a disqualification.
- J.** Drivers are allowed to encourage their animals forward with voice commands or slapping of reins (but not excessively). Whips are optional. Whipping by use of ends of reins is not

allowed. Failure to follow this rule will result in disqualification.

- K. Driver may drive from either side, change sides as necessary.
- L. Sample patterns are provided as a guide, but any workable pattern combining the required skills of maneuvering obstacles and thru cones can be used.



1. Hitch to log -- part of judging, no assistance
2. Weave the cones
3. Work the 180° turn around (*objective is to keep log in close proximity of cones*)
4. When even with sideline center marker, do a 360° turn either direction *without* forward movement of the log
5. Pass between cone pairs
6. Reposition log at starting line

**Pattern Instructions:** Minimum Distance from any boundary: 20'  
Where noted, Pattern should be adjusted to accommodate single tree variances (Single Tree length plus 2')

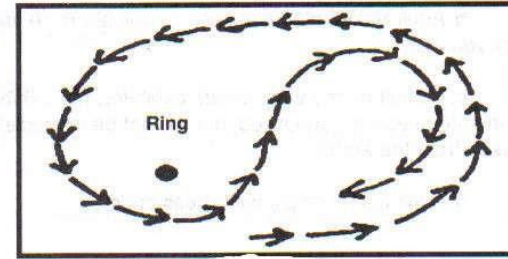
**RULES 32-39 are unassigned.**

#### **40. General Driving Rules**

- A.** Miniatures must be three years old. Miniatures must be serviceably sound.
- B.** Miniatures shall compete in driving safely and securely harnessed to vehicle. The exhibitor shall be the only person permitted in such vehicle, unless more than one miniature is hitched to the vehicle, or the driver is a sub-youth or youth (see Rule 40 Section V for clarification).
- C.** The driver must be seated comfortably in the vehicle, relaxed and effective. Either the one or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent feel with the miniature's mouth. Driver should not be penalized or rewarded for using either style of driving. D. Drivers should keep safety foremost in their minds. Having miniature under control at all times not only is a safeguard for a driver, but for everyone involved in the class.
- E.** All officials and show management should be constantly on the lookout for unsafe actions by any participant or unsafe harness or vehicles and report them to the Judge. The Judge must excuse from competition an unsafe vehicle, unruly miniature or driver clearly out of control.
- F.** It is the responsibility of each driver to ensure that harness and vehicle are in good repair and structurally sound.
- G.** It is the responsibility of each driver to ensure that his miniature or miniatures are physically fit to fulfill the tasks required of them.
- H.** The driver should strive to maintain a safe distance from other vehicles both in the competition and in the warm-up and parking areas.
- I.** All rules of the road should be observed unless officials direct otherwise. Drivers must drive on the rail at a safe distance behind the miniature and cart in front. Passing is permissible, but the driver should return to the rail as soon as possible.
- J.** Boots or wraps of any description and ear plugs are prohibited on the miniature in the show ring.
- K.** Large classes may be divided by the Judge or management when conditions warrant.
- L.** Excessive use of voice, shouting, or whistling to the miniature, or assistance or coaching from an adult to a sub youth or youth exhibitor should be penalized at the Judge's discretion. Discreet use of vocal aids shall be allowed.
- M.** All pleasure driving vehicles must have a basket or safe suitable floor. Sulkies are allowed in Obstacle Driving classes and game driving classes only.
- N.** Wire wheeled, and pneumatic tired wheels are permitted in all driving classes.
- O.** Drivers should strive to present appropriate turnout. "Appropriate" indicates the balance and pleasing appearance of the combination of miniature and vehicle.
- P.** Harness may be of collar or hames type or breast collar type. Martingales, over checks, side checks, and blinders are optional. Cavessons or nosebands are required. Thimbles, shaft stops, or breeching are required.
- Q.** The whip must be carried in the cart or driver's hand at all times. The overall length of the whip for a single miniature should be long enough to reach its shoulder. Driver shall be penalized for excessive use of the whip.
- R.** Snaffle bits, curb bits, and other types of traditional driving bits are allowed. If a curb bit is used, the chain must meet the Judges approval and lie flat against the jaw of the animal. Bits may be covered with leather or rubber. Twisted, burr and wire bits of any type are not permitted. Tying down of tongues is prohibited.
- S.** Attire: Gentlemen are to wear a hat, coat, vest, or jacket, and tie. Ladies are to wear dress, tailored suit, skirt or pants with blouse, vest or jacket, and hat. Gloves are optional for all driving classes. Lap robes for men and women are optional. Any period costume may be worn that is related to and appropriate for the vehicle being driven. If female exhibitor is attired in a short dress a lap robe is required. Short sleeves may be worn with any period attire. Hard hats with a chin strap for all youth and sub-youth drivers (age 18 and under) are strongly recommended, and will not be penalized, and are optional for drivers over age 18.

- T.** Canter is not allowed in any driving class. Miniatures must stay at a walk or trot. Depending on the class it could be a penalty or a disqualification.
- U.** **AUTOMATIC DISQUALIFICATION:** Anywhere on the show grounds, the failure to have a header in place when driver is not in the vehicle, or the removal of a bridle while the animal is still between the shafts will result in automatic and **IMMEDIATE** disqualification.
  1. Driver may exit vehicle and head his/her own animal.
  2. Do not tie hitched animal and leave unattended.
- V.** Sub-Youth drivers under 10 years of age **MUST** be accompanied in the vehicle by a knowledgeable adult. Adult **MAY** ride in vehicle driven by a youth 11 years and older. Adult must comply with dress code.
- W.** If an adult in any way assists sub-youth or youth exhibitor, the exhibitor will be automatically disqualified, but will not be immediately excused from the arena by the judge.
- X.** Should a breakdown occur during a competition, the exhibitor shall have 5 minutes to make necessary repairs, after which time exhibitor will be excused from the show ring. Should a breakdown occur on the way to the arena, the exhibitor shall have 5 minutes to make repairs, after which, if repairs have not been made, the exhibitor is excused from entry.
- Y.** In all classes, fancy equipment not to count over neat, suitable working outfit.
- Z.** Measurements for all driving events must be the **inside clearance** not measured from the center of the obstacle (I.e. cone, pole, barrel, bale of hay, etc.).
- AA.** Reversals - In all driving classes, reversals must be at a walk and will be made on the diagonal or on the rail at the direction of the Ring steward only. The correct way to reverse is shown in the drawing below.
- BB.** Fall of animal or rider will result in disqualification.
- CC.** No Headers allowed, except for emergency situations.

Correct Way to Reverse



#### **41. Clarification of Pleasure Driving Gaits**

- A.** Walk - A free, regular and unconstrained walk of moderate extension is required. The miniature should walk energetically, but calmly, with an even and determined pace.
- B.** Slow Trot (Park Gait) - Should maintain forward impulsion while showing submission to the bit. It is slower and more collected; however, the miniature should indicate a willingness to be driven on the bit while maintaining a steady cadence.
- C.** Working Trot (Road Gait) - The miniature goes forward freely and straight; engaging the hind legs with good hock action; on a taut, but light rein; the position being balanced and unconstrained. The footsteps of the hind feet touch the ground in the foot prints of the fore feet.
- D.** Halt - Miniature and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, miniature should stand attentive, motionless and straight with the weight evenly distributed over all four legs and ready to move off at the slightest cue from the driver.
- E.** Rein Back - A backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts; The miniature must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact. The miniature must move forward willingly to former position using the same quiet aids.

## **42. Performance Driving Classes - Pleasure Driving**

### **Working**

- A.** A pleasure driving class in which entries are judged primarily on the suitability of the miniature to provide a pleasant drive.
- B.** To be shown both ways of the arena at a walk, slow trot, and working trot. To stand quietly and rein back.
- C.** Miniatures shall enter arena to the right at a slow trot.
- D.** Judge may request a workout of chosen entries and exhibitors may be asked to work at any gait, as described above, and may be asked to execute a figure eight. E. Judged as follows:
  - 1. 90% performance, manners and way of going of miniature
  - 2. 10% condition and fit of harness and vehicle and neatness of attire

## **43. Performance Driving Classes - Pleasure Driving**

### **Reinsmanship**

- A.** Entries are judged primarily on the ability and skill of the driver.
- B.** To be shown both ways of the arena at a walk, slow trot, and working trot. Driver shall be required to rein back.
- C.** All drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to perform other appropriate tests.
- D.** The judge may call the class with specific direction or a pre-determined pattern may be used. If a pre-determined pattern is used it must be posted at least one hour prior to the scheduled time of the class. E. Judged as follows:
  - 1. 75% handling of the reins and whip, control, posture, and overall appearance of driver
  - 2. 25% condition of harness and vehicle and neatness of attire.

## **44. Performance Driving Classes - Obstacle Driving**

### **(non-timed)**

- A.** The Obstacle Course must be posted at least one hour prior to the scheduled time of the class.
- B.** Class 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.

- C.** An exhibitor has sixty (60) seconds or three refusals whichever comes first to complete each obstacle. After time is used or the three refusals has occurred, the exhibitor will be directed to the next obstacle. Refusals do not constitute class disqualification.
- D.** Canter must be penalized in this (non-timed) class.
- E.** 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 miniature or exhibitor.
- F.** Drivers will be allowed five (5) minutes to walk the course prior to the start of the event and inspect each obstacle. While walking the course, drivers shall not alter, adjust or in any way move an obstacle or any part thereof. Pattern discrepancies should be brought to the Ring steward or course designer's attention for clarification.
- G.** Drivers are prohibited from driving or leading miniatures on course at any time prior to the competition. Noncompliance will result in elimination.
- H.** Suggested widths for obstacles are 8" to 20" wider than the widest permanent part of the vehicle usually the rear axle of the largest vehicle.
- I.** The Judge will assign a point value to each obstacle and points will be added to or subtracted from this score based on the miniature's performance through the obstacle.
- J.** Credit will be given to those miniatures who negotiate, in a continuous motion, the obstacles cleanly, smoothly and alertly with style in prompt response to the driver's cues. Excessive hesitation at an obstacle will be penalized.
- K.** A miniature with major faults (knockdowns, refusals, etc.) on the course will not be placed ahead of a miniature that worked through the obstacles cleanly. A miniature should be penalized for the touching of any elements on the course and for unnecessary delay in approaching the obstacles.
- L.** Off Course:
  - 1. Deviating from the prescribed order in which the obstacles are to be approached.
  - 2. Taking the obstacles from the wrong direction.
  - 3. Skipping an obstacle unless directed by the Judge.



- M.** The course shall be designed to require each miniature to demonstrate the walk, trot and back somewhere between the obstacles as part of the working course with enough space provided for the Judge to evaluate the gaits.
- N.** The miniature is judged on the ease with which it maneuvers the obstacles. Knocking over an obstacle or part of an obstacle, breaking gait and disobedience are to be considered penalties. Breaking the pattern, being off course, outside assistance, failure to carry a whip, and use of a tie down result in elimination.
- O.** Suggested Obstacles:
  1. Back through or out of obstacle
  2. Drive through water or simulated water
  3. Drive through narrow passage
  4. Stop, open and close mailbox
  5. Drive across bridge or simulated bridge 160
  6. Drive pattern created with poles, pylons (figure 8, serpentine, cloverleaf, etc.)
  7. Put wheel in circle, turn complete circle with miniature not stepping in circle
  8. U-Turn (a 3-rail box with a pylon in center of opening)
- P.** Prohibited Obstacles:
  1. Live animals or hides
  2. Driver dismount
- Q.** The Judge has the right to alter the course for time and/or safety.

#### **45. Performance Driving Class - Gambler's Choice**

##### (Timed event)

- A.** A timed driving course of unnumbered obstacles each carrying a specific assigned point value. Each driver has the same amount of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.
- B.** Cantering is not permitted. There will be a five-point penalty for each stride a miniature breaks into a canter with a disqualification after the fourth stride.
- C.** After passing through the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in

succession. If driven a third time, no points will be awarded.

- D.** No obstacle may be re-driven once it has been disturbed. (Exception: obstacles which are designed to be knocked down). No points will be awarded for an incorrectly completed obstacle. If obstacle is incorrectly driven, but not disturbed, it may be attempted again.
- E.** If a miniature should refuse or run-out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded.
- F.** A signal will sound 30 seconds before the end of the allowed time to alert the driver. A second signal will sound at the end of the allowed time. Drivers that have not exited through the finish line must exit and their total time will be recorded. Recorded time over the allowed time will be penalized.
- G.** If the signal sounds when the driver is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.
- H.** Placings are determined on a high score basis. Time will decide ties. If a tie occurs in points and time, the tie will be decided by a drive-off.

#### **46. Performance Driving Class - In Hand Driving Obstacle**

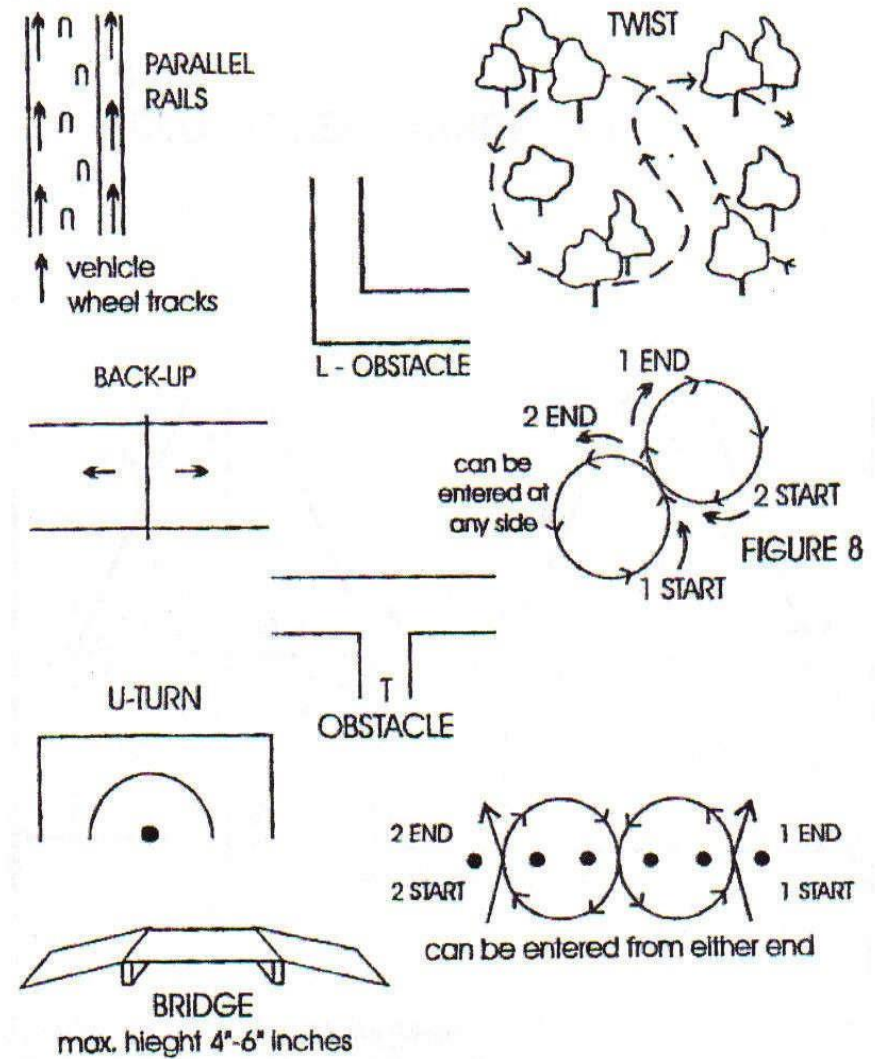
##### – (Timed event)

- A.** For driving and non-driving donkeys and mules 2 years old and over.
- B.** Any driving obstacle pattern is acceptable.
- C.** 8 Suggested obstacles
- D.** To be judged on ground driving thru obstacle course with shortest time and the least amount of penalties.
- E.** Penalties: 3 pts for touching or moving and obstacle, 5 pts for refusal (stopping or turning away, after 3 attempts DQ from that obstacle).

- F. Equipment: breast collar or breast strap not needed, overcheck or side check optional, tennis shoes allowed. G. Label obstacles on pattern A-H or 1-8.
- H. Must ground drive thru course in sequence, animal will be DQ'd if off course. Animal with fastest time and least amount of penalties wins.
- I. Timer and start/finish cones to be placed 20' from first obstacle.

**Unassigned classes 47-51**

**Examples of Obstacles for Driving Classes**

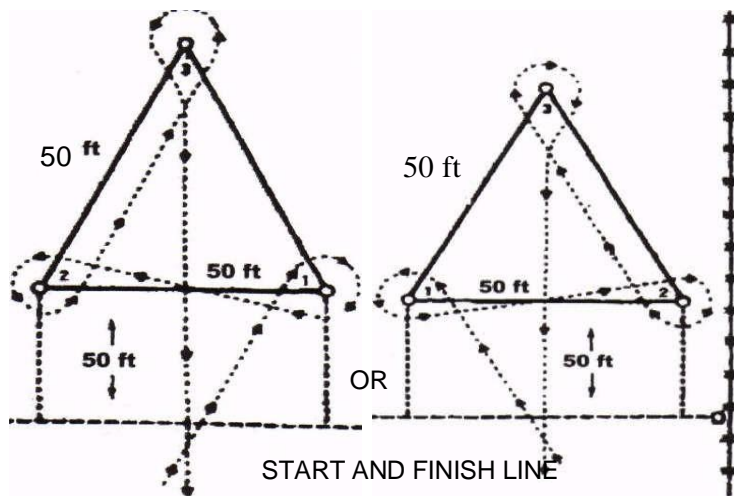


**52. Game Driving Classes - Cloverleaf Barrel Driving**

*(Timed event) This event can be done in hand with barrels closer.*

- A. Three barrels shall be placed to form an equilateral triangle.
- B. This is a timed event, with the fastest miniature and driver determined the winner. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.

- C. Contestants shall be disqualified for not following the pattern. Canter is not permitted. There will be a five (5) second penalty for each time a miniature breaks into a canter with a disqualification on the 3<sup>rd</sup> time or if the animal canters more than 4 strides.
- D. Course shall be measured with a measuring tape.
- E. Timing line shall be 50 feet from both barrels #1 and #2.
- F. The distance from barrel #1 to barrel #2 shall be 50 feet.
- G. The distance from barrel #1 to barrel #3 shall be 50 feet, and also from barrel #2 to barrel #3 it shall be 50 feet.
- H. The barrels may be run either direction as shown in the diagram.
- I. Sample #1 - Entry shall cross the starting line, circle barrel #1 clockwise, circle barrel #2 counter-clockwise, circle barrel #3 counter-clockwise, and drive back, between #1 and #2, across the timing line.
- J. Sample #2 (reverse order) - Entry shall cross the timing line, circle barrel #2 counter-clockwise, circle barrel #1 clockwise, circle barrel #3 clockwise, and drive back, between #1 and #2, across timing line.



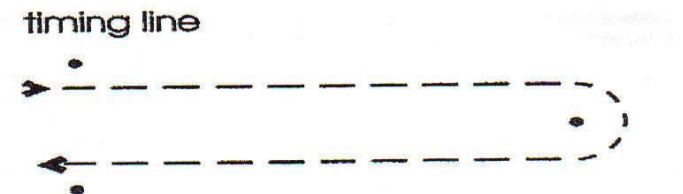
**54.**

### **Game Driving Classes - Single Stake Driving**

*(Timed event)*

- A. One single stake (pole) is placed approximately in center of arena, with two timing stakes or cones near entrance or end of arena representing the timing line.

- B. This is a timed event, with the fastest miniature and driver determined the winner. Knocking over the stake will constitute a five second penalty. Touching the stake is permitted.
- C. Contestants shall be disqualified for not following the pattern. Canter is not permitted. There will be a five (5) second penalty for each time a miniature breaks into a canter with a disqualification on the 3<sup>rd</sup> time or if the animal canters more than 4 strides.
- D. The timing line markers shall be 20 feet apart. The distance from the timing line shall be 100 feet to the stake. The distances may be reduced to fit the arena. E. Course shall be measured with a tape.
- F. The course shall be run as in diagram. Contestants shall cross between timing stakes, proceed to single stake, go around stake and return through timing stakes. The contestants may turn either right or left around the stake.
- G. This class is run individually. Only one miniature and driver on the course at a time.



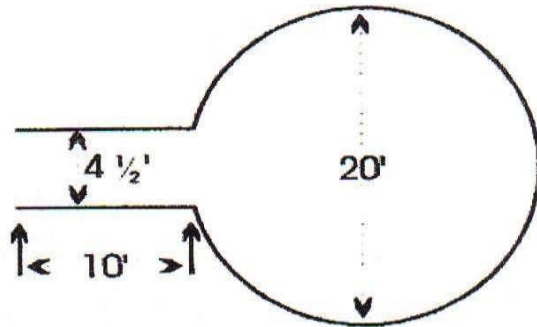
### **55. Game Driving Classes - Keyhole Driving**

*(Timed event)*

- A. The course shall be laid out with a limed keyhole pattern on the ground. The throat of the keyhole shall be perpendicular to and facing the timing line, with the center of the circle 50 feet from the timing line.
- B. The keyhole shall be in the form of a broken circle 20 feet in diameter, with a throat 4 ½ feet wide inside the white line, and 10 feet long.
- C. This is a timed event, with the fastest miniature and driver determined the winner.
- D. Course shall be measured with a tape.
- E. Miniature shall cross the timing line, enter the circle of the keyhole, turn around in either direction, entirely within

the circle of the keyhole, exit through the throat, and recross the timing line.

- F. The miniature shall be disqualified for stepping on or out of any line of the keyhole (or if vehicle wheel is on or over the line).
- G. It is show management's responsibility to keep all limed lines visible at all times. Course should be raked and relimed when line was fouled.
- H. Contestants shall be disqualified for not following the pattern. Canter is not permitted. There will be a five (5) second penalty for each time a miniature breaks into a canter with a disqualification on the 3<sup>rd</sup> time or if the animal canters more than 4 strides.



## **56. Game Driving Classes - Pole Bending Driving**

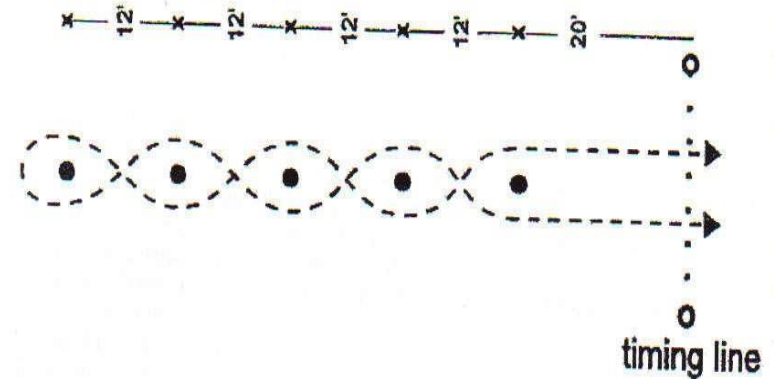
*(Timed event)*

- A. Five stakes (poles) are in a straight line, there are two cones at the entrance to represent the timing line.
- B. This is a timed event, with the fastest miniature and driver determined the winner. Knocking over a pole will constitute a five second penalty for each pole knocked over. Touching the pole is permitted.
- C. Contestants shall be disqualified for not following the pattern. Canter is not permitted. There will be a five (5) second penalty for each time a miniature breaks into a canter with a disqualification on the 3<sup>rd</sup> time or if the animal canters more than 4 strides.
- D. The distance between the base of the poles shall be 16 feet.

E. Course shall be measured with a tape.

F. The course shall be run as in diagram. Contestants shall cross between timing markers/cones, start either right or left, weaving in and around each pole. Weave back in and around each pole and cross timing line.

G. This class is run individually. Only one miniature and driver on the course at a time.



**Rules 57-69 are unassigned.**

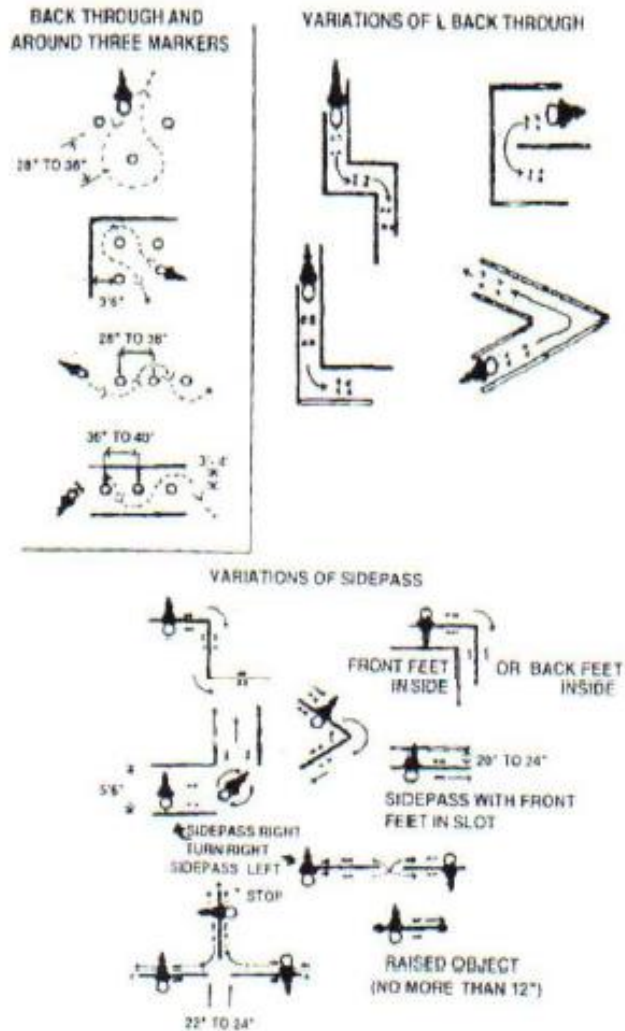
## **70. In-Hand Trail (Non-Timed)**

- A. Miniatures to be shown while being led at a walk and trot from the ground. Not to be asked to lope.
- B. The course must be posted at least one (1) hour prior to the scheduled time of the class.
- C. Class to be judged on performance and way of going with emphasis on manners throughout the course. Entries will also be evaluated on responsiveness and willingness, plus general attitude.
- D. An exhibitor has sixty (60) seconds or three refusals whichever comes first to complete each obstacle. After time is used or the three refusals have occurred, the exhibitor will be directed to the next obstacle. Refusals do not constitute class disqualification.

- E.** Obstacle requirements - There must be a minimum of five (5) obstacles and a maximum of eight (8).
- F.** Care must be used to avoid setting any obstacle in a way so as to be hazardous to the miniature or exhibitor. G. Tires and stair steps are prohibited.
- H.** Jumps, if used, must be a maximum of twelve (12) inches high and a minimum length of five (5) feet. Jumps must include ground poles. In classes where animals are under 3 years of age jumps cannot exceed six (6") inches.
- I.** In shows where open, green, pre-green, and youth classes are offered, at least three (3) obstacles must be different or the manner or performance through obstacles must be varied for the classes.
- J.** No edible treat to encourage a miniature to perform an obstacle is allowed.
- K.** Equipment required: Miniatures shall be shown in a correctly fitted halter and adjusted for said miniature. Lead rope or lead rope with chain shank (chain optional except for jack 2 years old and older). Jacks 2 years and over must be shown with chain shank or rope under chin or stud bridle. Equipment must be humane and in good condition. Silver not to count. Optional equipment: Pack saddle.
- L.** Obstacle guidelines -- The course designer should be readily available to answer questions regarding the course and be available for a walk through the course with the exhibitors as well as the Judge. Ingenuity and originality in adapting and combining various obstacles both to demonstrate a miniature's willingness and ability to please exhibitor and the audience are encouraged. However, unnatural or "horror" obstacles should be avoided, and all obstacles should be safe for exhibitors as well as miniatures. The Judge has the right to alter the course for time and/or safety.
- M.** It is recommended that when different divisions are offered (I.e. pre-green, green, and open) the requirement should match the division and increase in difficulty from lowest (pre-green) to highest (open). The course designer should consider the level of difficulty and the most logical progression of training.
- N.** Suggested Obstacles:
  1. Back-up through or out of obstacle
  2. Walk through water or simulated water
  3. Put on or remove equipment (raincoat, saddle, or pack saddle, etc.) from exhibitor or miniature
  4. Walk through narrow passage
  5. Pick up object (letter, umbrella, bucket, etc.) and return or carry to designated location
  6. Walk or trot across bridge or simulated bridge
  7. Walk or trot pattern created with poles, pylons (figure 8, serpentine, etc.)
  8. Stand miniature in circle, ground tie, walk around miniature
  9. Side-pass (either or both directions), pick up one or all feet, ground tie, and walk or trot overs
  10. Stop and clean or check hoof
- O.** 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 from the judge
  4. Negotiating obstacles in the wrong sequence.
  5. Note: Off course will result in elimination



## Suggested Trail Obstacles



## 71. Versatility Class

- A. Versatility is designed to show the qualities and abilities of a miniature 3 years or older in three distinctive disciplines: Driving, Halter, and Jumping. Versatility may be offered as a point earning class or may be offered as a separate Championship.
- B. The three elements in versatility will always be in the order of Driving, Halter, and Jumping.
- C. Each entry must have a groom/header to assist handler immediately following the driving element.
- D. Each entry will enter the ring to the right on the rail at a trot in a driving rig. Pleasure driving rules will apply.
- E. Once the driving element is completed, and drivers come into their line-up, grooms/headers will be called or signaled to come into the ring. Grooms/Headers must be dressed neatly and may wear smocks to cover any farm identification. Shorts, open-toe shoes or t-shirts are not allowed. Two (2) minutes will be allowed for untacking and grooming.
- F. Before competitors are allowed their 2-minute untacking and grooming prep, it shall be announced that the **MINIATURES ARE TO REMAIN IN THE SAME ORDER FOR THE REST OF THE CLASS AS THEY GO ON THE RAIL, BOTH FOR THE HALTER AND JUMPER PORTIONS.**
- G. At the end of the two-minute period, grooms/headers shall leave the arena with the carts and all tack, and handlers with their miniatures are then asked to follow the direction of the Ring steward as they line up for inspection at Halter.
- H. When halter inspections are completed, the entries again follow the Ring steward in the same order and proceed to the Jumping course. The Jumping requirements for judging, faults, eliminations, and fences are to meet the same requirements as specified under the In-Hand Jumping Rules except there will be a minimum of 2 and maximum of 4 jumps.
- I. There will be only one untimed round.
- J. When all have completed the jumping course, the miniatures must trot for soundness before the Judge.
- K. Miniatures do not leave the arena between elements.



- L. All three elements to count equally. Miniatures must **compete in all three elements, without disqualification**, to be eligible for awards and or points.
- M. Failure to have Miniature un-harnessed and ready for the inspection at halter within the two-minute time limit will result in disqualification.

**Rules 72-79 are unassigned**

**80. Showmanship**

- A. In a Showmanship class, only the exhibitor shall be judged. The miniature is only a prop to show the ability of the exhibitor but will be considered for appearance as per #C-1 (below).
- B. The Show Management must post the pattern for the Showmanship Class(s) at least one hour before the class is to be held.
- C. Scoring to be as follows:
  1. Appearance of miniature - 40% (Overall cleanliness, grooming, condition of hooves, halter and lead should be neat, clean and in good repair)
  2. Appearance of Exhibitor - 10% (Handler's attire neat and appropriate for the show ring; hat, boots are required for this class. Failure to comply will result in a penalty by the Judge. Gloves are recommended but not required.)
  3. Presentation of the miniature in arena - 50% (Ability to lead, posing the miniature, following posted pattern, alertness of exhibitor)
- D. Whips are not allowed in Showmanship classes.
- E. Leading - Walk on miniature's left side, holding the lead in the right hand, near halter. The remaining portion of lead is held neatly and safely in the left hand. A tightly coiled or rolled lead shank will be considered a fault in Showmanship. The miniature should lead readily at a walk or trot. The miniature should not follow behind, nor in front of exhibitor, but rather lead alongside of exhibitor.
- F. When posing the miniature, stand toward the front facing the miniature, but not directly in front of the miniature and always in a position where you can keep your eye on the Judge. Pose the miniature with its feet squarely under it. Do most of the showing with the lead strap. Never kick a miniature's leg into position or move its legs by hand.

- G. Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail.
- H. When judge is observing other miniatures, let your miniature stand if posed reasonably well.
- I. Be natural. Over showing, undo fussing, and maneuvering are objectionable.
- J. Show the animal at all times, not yourself.
- K. Respond quickly to requests from judges and officials.
- L. Be courteous and sportsmanlike at all times.
- M. Recognize quickly and correct faults of your miniature.
- N. Keep showing until the entire class has been placed and excused from the ring.
- O. A Judge may ask exhibitor questions (optional) exhibitor number, parts of miniature, age and so forth.
- P. A judge may ask an exhibitor for additional tests at his or her discretion upon completion of the pattern.

**81. Instructions for Showmanship**

**Sample Pattern #1**

- A. Walk to the Judge in a straight line.
- B. Stop and set up your miniature for inspection. See Rule 83.
- C. Upon acknowledgement from the Judge, do a 180-degree turn. (All turns are to be to the right)
- D. Trot in a straight line - past the lineup - stop.
- E. Do a 180-degree turn.
- F. Walk the miniature forward to the exact spot in the lineup, where you were when you started the pattern, and set up your miniature.
- G. This pattern shall always be used for Sub-Youth Showmanship classes.

**82. Instructions for Showmanship**

**Sample Pattern #2**

- A. Walk toward the Judge in a straight line.
- B. Stop half way between the lineup and Judge and do a 360-degree turn - stop. (All turns are to be to the right)
- C. Continue at a walk toward the Judge in a straight line.
- D. Stop and set up your miniature for inspection, See Rule 83.
- E. Upon acknowledgement from the Judge, do a 180-degree turn.

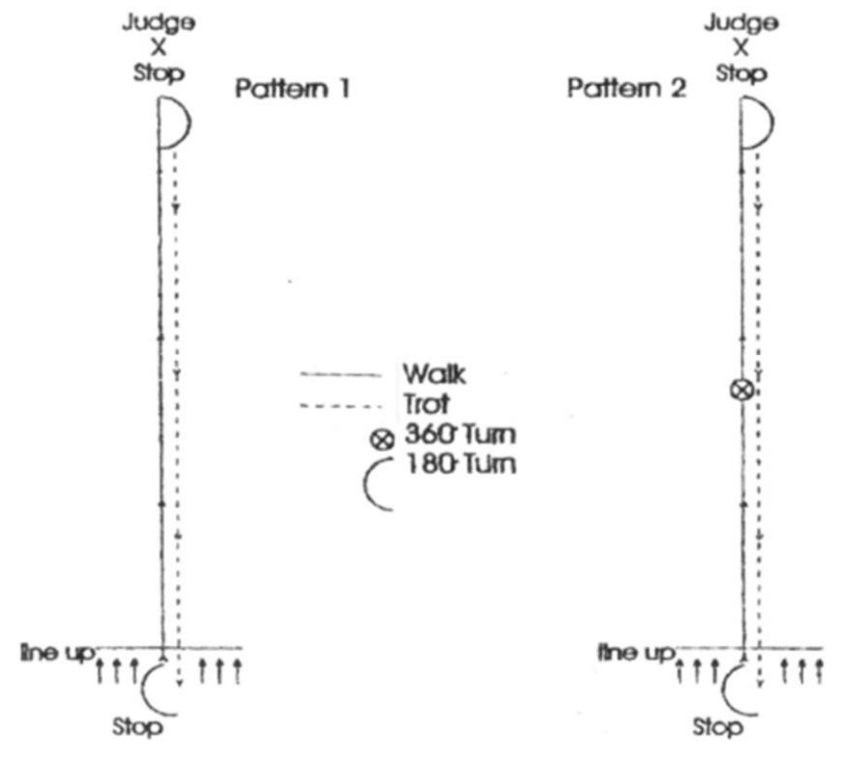
- F. Trot in a straight line, past the lineup, stop.
- G. Do a 180-degree turn.
- H. Walk your miniature forward to the exact spot in the lineup, where you were when you started the pattern, and set up your miniature.

- B. This system results in the exhibitor always being in a safe position, the exhibitor always being able to see the Judge and the miniature's position, the exhibitor always being in a position to keep the miniature's hindquarters from swinging toward the judge should the miniature 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 miniature as desired.

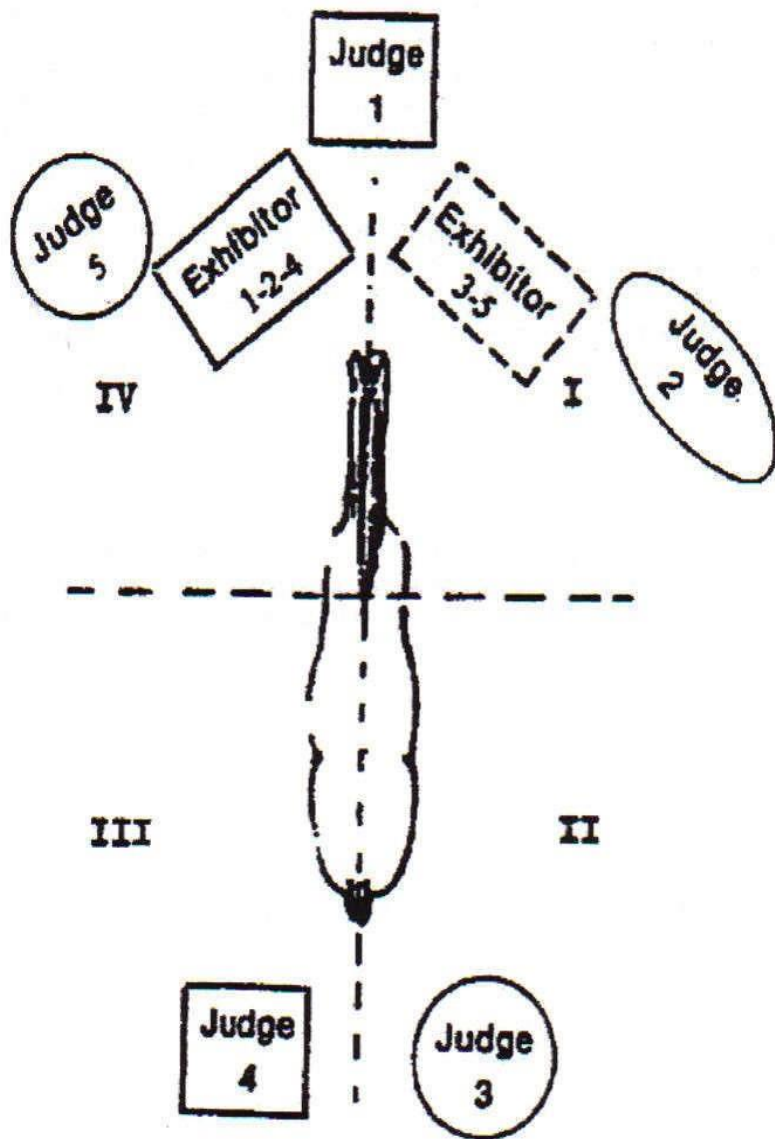
### **83. Proper Position of Handler and Animal**

#### **During Showmanship Inspection.**

- A. When posing your miniature, stand toward the front facing the miniature 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 miniature into four equal parts as seen in the illustration (Note: the quadrants are numbered I, II, III, and IV for ease of identification). One line runs across the miniature just behind the withers. The other imaginary line runs from head to tail. The exhibitor should lead the miniature straight to the judge, so the judge can evaluate the miniature's front leg movement. Once the miniature is safely located in front of the judge, the miniature 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 I the exhibitor shall stay in quadrant IV. When the judge moves 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 I. The exhibitor should never stop in the unsafe location directly in front of the miniature. When the judge returns to his position in front of the miniature the exhibitor should return to quadrant IV and await instructions from the judge. When released by the judge the miniature should be pivoted directly in front of the judge and move away in a straight line, so the judge can observe the miniature's rear leg movement. Other patterns maybe used where the miniature does not leave the judge in a straight line.



**Rules 84-89 are unassigned.**



## **90. Pee-Wee Division**

- A. This division is specifically designed for our Pee-Wee competitors. See Rule 3D for age of exhibitors.
- B. This class is geared toward encouraging Pee-Wees to show their miniatures in a fun manner.
- C. This division shall include leadline class, showmanship at halter, trail or a combination of classes at show management's discretion.
- D. The Judge will participate in the class, but each exhibitor will receive an equal award. Placement of participants is not allowed in Pee-Wee class.
- E. Each exhibitor must have an adult in the ring with them at all times.

## **91. Costume Class**

- A. Costume classes are to be judged 75% on originality of costume and 25% on presentation.
- B. To be shown at a walk both ways of the arena.
- C. This costume class is intended for the exhibitor who creates an unusual, perhaps funny costume for the Miniature and exhibitor.
- D. Exhibitor may lead or drive the miniature.
- E. Any number of people or props may be used to make up a costume, however, all participants must be in related costume.
- F. Open to all age exhibitors.

## **92. Additional Classes**

Show management may at it's discretion add classes so long as the rules of the class are provided to the exhibitors and the judges. Additional classes need to be within the abilities of the miniatures and be safe for both the animal as well as the handler.