



New Zealand Miniature Horse Association Inc

2026-2027
OFFICIAL RULE BOOK

Part C

OFFICIAL SHOW RULES

November 2025 Edition –
All changes from previous edition are bold and underlined





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SHOW RULES

Note: Changes from the previous edition are **bold and underlined**

P – HALTER PERFORMANCE SECTION RULES

P01 – PERFORMANCE SECTION SPECIFIC RULES

P01.01 – Performance Card - Horses

Effective from 1st August 2006, it is compulsory for all horses competing in performance classes to have a performance card.

This card records the horse's wins in each performance discipline and will be used to determine the horses eligibility to compete in Novice or Open classes. Wins must be recorded on this card and a show official from the show where the win occurred must sign the card. (Refer to the definitions of Novice and Open elsewhere in these rules to determine what wins require recording).

The owner is required at the time the performance card is first issued to the horse to make a declaration as to how many wins the horse has had in each performance discipline and the issuing official record this detail and sign the card to that effect.

The performance card must accompany the horse when sold and must be available for inspection by Show Officials at each show where the horse is competing in Performance classes.

P01.02 – Performance Card - Handlers

Effective from 1st August 2006, it is compulsory for all handlers competing in performance classes to have a performance card.

This card records the handlers wins in each performance discipline and will be used to determine the handlers eligibility to compete in Novice or Open classes. Wins must be recorded on this card and a show official from the show where the win occurred must sign the card. (Refer to the definitions of Novice and Open elsewhere in these rules to determine what wins require recording).

The handler is required at the time the performance card is first issued to make a declaration as to how many wins they have had in each performance handler discipline and the issuing official record this detail and sign the card to that effect.

O01 – TRAIL AT HALTER

O01.01 - General

Halter **Trail** is an obedience test NOT a race. Horses are required to complete the course in simple workmanlike equipment displaying calm obedience to the handler's instructions whilst negotiating the obstacles in the test in a safe and confident manner.

O01.02 - Compulsory Equipment

(a) Standard head collar or headstall in leather, plastic, nylon web, or similar, which must lay flat with a smooth side





against the horse's skin

- (b) Lead, either leather, nylon, cotton, or rope, with a clip or buckle attached directly to the head collar/headstall. The free end of the lead must be plain, without weighting (other than splicing on a rope), and be without a loop. Minimum length 6 feet/1.8 meters, Maximum length 12 feet/3.6 meters.

O01.03 - Prohibited Equipment

All other equipment prohibited.

The use of prohibited equipment will result in automatic disqualification.

O01.04 - Course Requirements

- (a) All reasonable care must be taken in the construction of obstacles and their use and siting in the arena to avoid injury to horse and handler, or any other person. The course must represent a fair test to a horse trained to a reasonable standard.
- (b) A plan of the course must be posted at least one hour prior to the class starting, and competitors must be given fair opportunity to inspect the course on foot (without horses). Only exhibitors in the relevant classes may walk the course. Obstacles should be consecutively numbered, a start and finish line must be clearly defined.
- (c) The course must comprise a minimum of 5 obstacles and a maximum of 8 obstacles.
- (d) The course cannot be altered after the first horse has completed the course *except for reasons of safety*. Where an obstacle is removed due to breakage and no replacement is available, or the Judge, Course Designer, or Show Management consider the ground or weather conditions would make it hazardous to continue the use of a particular obstacle, all scores for that obstacle, for horses having already completed, shall be discounted and the competition continue without it.
- (e) A combination of two or more approved items may be used to construct a single numbered obstacle on course (e.g. garden gate under an archway) with the exception of elevated obstacles (i.e. Bridge).
- (f) Where a particularly challenging obstacle is included (e.g. water hazard), a simplified alternative obstacle may be provided to be scored on half marks.
- (g) The course may be 'dressed up', but props must not distract from the test - extreme care must be taken in the placement and design of such props. Safety must be foremost in the course designer's mind and must take precedence over aesthetic appeal.
- (h) In shows where Youth trail classes are offered at least three (3) of the obstacles must be different from the Novice / Open course or the manner of performance through obstacles must be varied for the Youth classes.

O01.05 - Suggested Obstacles

- (a) Wooden Bridge - To be walked over, horse may be required to halt on the bridge and show momentary immobility before proceeding. Horses may not be stepped or backed off a bridge.

Recommended Construction - Minimum width - 24 inches/600mm. Minimum length - 5 feet/1500mm. Maximum elevation (height) from ground to top surface - 6 inches/150mm. Bridge must be sturdy, capable of supporting





all exhibits, have a non-slip surface and be without sides.

- (b) Step onto/walk over an object – e.g. Tarpaulin, carpet, picnic blanket.

Construction - Object must be non-slip and lie flat. No part of the object may make an unexpected sound when stepped on.

- (c) Step into/walk through water

Recommended Construction - Depth 4 inches/100mm, Minimum width - 24 inches/600mm. The bottom must be non-slip and a uniform colour. The water obstacle must be securely anchored, or heavy enough not to move/be dragged. Any items in/on the water must be non-hazardous and clearly visible. e.g. Shower tray in a frame with a square of carpet in the bottom.

- (d) Consecutive Poles - To be walked or trotted over.

Recommended Construction - 3 to 5 poles. Poles to sit firmly on the surface and to be about 4 inches/100mm in diameter.

Poles to be placed in a straight line. The spacing of the poles will be measured on a track the course designer would expect the average horse to take (to be marked on course plan), relative to the Category (A or B). Spacing shall be approximately:

Walk over poles - 8-12 inches/200-300mm

Trot over poles - 14-30 inches/350-750mm

- (e) Raised Poles (Or Carousel) To be WALKED

Recommended Construction - Wooden poles either both ends the same height or oblique with one end on the ground. Maximum height 8 inches/200mm, minimum spacing 18 inches/450mm, measured on a track the course designer would expect the average horse to take (to be marked on the course plan).

- (f) Rein Back - backing between poles, rails, etc. All backing to be done from an established halt, which shall form part of the score.

Recommended Construction - L shape, or straight back. Backing obstacles to be more than 24 inches/600mm apart.

- (g) Side Pass – Horse moves sideways, away from handler, with fore feet and hind feet either side of a pole. Horse may be required to move to the right or to the left or in both directions, the position of the horse relative to the pole and the required direction of travel must be clearly shown on the course plan.

- (h) Object to be Carried – Two options: i). - Object to be placed on horse and carried from one part of the arena to another. Any article, which is non-hazardous and can safely be put on the average horse without the handler having to release the horse e.g. cover, travel boots, Santa sack, teddy bear. Or ii). - Object to be carried by handler from one part of the arena. e.g. egg/potato on spoon, bucket of water.

- (i) Markers e.g. cones. To be walked or trotted around, e.g. slalom (approximately 6 feet/1.8 metres apart), figure of eight, clover leaf pattern, or within, e.g. 'keyhole'. Walk, trot, halt in required place as defined by markers.

- (j) Pivots on Forehand/Haunches - All pivots to be done from an established halt, full or part pivot, any direction as





specified. If the horse is required to place fore feet within a ring or hoop for pivots on the forehand, ring/hoop must be safe if stepped on.

- (k) Gate, doorway, etc - Opening, passing through, closing. Must open fully and freely as a 'left hand push away', handler must not release gate until fully closed.

Recommended Construction - Minimum width of opening - 36 inches/900mm.

- (l) Walk between obstacles e.g. hay bale 'tunnel'. Horse walks through open-topped 'tunnel', handler remains on outside.

Recommended Construction - Minimum width of opening - 36 inches/900mm.

- (m) Seesaw - to be **walked** over, momentary pause at pivot is acceptable.

Recommended Construction - surface must be non-slip. Minimum width 24 inches/600mm.

O01.06 - Basis of Judging

(a) Scoring of Trail at Halter

(a) Scoring of Trail at Halter

- i. Each obstacle will be scored from zero (0) to ten (10). Credit will be given for horses that move quietly, confidently and precisely through the test on a soft contact, obeying the handler's commands without fear, hesitation or resistance. Handlers should permit their horse to lower the head on approach to sight the obstacle. Credit will be given for a horse that lowers its head and checks an obstacle as it negotiates it.

- ii. Points scored for an obstacle will be reduced when an obstacle is not negotiated appropriately. For example the horse steps outside of or off the obstacle.

Zero points will be awarded for an obstacle when it is:

- Attempted/negotiated from the wrong direction
- Negotiated in the wrong sequence
- Omitted

- iii. Alternative routes over a particularly challenging obstacle clearly marked on the plan as such are to be scored on half marks. Scoring will commence on approach when the horse is lined up to the obstacle (approx. 9-12 feet /2.7-3.6 metres away);

- iv. Competitors are permitted to cue their horses in the following manner without penalty:

- Quiet voice or mouth command
- Body Language

- v. Competitors will be penalized up to three (3) points every time they obviously cue their horses in the following manner:

- Physically pushing the horse in any direction;
- Any obvious intimidation resulting in distress to the horse;
- Holding the horse by the head collar, other than with the attached lead;
- Stepping on or in an obstacle by the handler, except by direction on the course plan or by direction of the judge;

- vi. A SIXTY second time limit will apply to the negotiation of each separate (numbered) obstacle, the start time will coincide with the commencing of judging for that obstacle. Should a competitor be unable to complete an obstacle within the allowed time he/she will be directed by the judge to move on to the next obstacle.





vii. This class is not an obstacle race. There shall be no set time for completing the entire course.

(b) Elimination will occur for **any** of the following:

- Leaving the arena before completing the course;
- Abusive/repeated rough handling/ill-temper by the handler - horses should be sufficiently trained **before** competing;
- Physically hitting the horse with the lead or any other object;
- Baiting, eg. with food, to encourage an animal to perform one of the obstacles;

O01.07 – Trail at Halter Championships

(a) Scores gained in the previous rounds shall be utilized to determine Championships. There is to be no workoff for Championships;

O01.08 – Introductory Trail At Halter

To show basic ground work in the future Trail Horse

O01.08.01 General

Rules generally as per Trail at Halter *however*,

- Where the Introductory Trail at Halter is included in the schedule it is preferable to offer separate **Category_A and B** classes.
- Horses entered in the Introductory Trail at Halter may not enter in any other Trail at Halter classes at the same show.
- Not eligible for Champion and Reserve Trail at Halter

O01.08.02 Course Requirements

Rules generally as per Trail at Halter *however*,

- Courses should be simplified to encourage confidence and show good foundation in training without undue physical or mental demand.
- Space between obstacles shall be generous, allowing a clear definition between obstacles to avoid confusion in the introductory horse.
- Elevated obstacles must be static, i.e plain bridge, and must have half marks alternative provided.
- Obstacles involving poles and groundwork shall consist of one maneuver only. Reinback and sidepass shall be restricted to a maximum of 5 steps. Pivots/turns on haunches/turns on forehand shall be restricted to a maximum of ½ turn.

O01.08.03 Basis of Judging

Rules generally as per Trail at Halter *however*.

- Horses are to show sound foundation in training for this class.
- Where a range of performance is allowed for on the course design e.g. 3-5 steps reinback, 3 well executed steps is preferred over 5 steps with resistance.
- No penalties shall be applied should the handler pat or scratch the horses neck in praise while on course while on course *provided* they are obviously between obstacles i.e not in the process of attempting an obstacle and they have not approached the next obstacle on course.





J - IN-HAND JUMPING SECTION RULES

J01 - General

- (a) A warm-up/practice jump shall be provided in the collecting area for the purposes of warm-up prior to competing in jumping classes, no substitutes for a jump may be used. This jump shall be constructed to the same standards as those in the competition arena and the height shall not exceed the maximum height for the class being prepared for. For reasons of safety the jump may be jumped from one direction only, and no part of the jump may be supported by hand.

This jump is not provided for the purpose of teaching horses to jump and must only be used by exhibitors in jumping Classes

- (b) Rapping, hitting the horses legs as it jumps to encourage a higher jump, is **prohibited** and considered abuse.
- (c) Where jumping classes are included on the schedule separate classes must be offered for Category A and Category B in accordance with the classes offered e.g. Novice and Open

J02 - Compulsory Equipment

- (a) All horses must wear strong, safe head gear;
- (b) All horses must be shown in a standard head collar or headstall of leather, plastic or nylon webbing that sits flat against the horse's nose/face;
- (c) Lead (leather, nylon, cotton, rope), flat or rounded, without a loop on the end. The lead should attach directly to the head collar/headstall with a swivel clip or similar. Minimum length 6 feet/1.8m, Maximum length 12 feet/3.6m;

J03 - Prohibited Equipment

Except for equipment noted under the individual jumping class rules - All other equipment prohibited.

The use of prohibited equipment will result in automatic disqualification.

J04 - Definitions

Knockdown - A jump is considered knocked down when the established height of the jump is lowered by contact of the horse or handler or both;

Refusal - Stopping in front of a jump without knockdown where the horse backs, sides steps or circles to retake the jump is considered to be a Refusal. After a Refusal if the horse is moved forward towards the jump and does not jump it is considered to be another Refusal.

Note: Stopping in front of a jump without knockdown followed by immediate jump from standstill is not considered a Refusal provided the horse did not back or move sideways upon halting.

Run-Out - A Run-Out occurs when the horse evades or passes the jump to be jumped, jumps a jump outside the limiting markers or when the horse or handler or both knock down a limiting marker.

Unnecessary Circling - Any form of circle or circles whereby the horse crosses its original track between two





consecutive jumps anywhere on the course. Circling once before crossing the start line and once after crossing the finish line is permissible.

Note: A horse that has been penalised for Unnecessary Circling can not be penalised further for crossing its own path at the same jump when it is attempting to retake the jump after a Refusal or Run-Out.

Broken Tack - In cases of broken tack the exhibitor may in some classes stop and correct the difficulty. Dependent on the class this may result in penalties being incurred or even elimination.

Loose horse - Exhibitor completely releases the horse including due to Broken Tack;

Touch - Any contact of the jump by the horse (except brushing the jump with the horse's tail) or exhibitor is considered a Touch.

Off Course - Jumping the jumps out of sequence, omitting a jump, jumping a jump not in the course;

Fall - Any situation where the horse or exhibitor or both lose their footing to such an extent that they utilise or land on another part of the body (eg, knee, hand) is deemed to be a fall;

Unsafe Behaviour - Any behaviour on the part of the horse or exhibitor that is deemed to put any horse or exhibitor at risk is deemed to be Unsafe Behaviour eg rearing, bucking, kicking;

Disobedience - A Refusal, Run-Out or Unnecessary Circling

J05 - HUNTER

Hunter tests the horse's ability to negotiate a course of jumps of simple construction in a fluent controlled manner, maintaining an even pace and free flowing stride between the jumps with good style and manners and negotiating the jumps safely and in consistent good form.

J05.01 - General Course Requirements

- (a) A plan of the course, showing the direction each jump is to be taken and including start and finish lines, must be posted at least one hour prior to the class starting and all exhibitors shall be given fair opportunity to inspect the course on foot (without their horses) prior to the class starting. Only exhibitors in the relevant classes may walk the course.
- (b) All courses shall require the horse to show work in both directions, with at least one and no more than three (3) changes of rein (direction). Twisting lines and tight turns are not permitted. It is recommended that the intended track be tested by the designer by running the course on foot.
- (c) All distances between jumps on a direct (straight line) approach shall be measured striding. Traps and 'trick' distances are prohibited. There shall be a minimum of 20 feet/6.1metres between jumps for Category A, and a minimum of 23 feet/7metres between jumps for Category B. (Calculated for 3 easy strides for an average horse at a brisk trot or quiet canter)
- (d) A Start Line must be placed not closer than 12 feet/3.6 metres from the first jump on a direct approach, and set in such a place as to allow the horse to establish the desired pace, and be defined by markers not closer than 4 feet/1.2 metres apart. A Finish Line must be placed not closer than 12 feet/3.6 metres from the last jump, on a natural track that the average horse might be expected to take, to be defined by markers not closer than 4 feet/1.2





metres apart.

- (e) There shall be a minimum of 4 and a maximum of 8 jumps with no more than 2 jumps at maximum height. Horses are required to jump a minimum of 6 jumps.
- (f) The first jump must be the lowest jump on the course.

J05.02 - Specific Course Requirements

- (a) No jumpable part of any jump shall exceed the following heights for any class:

Category A - 24 inches / 610mm

Category B - 28 inches / 710mm

J05.03 - Jump Construction

- (a) All jumps and courses (including the warm-up/practice jump) are to be built to a safe standard. Wire, wire netting, pointed palings, any metal railing of any description are prohibited.
- (b) Jumps shall be inviting to the horse. They may include standard rails (PVC piping or lightweight timber, either rustic, plain/uni-coloured, or with vertical striping), brush, white fence, gate, solid wall (e.g. plain or painted as brick or stone). Jumps must not be 'spooky'.
- (c) All jumps will have a groundline which may be a ground rail or similar, or solid fill below the top rail, preferably situated slightly in front of the jump. False groundlines (behind the jump) are prohibited.
- (d) A jump may be constructed to be jumpable from either direction but no jump may be used more than twice in any one course.
- (e) The jumpable part of jumps with 'wings' shall be a minimum of 4 feet/1.2 metres across, and jumps without 'wings' shall be a minimum of 5 feet/1.5 metres across.
- (f) No spread shall exceed the height of the jump (except for water hazards), and the front portion/s of a spread must never be the highest part.

J05.04 - Basis of Judging

- (a) Hunters are to be judged on:

- Way of Going - Credit will be given to horses that cover the course at an even pace, with free flowing strides, as in a brisk trot or canter. Penalties will be incurred by horses that fail to maintain the same gait throughout the course;
- Style - Credit will be given to horses with correct jumping style that meets each jump squarely, in stride (ie. no interruption to their rhythm) and jumps at the centre of the jump;
- Manners - Penalties will be incurred by horses that demonstrate bad manners eg rearing, bucking, kicking, spooking, shying or wringing the tail;

- (b) The exhibitor is considered 'on course' from the moment he/she enters the arena at walk or trot.





- (c) There is no start bell, and saluting is not required.
- (d) All exhibitors must pass through the Start Line in the correct direction on their way to the first jump, and pass through the Finish Line after the last jump.
- (e) Only one exhibitor may be 'on course' at any one time, the next horse is not to enter the arena until acknowledged by the Judge(s).
- (f) There is no time limit for the course; the performance is **not** to be timed.

J05.05 - Scoring

- (a) Style - The style over the jumps will be scored. Each jump will be scored out of 10 points. Points will be deducted for major faults. A further 10 points will be awarded for 'overall impression' of the jumping round as a whole ie. way of going and manners;
- (b) Major Faults
 - Knockdown
 - Refusal
 - Run-Out
 - Unsafe Behaviour
 - Showing a jump to the horse without the intention of jumping it;
- (c) Elimination will occur for **any** of the following:
 - Two Refusals or Run-outs at the same jump;
 - Three Disobedience's over the course;
 - Off Course;
 - Fall;
 - Jumping of jump by the exhibitor;
 - Jumping a jump before it has been reset;
 - Loose horse;
 - Abuse of horse by exhibitor;
 - Carrying a whip;
 - Unsound horse;
 - Broken Tack;
 - Failing to pass through Start and/or Finish Lines;
 - Prohibited equipment;
 - Hitting the horse with the end of the lead, or any other whip substitute
- (d) Tied Scores - In the event of a tie on points, points gained for overall impression will be used to break the tie. If a tie still exists the points gained on the last jump will be used to break the tie, then the second last jump, and so on.
- (e) A horse having a "Major Fault" shall not be placed ahead of a horse that jumps without a "Major Fault".

J05.06 - Hunter Championships

- (a) Scores gained in the previous rounds shall be utilised to determine Championships. There is to be no workoff for Championships;





J05.07 - INTRODUCTORY HUNTER

To encourage a mannered and stylish way of going for the future Hunter;

J05.07.01 - General

(a) Rules generally as per Hunter **however**,

- Where Introductory Hunter is included on the schedule it is preferable to offer separate Category A and B.
- Horses entered in Introductory Hunter may NOT compete in any other Hunter class at the same show.
- Not eligible for Champion and Reserve Champion Hunter.

J05.07.02 - Course Requirements

(a) Rules generally as per Hunter **however**,

- Courses must be designed to encourage confidence and style in jumping and way of going. Jumps without a level topline (e.g. crossed rails) are difficult for an inexperienced horse to judge and are not considered suitable.
- Minimum of 3 and a maximum of 4 jumps, with 1 change of direction.
- No jumpable part of any jump may exceed the following maximum heights:

Category A - 16 inches / 400mm

Category B - 18 inches / 450mm

Category A & B Combined - 16 inches / 400mm

J05.07.03 - Basis of Judging

(a) Rules generally as per Hunter **however**,

- Horses are to display sound foundation in training for this class.

J05.07.04 - Scoring

(a) Rules as per Hunter.





J05.08 - EXHIBITOR HANDLING A HUNTER

The handler will be judged on their ability to exhibit a Hunter over a simple course of jumps in the manner of Hunter class.

J05.08.01 - Equipment

Rules as per Hunter

J05.08.02 - Course Requirements

Rules as per Introductory Hunter

J05.08.03 - Basis of Judging

- (a) The handler is considered 'on course' from the time they enter the arena, and is judged on their ability to control the rhythm, pace, and balance of the horse between the jumps, position the horse centrally on the approach to each jump, allow sufficient freedom of the horse's head over the jump, and the efficiency in re-establishing the horse's rhythm and pace after jumping;
- (b) The horse is considered a prop, and the quality of the horse and its round is not judged;
- (c) Where this class appears in the schedule Youth must be offered their own class. Adult classes are optional. The exhibitor may compete only once.

J05.08.04 - Scoring

- (a) Credit shall be given for maintaining the rhythm and smoothness of the round in a quiet workmanlike manner, with the horse presented centrally at each jump;
- (b) The handler will be penalised for faults in style and way of going directly attributed to handler error;
- (c) Major faults as listed in J05.05(b) and Eliminations as listed in J05.05(c) will be penalised as per a Hunter class.
- (d) A horse having a "Major Fault" shall not be placed ahead of a horse that jumps without a "Major Fault".

J06 - TROTTING OVER POLES

To encourage a mannered and stylish way of going for the future Hunter;

J06.01 - General Rules

- (a) Horses entered in Trotting Over Poles may NOT compete in any other jumping class at the same show.

J06.02 - Course Requirements

- (a) Preferred Course
 - A course of four (4) plain white poles shall be laid out in a manner simulating a **Hunter** course, including one change of direction, and start and finish line (e.g. S shaped course);





(b) Alternative Course

- A grid of three (3) consecutive plain white poles are laid with spacing measured at pole centres set as follows:
Category A - 20 inches / 500mm **Category B - 24 inches / 600mm**

- (c) Horses to pass through the start line, trot over poles, walk around marker approximately 24 feet/7.2 metres from last pole, return over poles at trot and through start/finish line;

J06.03 - Pole Construction

- (a) Poles should be half rounds so as to sit firmly on the surface and not roll if stepped on and must not exceed 4in (10cm) in diameter. PVC piping, which may split if stepped on, may not be used.

J06.04 - Basis of Judging

- (a) Rules generally as per Introductory Hunter **however**;

- Horses should complete the course at a steady trot, lowering head on approach to sight each pole, and quietly stepping over each pole without breaking stride, making contact, or jumping.

J07 - FAULT AND OUT

This is a high jump competition where the only objective is to clear the jump without faulting at its highest level. Style is not a consideration.

J07.01 - Equipment

- (a) Rules generally as per Hunter **however**;

- Protective or supportive leg wraps, boots, or bandages may be fitted to the horse's lower legs;
- Tails may be fully plaited up to avoid brushing/contact with the jump.

J07.02 - Course Requirements

- (a) Horses are required to repetitively jump a single jump without faulting. The height of the jump is raised after the last horse in each round has completed the jump.

- (b) In the first round of jumping the jump will be:

Minimum 10 inches/250mm and maximum 20 inches/500mm for Category A
Minimum 14 inches/350mm and maximum 24 inches/600mm for Category B

- (c) The jump will be raised in subsequent rounds in increments of a Minimum of 1 inch/25mm and Maximum of 4 inches/100mm after each competitor has jumped once, and continue until only one horse remains in the competition.

J07.03 - Jump Construction

- (a) The Fault and Out jump is a simple upright made of PVC piping, or other suitable lightweight material, and





will be a minimum of 5 feet/1500mm wide.

- (b) The jump shall consist of a single top rail and a groundline, one or more other rails may be used as fillers as the height increases. The stands shall be evenly and clearly marked with height increments in inches.





J07.04 - Basis of Judging

- (a) The horse that has not been eliminated shall be declared the winner. Should no horses remain those eliminated in the previous round shall jump off again over the jump at the height of the previous round, and continue if required. The judge may choose to award equal first placings in the interest of horse's welfare.
- (b) Minor placings shall be determined by reverse order of elimination (Note: This is the only class where an eliminated competitor may receive a placing). Should two or more horses be equal in the minor placings, they may be required to jump off or the judge(s) may award equal placings. Successful competitors who choose to not proceed with the next round of jumps in the interests of their horses will receive a lower ranking than those who do proceed and are eliminated.

J07.05 - Scoring

Elimination will occur when:

- The jump is knocked down by horse and/or handler;
- The horse runs out or refuses at the jump;
- Fall of horse and/or handler, handler completely releasing horse;
- Handler chooses not to proceed to next round;
- The Judge declares the horse unfit to continue (e.g. unsound).
- Hitting the horse with the end of the lead, or any other whip substitute.

J08 - SIX BAR JUMPER

This is a jumping competition scored mathematically where horses start by jumping six jumps that gradually increase in height.

J08.01 - Optional Equipment

- (a) Front leg wraps and/or boots;

J08.02 - Course Requirements

- (a) In this competition six identical jumps are arranged in a straight line 12 feet/3.6 metres apart;
- (b) A Start Line must be placed not closer than 12 feet/3.6 metres from the first jump on a direct approach, and set in such a place as to allow the horse to establish the desired pace, and be defined by markers not closer than 4 feet/1.2 metres apart. A Finish Line must be placed not closer than 12 feet/3.6 metres from the last jump, on a natural track that the average horse might be expected to take, to be defined by markers not closer than 4 feet/1.2 metres apart.
- (c) No jumpable part of any jump shall exceed the following heights:

Category A - 42 inches / 1050mm

Category B - 46 inches / 1150mm

- (d) Jump heights - Category A;

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
Jump 1	14"/350mm	18"/450mm	22"/550mm	26"/650mm	30"/750mm	32"/800mm
Jump 2	16"/400mm	20"/500mm	24"/600mm	28"/700mm	32"/800mm	34"/850mm





Jump 3	18"/450mm	22"/550mm	26"/650mm	30"/750mm	34"/850mm	36"/900mm
Jump 4	20"/500mm	24"/600mm	28"/700mm	32"/800mm	36"/900mm	38"/950mm
Jump 5	22"/550mm	26"/650mm	30"/750mm	34"/850mm	38"/950mm	40"/1000mm
Jump 6	24"/600mm	28"/700mm	32"/800mm	36"/900mm	40"/1000mm	42"/1050mm

Jump heights - Category B;

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
Jump 1	18"/450mm	22"/550mm	26"/650mm	30"/750mm	34"/850mm	36"/900mm
Jump 2	20"/500mm	24"/600mm	28"/700mm	32"/800mm	36"/900mm	38"/950mm
Jump 3	22"/550mm	26"/650mm	30"/750mm	34"/850mm	38"/950mm	40"/1000mm
Jump 4	24"/600mm	28"/700mm	32"/800mm	36"/900mm	40"/1000mm	42"/1050mm
Jump 5	26"/650mm	30"/750mm	34"/850mm	38"/950mm	42"/1050mm	44"/1100mm
Jump 6	28"/700mm	32"/800mm	36"/900mm	40"/1000mm	44"/1100mm	46"/1150mm

J08.03 - Jump Construction

- (a) Jumps shall be simple post and rails;
- (b) Jumps shall consist of a single rail, a ground rail and a dropper rail which shall be used as a filler;
- (c) All jumps will have a groundline which may be a ground rail or similar, preferably situated slightly in front of the jump. False groundlines (behind the jump) are prohibited;
- (d) The jumpable part of jumps shall be a minimum of 5 feet/1.5 metres across;

J08.04 - Basis of Judging

- (a) Horses are scored mathematically based on faults incurred between the start and finish lines.
- (b) The exhibitor is considered 'on course' from the moment he/she enters the arena at walk or trot.
- (c) There is no start bell, and saluting is not required.
- (d) All exhibitors must pass through the Start Line in the correct direction on their way to the first jump, and pass through the Finish Line after the last jump.
- (e) Only one exhibitor may be 'on course' at any one time, the next horse is not to enter the arena until acknowledged by the Judge(s).
- (f) There is no time limit for the course; the performance is NOT to be timed.

J08.05 - Scoring

- (a) Penalty Faults - Jumpers are to be scored on a mathematical basis and penalty faults are incurred as follows:

Knockdown

4 Faults

Disobedience – refusal, run-out, unnecessary circling

3 Faults





Broken Tack

4 Faults

- (b) Elimination will occur for the following
- Two Refusals at the same jump;
 - Three Disobedience's over the course;
 - Off Course;
 - Fall;
 - Jumping of jump by the exhibitor;
 - Jumping a jump before it has been reset;
 - Loose horse;
 - Abuse of horse by exhibitor;
 - Unsound horse;
 - Failing to pass through Start and/or Finish Lines;
 - Prohibited equipment
- (c) The horse with the lowest penalty score shall be declared the winner. If after the first round of jumping two or more horses are tied on the lowest penalty score then placings shall be determined by Jump Off(s).
- (d) Where there is a tied score in the minor placings the tie shall stand.

J08.06 - Jump Off

- (a) The number of jumps from the previous course is decreased by one (down to a minimum of two jumps) and the height of the jumps increased by not less than 2 inches/50mm and not more than 4 inches/100mm (provided the maximum height is not exceeded).
- (b) If necessary jump offs continue until the final horses are jumping two jumps at the maximum height at which time equal placings will be awarded.
- (c) Any horse eliminated during a jump off can never finish in a lower place than any exhibit eliminated in an earlier round.

J09 - JUMPER

Jumpers are scored mathematically based on faults incurred between the start and finish lines.

J09.01 - General Course Requirements

- (a) A plan of the course, showing the direction each jump is to be taken and including start and finish lines, must be posted at least one hour prior to the class starting and all exhibitors shall be given fair opportunity to inspect the course on foot (without their horses) prior to the class starting. Only exhibitors in the relevant classes may walk the course. The Jump Off course must also be displayed at this time.
- (b) All courses shall require the horse to show work in both directions, with at least one and no more than three (3) changes of rein (direction). Twisting lines and tight turns are not permitted. It is recommended that the intended track be tested by the designer by running the course on foot.
- (c) All distances between jumps on a direct (straight line) approach shall be measured striding. Traps and 'trick' distances are prohibited. There shall be a minimum of 20 feet/6.1metres between jumps for Category A, and a minimum of 23 feet/7metres between jumps for Category B. (Calculated for 3 easy strides for an average horse





at a brisk trot or quiet canter)

- (d) A Start Line must be placed not closer than 12 feet/3.6 metres from the first jump on a direct approach, and set in such a place as to allow the horse to establish the desired pace, and be defined by markers not closer than 4 feet/1.2 metres apart. A Finish Line must be placed not closer than 12 feet/3.6 metres from the last jump, on a natural track that the average horse might be expected to take, to be defined by markers not closer than 4 feet/1.2 metres apart.
- (e) There shall be a minimum of 4 and a maximum of 8 jumps with no more than 2 jumps at maximum height. Horses are required to jump a minimum of 6 jumps.
- (g) The first jump on course must be the lowest on course.





J09.02 - Specific Course Requirements

- (a) No jump shall be less than the following heights:

Category A - 18 inches / 450mm

Category B - 22 inches / 550mm

- (b) First Round - No jumpable part of any jump shall exceed the following heights:

Category A - 28 inches / 700mm

Category B - 32 inches / 800mm

- (c) Jumps more than the following heights must have an intermediate rail added:

Category A - 32 inches / 800mm

Category B - 36 inches / 900mm

- (d) No jumpable part of any jump shall exceed the following heights:

Category A - 42 inches / 1050mm

Category B - 46 inches / 1150mm

J09.03 - Jump Construction

- (a) All jumps and courses (including the warm-up/practice jump) are to be built to a safe standard. Wire, wire netting, pointed palings, any metal railing of any description are prohibited.
- (b) Jumps shall be inviting to the horse. They may include standard rails (PVC piping or lightweight timber, either rustic, plain/uni-coloured, or with vertical striping), brush, white fence, gate, solid wall (eg plain or painted as brick or stone). Jumps must not be 'spooky'.
- (c) All jumps will have a groundline which may be a ground rail or similar, or solid fill below the top rail, preferably situated slightly in front of the jump. False groundlines (behind the jump) are prohibited.
- (d) A jump may be constructed to be jumpable from either direction but no jump may be used more than twice in any one course.
- (e) The jumpable part of jumps with 'wings' shall be a minimum of 4 feet/1.2 metres across, and jumps without 'wings' shall be a minimum of 5 feet/1.5 metres across.
- (f) No spread shall exceed the height of the jump (except for water hazards), and the front portion/s of a spread must never be the highest part.

J09.04 - Optional Equipment

- (a) Front leg wraps and/or boots;

J09.05 - Basis of Judging

- (a) Jumpers are scored mathematically based on faults incurred between the start and finish lines.
- (b) The exhibitor is considered 'on course' from the moment he/she enters the arena at walk or trot.
- (c) There is no start bell for Round One. Saluting is not required.





- (d) A start bell is required for Round Two as this round will be against the clock.
- (e) All exhibitors must pass through the Start Line in the correct direction on their way to the first jump, and pass through the Finish Line after the last jump.
- (f) Only one exhibitor may be 'on course' at any one time, the next horse is not to enter the arena until acknowledged by the Judge(s).
- (g) There is no time limit for Round One. i.e. this round is **not** to be timed.

J09.06 - Scoring

- (e) Penalty Faults - Jumpers are scored on a mathematical basis and penalty faults are incurred as follows:

Knockdown	
4 Faults	
Disobedience – refusal, run-out, unnecessary circling	3 Faults
Broken Tack	4 Faults

- (f) Elimination will occur for **any** of the following
 - Two Refusals at the same jump;
 - Three Disobedience's over the course;
 - Off Course;
 - Fall;
 - Jumping of jump by the exhibitor;
 - Jumping a jump before it has been reset;
 - Loose horse;
 - Abuse of horse by exhibitor;
 - Unsound horse;
 - Failing to pass through Start and/or Finish Lines;
 - Prohibited equipment
 - Hitting the horse with the end of the lead, or any other whip substitute.
- (g) The horse with the lowest penalty score shall be declared the winner. If after the first round of jumping two or more horses are tied on the lowest penalty score then placings shall be determined by a Jump Off.
- (h) Where there is a tied score in the minor placings the tie shall stand.

J09.07 - Jump Off

- (a) The number of jumps from the previous course is decreased by one (down to a minimum of two jumps) and the height of the jumps increased by not less than 2 inches/50mm and not more than 4 inches/100mm (provided the maximum height is not exceeded).
- (b) This round will be timed. There will be only one jump off round.
- (c) Any horse eliminated during the jump off can never finish in a lower place than any exhibit eliminated in an earlier round.





J09.08 - Jumper Championships

(a) Scores gained in the previous round(s) shall be utilised to determine Championships.





H - HARNESS SECTION RULES

H01 - General Driving Rules

- (a) Horses must be sound;
 - (b) Correctly fitting breeching or thimbles are optional in all harness classes in the show ring;
 - (c) An appropriate whip shall be carried at all times, the maximum length of which can reach the horses shoulder;
 - (d) Running martingales, overchecks and side checks are permitted;
 - (e) Examples of suitable bits are:
 - Snaffle with half cheeks
 - Driving bits (eg Liverpool)
 - Half Spoon snaffle
 - D ring snaffle
 - Egg Butt snaffle
 - Tom Thumb
- Loose ring snaffles are not permitted.
- (f) Blinkers are optional for all classes except Multiple Hitch where they are compulsory and Long Reining where they are prohibited;
 - (g) Boots, bandages or wraps and earplugs are prohibited;
 - (h) Change of vehicle for classes in the same division is prohibited.

H02 - Safety Driving Rules

- (a) All persons participating in Driving Competitions should have safety foremost in their minds;
- (b) A horse must never be left unattended while hitched or being put to a vehicle;
- (c) Competent adult co-drivers are optional for youth drivers;
- (d) Passengers must enter the vehicle **from the near side** after the driver is seated with the reins in hand and the passengers must dismount first;
- (e) The arena layout shall have safe "Entry" and "Exit" gates and a collection area of appropriate width. The arena shall be level with suitable safe footing;
- (f) The arena area shall be clearly and safely defined (eg cones, rails). Rope, electric fence tape, pigtail standards or such are NOT allowed;
- (g) If the number of entries exceeds safety for the size of the arena, the class will be divided by the Show Manager into sections from which the best four horses per section will return for a final drive off;
- (h) No horse is to be hitched to a cart and driven for its first time at a show. No show may be the horse's first public





outing in harness.

H03 - Ring Rules and Manners

- (a) A **minimum** 10 minute warm up period must be offered in the ring before the commencement of each division;
- (b) There will be allowed one (1) adjustment of equipment, in the ring, by an attendant after the commencement of the class;
- (c) The judge may excuse from Competition any unsafe vehicle or equipment or any unruly horse;
- (d) A header is an appropriately attired adult (see page 9 for definitions). The header shall take no action that will affect the performance of the horse. The header must not have a whip and shall remain at least two paces distant from the horses head when the judge is inspecting the horse and at all other times unless assistance in controlling the horse is required. Headers are mandatory for all youth drivers and optional for other drivers but compulsory for a horse if directed by the judge.;
- (e) Horses should enter the ring counter-clockwise at a trot as specified in the workout section of the division being competed in;
- (f) After entering the ring drivers should take an inside track until all other competitors have entered. (Refer to the Harness Workout);
- (g) Drivers must drive on the rail - i.e. as close to the outer side of the ring as is safely possible;
- (h) Drivers must drive at a safe distance behind the horse and vehicle in front;
- (i) Passing is permitted on the inside or by crossing the ring into space to ease congestion, but the driver must return to the rail immediately;
- (j) Driving between another competitor and the judge is deemed bad manners and should be avoided at all times;
- (k) A driver is permitted to talk quietly to their horse, but shouting, loud talking or whistling is not permitted;
- (l) At the completion of judging and on instruction of the steward, the drivers should exit the ring at a trot in order of placing, after a circuit of the ring, all in an orderly manner.

H04 - Championship - Roadster, Single Pleasure Driving, Country Pleasure Driving, Multiple Hitch, Whip

- (a) Championships to be determined via a workout from the first and second placegetters in the Novice and Open Driving Classes in each division and be judged as a separate class.

H05 - Best Presented Classes

Judged on a points system i.e. Horses: 50 points, Vehicle: 20 points, Harness: 20 points, Driver: 10 points, for overall appearance, cleanliness and appropriateness for that Division. There is no workout required for this class. Horses are to enter the ring in a clockwise direction at a walk and line up as directed. Does not qualify for Championship (if offered).





H06 - LONG REINING

H06.01 General Rules

- (b) Long Reining tests the horse's ability to display correct and fluid movement when driven at walk and trot whilst remaining balanced, to a basic skill level, without the demands of being hitched to a vehicle. It further tests the level of co-operation between horse and driver.
- (c) Horses should exhibit a pleasant and obedient temperament, displaying correct and fluid movement in all required paces, thus showing correct foundation in training towards Pleasure Driving.
- (d) Although preference in judging will be given to horses who can demonstrate collected movements in the manner of Pleasure Driving drivers are encouraged to enter even if their horses are not yet ready to learn collection.
- (e) Horses entered in Long Reining may NOT compete in any other driving class **at the same show**.

H06.02 - Compulsory Equipment

- (a) Standard bridle without blinkers;
- (b) Bits must not be able to be pulled through the horses' mouth. Suitable bits are:
 - Snaffle with half cheeks
 - Driving bits (eg Liverpool)
 - D ring snaffle
 - Half Spoon snaffle
 - Egg Butt Snaffle
 - Tom ThumbLoose ring snaffles are not permitted;
- (c) Harness saddle, or standard roller with D rings (padded or plain);
- (d) Crupper
- (e) Reins – length to suit, but must not be able to be walked on, made of any safe material, and reins to be split;
- (f) Driver must be suitably attired, and must wear gloves;
- (g) Whip suitable for driving (refer H01.(c));

H06.03 - Optional Equipment

- (a) Cavesson noseband (fitted above bit);
- (b) Saddle cloth or pad.

H06.04 - Prohibited Equipment

- (a) Full driving harness, breastplates, martingales, over checks, breeching;





- (b) Any auxiliary equipment not specifically mentioned as compulsory or optional should be considered prohibited.

The use of prohibited equipment will result in automatic disqualification.

H06.05 - Gaits

- Walk: - A free regular forward moving 4 beat walk.
- Collected Trot: - The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.
- Working Trot: - This is a clear but not excessive increase in pace and length of stride from the collected trot. The horses go freely forward, engaging the hind legs with good hock action on a taut but not tight rein, the action balanced and unconstrained. The hind feet should touch the ground in footprints of the forefeet. Should show energy, impulsion and cadence. Excessive speed to be penalised.

H06.06 - Basis of Judging

- (a) In the following order of importance. Horses should be judged on their way of going in each pace including collection, their performance and manners;
- (b) A horse that collects but shows *minor* resistance should be placed higher than a horse that shows no level of collection at all.

H06.07 - Workout

- (a) Horse shall be driven into the arena at a **walk** in a clockwise direction, and be required to work out individually from the lineup;
- (b) An individual workout is required - Horses will be required to walk and collected trot on a circle on both reins (e.g. figure of eight), working trot in a straight line, stand quietly and attentively at halt, and rein back 3 - 5 steps. Walking between poles and bending around cones (slalom) at walk (minimum spacing 6 feet/1.8 metres) or trot (minimum spacing 8 feet/2.4 metres) may also be included to test co-operation, confidence, and suppleness;
- (c) Safe Position of Driver - Drivers shall be positioned a suitable distance from the horse to allow good control without being at unreasonable risk;
- (d) At walk, when trotting on a straight line, and in the rein back, the driver may stay behind the horse or be slightly to one side. When trotting on a circle the driver should remain on an inside track to the horse, either stationary/pivoting in the centre of the circle or walking a small circle.

H07 - ROADSTER DRIVING

H07.01 - General Rules

- (a) Drivers must wear colours, trousers, boots, safety helmets and carry a suitable whip in the manner of a Racing Driver





- (b) To be shown in a sulky appropriately sized for the horse (two wheeled cart with stirrups and no basket).

H07.02 - Gaits

- Jog Trot: - The horse must display a slow, short true trot
- Road Gait: - The horse must show a steady but brisk trot. The hind feet should at least touch the ground in the footprints of the forefeet
- Drive on Trot: - The horse should show definite extension of both paces and their frame and cover as much ground as possible while maintaining the trot. Breaks of pace are acceptable providing the trot is re-established **without gaining ground**
- Roadster horses should have animation, brilliance and show ring presence. At all speeds they should work in form with head set and legs working beneath them. At speed the trot should be in balance with long reaching action in front with straight true movement. Pacey or mixed gaited horses that pace or rack will be penalized

H07.03 - Basis of Judging

- (a) Horses should be judged entirely on their way of going in each pace and the smooth transitions between them. Manners are a low consideration providing other competitors do not become disadvantaged
- (b) A horse that has not demonstrated distinct gaits and smooth transitions (change of gaits) should not be placed over a horse that has demonstrated greater ability but has had a minor or incidental break in gait

H07.04 - Workout

- (a) Roadster horses must enter the ring in a clockwise direction at a Jog Trot, then show at the Road Gait, turn counter clockwise at the Jog Trot, show at the Road Gait and Drive-On trot. Horses will not be judged at a walk, although they may be asked to do so for safety when lining up, and are **not** required to rein back.
- (b) Horses should be shown on the rail at all times except when passing

Ho8 - SINGLE PLEASURE DRIVING

H08.01 - General Rules

- (a) Horses can compete in either Single Pleasure Driving **or** Country Pleasure Driving at any one show – **Not Both**.
- (b) Gentlemen wear a hat, coat or jacket, shirt and pants, tie and gloves. Ladies wear a dress, tailored suit, skirt or slacks with a blouse, vest or jacket, gloves and hat.
- (c) To be shown hitched to a vehicle appropriately sized for the horse and the vehicle must have a basket or safe suitable floor.

H08.02 - Gaits

- Walk: - A free regular forward moving 4 beat gait.





- Collected Trot: - The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.
- Working Trot: - This is a clear but not excessive increase in pace and length of stride from the collected trot. The horse goes freely forward, engaging the hind legs with good hock action on a taut but not tight rein, the action balanced and unconstrained. The hind feet should touch the ground in footprints of the forefeet. Should show energy, impulsion and cadence. Excessive speed will be penalised.

H08.03 - Basis of Judging

- (a) Criteria for judging: 1. Quality of performance; 2. Way of going; 3. Conformation; 4. Manners

H08.04 - Work Out

- (a) Horses are to enter the area in an anti-clockwise direction at a collected trot;
- (b) Horses are to be driven on both reins at a walk, collected trot and a working trot and are required to stand quietly and rein back a minimum of three paces.

H09 - COUNTRY PLEASURE DRIVING

H09.01 - General Rules

- (a) Horses can compete in either Single Pleasure Driving **or** Country Pleasure Driving at any one show – **Not Both**.
- (b) Gentlemen wear a hat, coat or jacket, shirt and pants, tie and gloves. Ladies wear a dress, tailored suit, skirt or slacks with a blouse, vest or jacket, gloves and hat.
- (c) Horse to be shown hitched to a two (2) or four (4) wheel vehicle of appropriate size for the horse. The vehicle must have a basket or safe suitable floor.

H09.02 - Gaits

- Walk: - Four beat flat footed and ground covering.
- Pleasure Trot: - Two beat diagonal gait. Overall balance with freedom of movement, relaxed and easy going.
- Working Trot: - Lengthening of stride from a Pleasure trot with ease and freedom of movement. Excessive action and speed will be penalised.

The horse should give the distinct appearance of being a pleasure to drive on a light rein with a relaxed head and neck carriage and perform willingly and smoothly.

H09.03 - Basis of Judging

- (a) Judging Procedure – Horses will be judged in the following order – Attitude, Manners, Performance, Conformation.





H09.04 - Work Out

- (a) Horses are to enter the area in an anti-clockwise direction at a pleasure trot;
- (b) Horses are to be driven on both reins at a walk, pleasure trot and a working trot and are required to stand quietly and rein back a minimum of three paces.

H10 - MULTIPLE HITCH

H10.01 - General Rules

- (a) Gentlemen wear a hat, coat or jacket, shirt and pants, tie and gloves. Ladies wear a dress, tailored suit, skirt or slacks with a blouse, vest or jacket, gloves and hat.
- (b) To be shown hitched to a vehicle appropriately sized for the horses and the vehicle must have a basket or safe suitable floor.

H10.02 - Gaits

- Walk: - A free regular forward moving 4 beat gait.
- Collected Trot: - The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.
- Working Trot: - This is a clear but not excessive increase in pace and length of stride from the collected trot. The horses go freely forward, engaging the hind legs with good hock action on a taut but not tight rein, the action balanced and unconstrained. The hind feet should touch the ground in footprints of the forefeet. Should show energy, impulsion and cadence. Excessive speed to be penalised.

H10.03 - Basis of Judging

- (a) In the following order of importance: Hitches are to show an ability to work as a team with evenness of tugs, thus showing good matching. Horses should be judged on their way of going at each pace, their performance and manners.

H10.04 - Workout

- (a) Horses are to enter the area in an anti-clockwise direction at a collected trot;
- (b) Horses are to be driven on both reins at a walk, collected trot and a working trot and are required to rein back a minimum of three paces and stand quietly.

H11 - WHIP

H11.01 - General Rules

- (a) Includes Whips in Single Pleasure Driving, Country Pleasure Driving, or Multiple Hitch appearing as they would in their division.





(b) The horse and vehicle is merely a prop to demonstrate the ability of the driver.

H11.02 - Basis of Judging

(a) To test the ability of the driver the judge(s) should set an appropriate individual workout or a time for the driver to complete a free style workout.

H11.03 - Workout

(a) An individual workout is required, the minimum being a figure eight at the trot and a rein back.

H12 - BASIC HARNESS WORKOUT

May be used in conjunction with all harness classes.

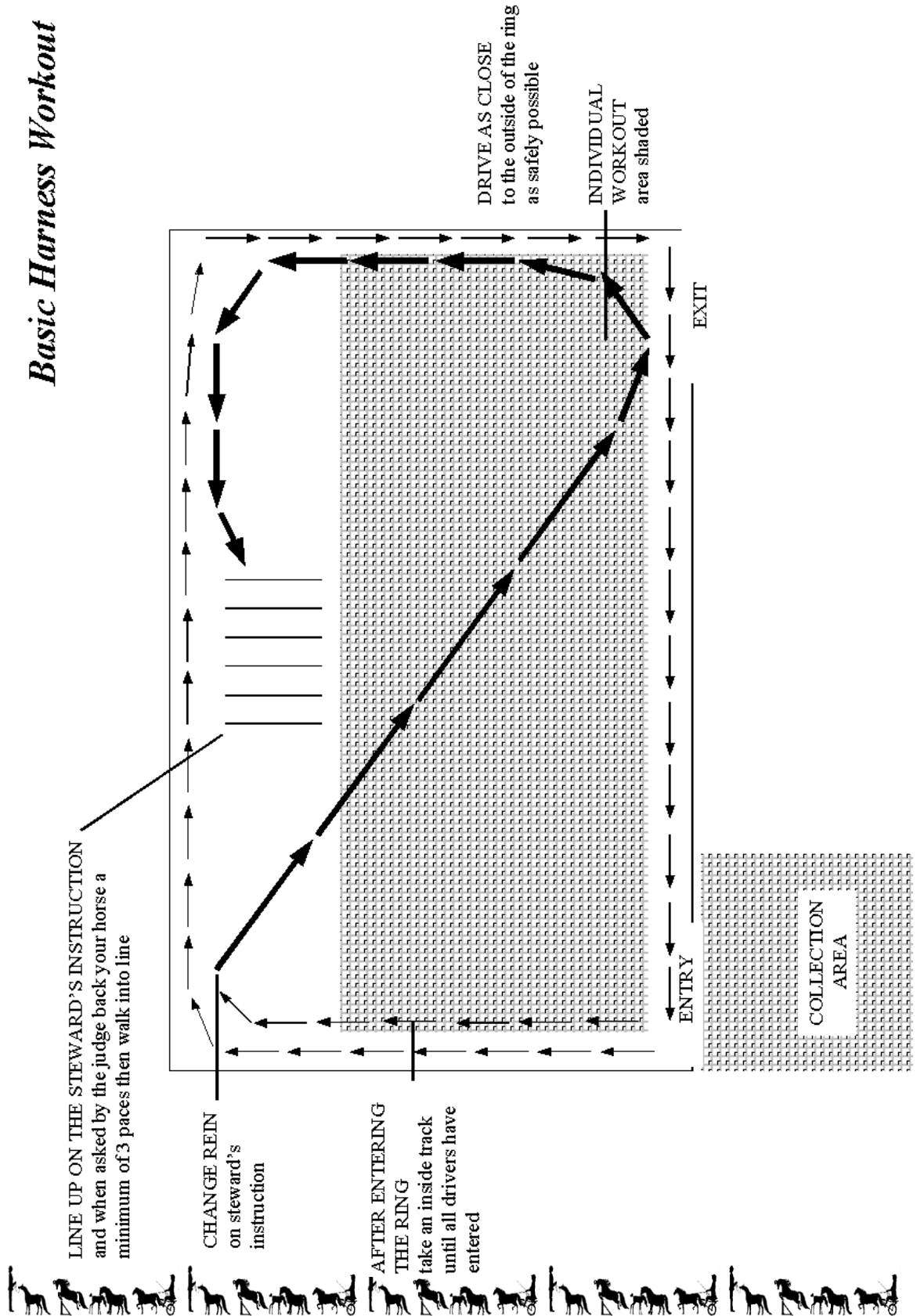
Individual workouts are not required except for Whip and Long Reining.

Location of Entry and Collection Area is an example only as arena layouts may differ depending upon facility.





Basic Harness Workout





S SUPREME PERFORMANCE HORSE

- a) Entry shall be automatic, with the horse's highest placing in each Division counting towards Supreme Champion and Runner Up Supreme Champion Performance Horse. Separate awards shall be given for Category A and Category B.
- b) ONE class in each of the following Division shall be utilized
 - i) jumping – either hunter or jumper
 - ii) trail at halter
 - iii) Harness – either country please OR single Pleasure OR Roadster
- c) EXCLUDED from accumulating points are Training classes (introductory Hunter, Trotting poles, Long Reining) and age restricted classes (eg youth)
- d) Scoring
 - i) 1st = 4 pts; 2nd = 3 pts; 3rd = 2 pts; 4th = 1pt; Champion = 4 pts; Reserve Champion = 3 pts
 - ii) Points will be scaled in line with High Point Rules
 - iii) In the event of a tie on points, the horse with the most champions shall be the Supreme Champion Performance Horse. If there is still a tie, the most Reserve Champions, then the most firsts shall determine the placings.





N - NATIONAL SHOW RULES

The NZ Miniature Horse show shall be known as the New Zealand Miniature Horse National Show

The NZMHA national show is to be run over four days with each of the four days being focused on:

- **Futurity & Breeders classes**
- **Youth & Showmanship classes**
- **Category A classes including Performance**
- **Category B classes including Performance**

How these days and classes within these days are scheduled, will be determined by the Show Manager and National Show Committee and will be tailored to the dates and venues available.

N1 Location and Date

The NZMHA National Show will be held annually.

National Show will be held in the South Island every second year.

N2 Judges

Number of Judges:

The number of judges required to judge the NZMHA National Show shall be three (3). One (1) judge of these three will judge the futurity classes. One (1) judge of these three will judge the Sweepstakes classes.

The call judge will be drawn along with the Futurity and Sweepstakes judge the night before the commencement of the National show.

N3 Officials

The Show Manager must have no horses entered in the show.

N4 Judging System

Each judge will place up to eight (8) horses out of each class. Horses placed under each judge will receive the following points.

1st place	-	8 points
2nd place	-	7 points
3rd place	-	6 points
4th place	-	5 points
5th place	-	4 points
6th place	-	3 points
7th place	-	2 points
8th place	-	1 point





Points earned by each horse from all judges will be added together to be the total score. The call judge's placing will be used to break all ties.

Using the accumulated point system, placings will be the National Champion, National Reserve Champion and 3rd, 4th, 5th. These five horses will return for judging of National Grand Champion and the Reserve National Grand Champion, Top 3, Top 4, and Top 5 where applicable. National Grand Champion shall be judged from the National Grand Champion winners. Reserve National Grand Champion shall be judged from the remaining National Champions and the Reserve Champion to the National Grand Champion.





For performance classes and showmanship that are judged on scores, each judge will place the National Champion, Reserve National Champion, 3rd, 4th and 5th places. The scores from these classes will determine the National Grand Champion, and the Reserve National Grand Champion, top 3, top 4, and top 5 where applicable.

Supreme Performance Horse Cat A and Cat B

Classes to be counted: Jumping – one jumping class either hunter or jumper
Trail
Harness – one harness class either Country or Single Pleasure, or Roadster

Scoring:

1st = 4pts
2nd = 3 pts
3rd = 2 pts
4th = 1 pt

Champion = 4 pts
Reserve Champ = 3 pts

Shall be scaled in line with Hi Point Rules

N5 Sweepstakes Classes

Category A and B are separate classes. Open to any age or sex within that category.
Judged on the normal halter workout of the day.

All entry fee sweepstakes money and sponsorship monies will be paid out to the Top 10 horses in each category.

1st place - 25%
2nd place - 20%
3rd place - 15%
4th place - 10%
5th to 10th places 5%

N6 Height Verification

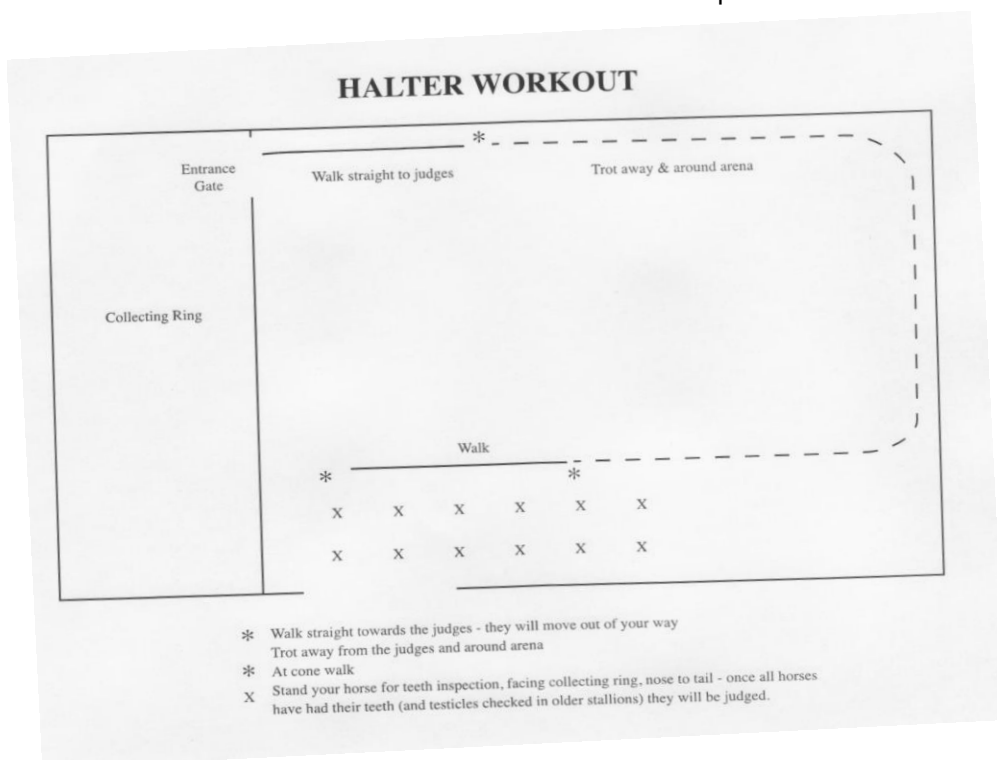
All foals and yearlings and two (2) year olds are to be height verified at the National Show prior to the start of the show.





N7 Workout

The workout for the National Show is to be the new workout developed for the 2011 National Show.



N8 Notification

NZMHA will provide exhibitors with verification of receipt of entries into the National Show as well as eligibility within 10 days prior to the show.

N9 Amendment of National Show Rules

Council may clarify or amend show rules (Excluding N-1 to N-8) to fit National show requirements as long as these are approved by TWO THIRDS of Council members and that these amendments are notified to NZMHA Members 30 days before the National show date and before close of entries.





HP - HI-POINT RULES

A – GENERAL RULES

- Open to any horse registered with the New Zealand Miniature Horse Association Inc (NZMHA).
- Horses must be owned/leased by a current financial Member of NZMHA at the time of showing.
- All horses will be automatically entered in the Hi-Point competition excluding GI and MI
- Showmanship, Best Presented and Youth** – A card can be issued to those competitors competing in these events to assist with the compiling of results for these awards. The card can be completed in full and returned by a specified time as designated by the NZMHA Hi-Point Committee.
- Places to 5th except where stated. **No Points** will be made public or printed other than the top 10 placings.
- Horses must have a current NZMHA height certificate valid at the time of showing if Hi-Points are to be awarded for that show.
- Provisional top five placegetters in each classification will be required to provide copies of all height certificates to the NZMHA Hi-Point Committee prior to finalisation of results.

B – POINTS RULES

- If a horse changes Category* Part way through the show season, all points earned prior to the date of transfer shall be forfeited.
 - If a horse changes Division (Single Pleasure to Country Pleasure) any points earned prior to the change will be forfeited.
- Points will be awarded in respect of shows at which 15 or more horses are entered and shown in the Category* (A or B) in which the horse is shown.
- Points will count from no more than
 - **8 class placings** and Champions / Reserve Champions for Showmanship;
 - **8 class placings** for Best Presented, and Harness Best Presented;
 - **5 classes per show** for **8 shows** for all youth awards;
 - **8 shows** for all other awards;
- For Overall Hi-Point Performance Horse the result will be calculated from the **8 best results from each discipline**
- Points will be awarded as follows subject to scaling as detailed under Rule C:**

CLASSES:

Number of horses in class	POINTS			
	1 st	2 nd	3 rd	4 th
1	1	-	-	-
2	2	1	-	-
3	3	2	1	-
4 or over	4	3	2	1

- Supreme and Runner-Up Supreme will be awarded 4 points for their class wins regardless of the number of horses in their class
- Champion will be awarded one more point than the Reserve Champion regardless of the numbers of horses in their class.

CHAMPION	4 points
RESERVE CHAMPION	3 points
SUPREME CHAMPION (no of entries is per category)	
15 to 24 entries.....	5 points
25 to 34 entries.....	6 points
35 to 44 entries.....	7 points
45 plus entries.....	8 points
RUNNER-UP SUPREME	2 points less than Supreme

- "Category" refers to Cat A or B as per the show rules.

C - CRITERIA & SCALING

Points as awarded under Rule B will be adjusted by scaling factors as detailed below:

In all cases the show must have prior approval for Hi-Points from NZMHA

NZMHA SHOWCASE SHOWS





(AA Rating)

Minimum requirements:

1. Open to NZMHA registered miniature horses only;
2. Open to NZMHA Members only;
3. Run under NZMHA show rules;
4. Run by NZMHA or NZMHA in conjunction with a NZMHA Affiliated Club only;

Hi-points awarded will be scaled by a factor of 2.00

Note: The points from only two (2) AA rated shows will be scaled at a factor of 2.00. Additional AA Rated Shows attended will be treated as Affiliated Club Premier Shows (A Rated Shows). The AA Rated Shows at which the competitor placed the best will automatically be scaled at 2.00

NZMHA AFFILIATED CLUB PREMIER SHOWS

(A Rating)

Minimum requirements:

1. Open to NZMHA registered miniature horses only;
2. Run under NZMHA show rules;
3. Run by NZMHA Affiliated Club only;

Hi-points awarded will be scaled by a factor of 1.50

Note: Only one (1) A rated show will be approved for each Affiliated Club.

NZMHA AFFILIATED CLUB SHOWS

(B Rating)

Minimum requirements:

1. Open to NZMHA registered miniature horses only;
2. Run under NZMHA show rules;
3. Run by NZMHA Affiliated Club only;

Hi-points awarded will be scaled by a factor of 1.00

OTHER NZMHA COUNCIL APPROVED SHOW

(C Rating)

Minimum requirements:

1. Run under NZMHA show rules;

Hi-points awarded will be scaled by a factor of 0.50

In Summary:

Scaling will be applied as follows:

- 2 results/placings will be treated as a AA**
- Up to 8 results/placings will be treated as A**
- Up to 8 results/placings will be treated as B**
- Up to 8 results/placings will be treated as C**

For the maximum number of placings, shows or classes as defined elsewhere

D – AWARD CATEGORIES

1. **Halter Categories**
 - i. **Hi-Point Foal Filly**
 - ii. **Hi Point Foal Colt**





- iii. **Hi Point Foal Gelding**
 - iv. **Hi-Point Yearling Filly**
 - v. **Hi-Point Yearling Colt**
 - vi. **Hi-Point Yearling Gelding**
 - vii. **Hi-Point Mare 2 Years and Over**
 - viii. **Hi-Point Stallion 2 Years and Over**
 - ix. **Hi-Point Gelding 2 Years and Over**
 - x. **Hi point Heritage Horse**
2. **Overall Hi-Point Halter Horse**
Highest placed horse from all breed classes, winner and runner up only;
 3. **Colour Categories**
 - i. **Hi-Point Solid Colour Horse**
 - ii. **Hi-Point Multi Colour Horse**
 4. **Performance Categories**
 - i. **Hi-Point Trail at Halter Horse**
 - ii. **Hi-Point Hunter** (excludes Introductory Hunter)
 - iii. **Hi-Point Single Pleasure Driving Horse**
(excludes whip and harness best presented)
 - iv. **Hi-Point Country Pleasure Driving Horse**
(excludes whip and harness best presented)
 - v. **Hi-Point Roadster**
 5. **Overall Hi-Point Performance Horse**
 - i. Points from trail, hunter, jumper, fault & out, 6 bar jumping, pleasure driving and roadster count for overall Performance Horses;
 - ii. Points from 2 or more of the above disciplines to count for Overall Performance Horse but only 1 of the harness disciplines and 1 of the jumping disciplines are counted;
 - iii. Excludes whip driving classes;
Excludes harness best presented;
 6. **Hi-Point Best Presented Horse and Adult Handler**
Same Handler but any Cat A or B Horse, points counted from 8 placings only;
 7. **Hi-Point Best Presented Horse and Youth Handler**
Same Handler but any Cat A or B Horse, points counted from 8 placings only;
 8. **Hi-Point Best Presented Harness Horse and Adult Driver**
Same Driver but any Cat A or B Horse, points counted from 8 placings only;
 9. **Hi-Point Best Presented Harness Horse and Youth Driver**
Same Driver but any Cat A or Cat B Horse, points counted from 8 placings only;
 10. **Hi-Point Adult Showmanship**
Open to any handler 18 years or over handling a Cat A or B Horse, points counted from 8 class placings and Champion/Reserve Champions only;
 11. **Hi-Point Youth Showmanship**
Open to any handler under 18 years handling a Cat A or B Horse, points counted from 8 class placings and Champion/Reserve Champions only;
 12. **Hi-Point Junior Youth**
Open to any handler 12 years and under handling a Cat A or B Horse. Points counted from the same combination (horse and handler) competing in Youth Hi-Point Classes (YHP). A maximum of 8 scores counted. Scores are based on points from up to a maximum of 5 classes from the following sections:
 - Best Presented
 - Trail
 - Showmanship (excl Champ)
 - One from Best Presented Harness, Single Pleasure Driving, Country Pleasure Driving or Roadster Driving
 - Handler
 - Hunter
 13. **Hi-Point Senior Youth**
Open to any handler 13 years or over and under 18 years handling a Cat A or B Horse. Points counted from the same combination (horse and handler) competing in Youth Hi-Point Classes (YHP). A maximum of 8 scores counted. Scores are based on points from





up to a maximum of 5 classes from the following sections:

- Best Presented
- Trail
- Showmanship (excl Champ)
- One from Best Presented Harness, Single Pleasure Driving, Country Pleasure Driving or Roadster Driving
- Handler
- Hunter

14. **Overall Hi-Point Youth**

Highest placed youth from Junior Youth and Senior Youth combined. Winner and Runner Up awards;

15. **Hi-Point Adult Rookie of the Year (entry required)**

Open to any handler 18 years and over competing in their first or second year handling a Cat A or B Horse. Eg. Eligibility for 2007-2008 Award – Not to have shown in an NZMHA Hi-Point Show prior to August 1, 2006. Points counted from only 1 horse per show up to a maximum of 8 class placings per show counted





GI - Gelding Incentive RULES

CATEGORIES

Category A Halter
Category A Performance

Category B Halter
Category B Performance

RULES

1. Horses must be owned/leased by a current financial Member at time of entry;
2. Horses must be registered with NZMHA;
3. Gelding Incentive **Halter Competition** will include points from the following GI classes:
 - Gelding Breed classes;
 - Colour classes;
 - Head classes;
 - Movement classes;
4. Gelding Incentive **Performance Competition** will include points from the following GI classes
 - ONE Jumping class from Hunter, Jumper, Six Bar Jumper or Fault and Out;
 - ONE Trail class;
 - ONE Harness class from Single Pleasure Driving, Country Pleasure Driving or Roadster Driving;
5. All entries must be on the official NZMHA Gelding Incentive form;
6. Only NZMHA National and Regional Shows, shows run by NZMHA Affiliated Clubs that offer the recommended NZMHA show program or other shows are eligible for inclusion in the Gelding Incentive. In all cases the show must be as approved by NZMHA Council;
7. Points to count for each Gelding Incentive section from no more than 8 shows;
8. If less than 15 horses in a category on the day, then no points will be awarded in that category;
9. If a horse changes category part way through the show season, all points earned to that date of transfer will be forfeited;
10. Horses may enter at any time before or during the show season, however only points won up to 7 days prior to entry will be accepted;
11. Height certificates must be valid at the time of showing. If a horse is shown without a valid height certificate at any show, that show will not be counted;
12. Handler must write on card number of horses in class, if it is not on card, the lowest number of points will be awarded;
13. Copies of valid height certificate(s) must accompany cards when recalled at the end of the show season;
14. If points are equal, the prize money will be shared equally among the winners of that section;

NOTE
POINTS FOR SHOWS FOR GELDING INCENTIVE WILL BE AWARDED
AS PER THE NZMHA HI-POINT RULES.





MI - MARE INCENTIVE RULES

CATEGORIES

Category A Halter
Category A Performance

Category B Halter
Category B Performance

RULES

1. Horses must be owned/leased by a current financial Member at time of entry;
2. Horses must be registered with NZMHA;
3. Mare Incentive Halter Competition will include points from the following MI classes:
 - Mare Breed classes 2yrs and older;
 - Colour classes;
 - Head classes;
4. Movement classes; Mare Incentive Performance Competition is open to Mares 2yrs and over, will include points from the following MI classes
 - ONE Jumping class from Hunter, Jumper, Six Bar Jumper or Fault and Out;
 - ONE Trail class;
 - ONE Harness class from Single Pleasure Driving, Country Pleasure Driving or Roadster Driving;
5. All entries must be on the official NZMHA Mare Incentive form;
6. Only NZMHA National and Showcase Shows, shows run by NZMHA Affiliated Clubs that offer the recommended NZMHA show program or other shows are eligible for inclusion in the Mare Incentive. In all cases the show must be as approved by NZMHA Council;
7. Points to count for each Mare Incentive section from no more than 8 shows;
8. If less than 15 horses in a category on the day, then no points will be awarded in that category;
9. If a horse changes category part way through the show season, all points earned to that date of transfer will be forfeited;
10. Horses may enter at any time before or during the show season, however only points won up to 7 days prior to entry will be accepted;
11. Height certificates must be valid at the time of showing. If a horse is shown without a valid height certificate at any show, that show will not be counted;
12. Handler must write on card number of horses in class, if it is not on card, the lowest number of points will be awarded;
13. Copies of valid height certificate(s) must accompany cards when recalled at the end of the show season;
14. If points are equal, the prize money will be shared equally among the winners of that section;

NOTE POINTS FOR SHOWS FOR MARE INCENTIVE WILL BE AWARDED
AS PER THE NZMHA HI-POINT RULES.





F - FUTURITY RULES

The NZMHA "Futurity". This is an annual event, where horses sired by Futurity nominated sires are eligible to be entered in the NZMHA Futurity – one in the North Island, one in the South Island. Horses may only compete in one futurity class each season.

Step One

Stallions are automatically nominated when their annual Stallion Breeding Return is filed with the NZMHA Registrar and a nomination fee is paid.

For the purposes of this competition the owner/leasee is deemed to be the person who signed the Stallion Breeding report.

Step Two

The foals of these nominated stallions are eligible when born to be futurity nominated at a one off fee.

This nomination makes the foal eligible for futurities as a foal and yearling with no further continuation fees, other than to enter the actual futurity class at the show.

Foals born prior to February 1 of the current season must be nominated by February 28 to be eligible to enter the foal futurity in the current season and/or the yearling futurity in the following season. Foals by a nominated stallion born on or after February 1 of the current season may be late nominated so as to compete in the yearling futurity the next year for the standard fee.

Yearlings of nominated stallions may be late nominated for a penalty fee of \$50 provided they are nominated by February 28 of their yearling show year.

Foal nomination occurs either at the time of registration by selection of relevant boxes on the registration application and payment of the nomination fee. For horses for whom registration papers have been issued a separation nomination form, the original registration papers and the nomination fee must be forwarded to the registrar. In all cases the registration papers will be stamped "Futurity Nominated", dated and countersigned by the Registrar. A foal/yearling is only eligible for entry in the futurity classes if its registration papers are so marked.

Step Three

Horses are shown in the futurity as a foal or yearling (classes to be held at the NZMHA National Show and at the NZMHA Council Nominated Showcase Show for the Island not holding the National Show). Where no showcase show is held in the region of the Island NOT holding the National Show for whatever reason, Futurity Classes will be held alongside a NZMHA show held in the same region as the island the Showcase holding the Futurity classes would have been run in, failing that, at another showcase in the same island. Where no National Show is held in the island this would occur on normal rotation for whatever reason, the Futurity Classes will be held alongside a NZMHA show Region or showcase show in the same island. The cost to enter each futurity class shall be the same in each island.

Futurity Classes to be held: -

NZMHA Foal/Weanling Colt Futurity Category A
NZMHA Foal/Weanling Filly Futurity Category A
NZMHA Foal/Weanling Colt Futurity Category B





NZMHA Foal/Weanling Filly Futurity Category B
NZMHA Yearling Colt Futurity Category A
NZMHA Yearling Filly Futurity Category A
NZMHA Yearling Colt Futurity Category B
NZMHA Yearling Filly Futurity Category B

Both North Island and South Island events to be held, awards to be noted as North Island or South Island Futurity Champion.

Prize pools are established for each section in *each island*.

Prize pool shall be made up as follows:

- 50% of the futurity portion of the Stallion Breeding Return Fee shall be allocated.
- The nomination fees for all foals and yearlings nominated (including late foal nominations)
- The futurity class entry fees

The prize pool shall be split evenly across all classes for each island ..

1st – 50%, 2nd – 25% ,3rd – 15%, 4th – 10%

- Any unused prize money will be carried over till next year's prize pool.

The prize money shall be paid to the registered owner/lease of the foal at the close of entries for the show.

Stallions

The stallion prize pool shall be made up as follows:

- 1/4th of the futurity portion of the Stallion Breeding Return Fee shall be allocated to the stallion futurity prize pool
- 100% of the stallion prize pool is paid as prize money on the following basis

The total futurity prize money won by the progeny (both Category A and Category B) of each stallion shall determined

1st – 30% of the total stallion prize pool
2nd – 25% of the total stallion prize pool
3rd – 20% of the total stallion prize pool
4th – 15% of the total stallion prize pool
5th – 10% of the total stallion prize pool

Any unused prize money (i.e. no place getter to be paid) is carried over into the next year's stallion futurity total prize pool.

The top two futurity stallions shall receive a free full page colour ad in Tinytales.

Remaining ¼ of the nominated stallion breeding report fee is held for administration.

Note: No refunds can be made at any stage if the horse does not carry on in the competition (eg. colt is gelded).





Future Futurities

Each season a new futurity will start for future generations of foals born.

Note: Geldings are ineligible to compete in this competition which is targeted at future breeding stock. The prize money shall be paid to the person (owner/leasee) who signed the Stallion Breeding Return.





O - OTHER SPECIALTY CLASSES

Recommended procedures and rules are available for other specialty events such as dressage, events, and other forms of harness activity. Contact the NZ Miniature Horse Association for more information.

D - DISCLAIMER

Every endeavour is made to ensure the information in these rules is correct and designed to ensure shows are run safely. However, the responsibility for safety at shows rests with show management. The New Zealand Miniature Horse Association will accept no responsibility for any accident or other event that gives rise to damage, or loss to horse, vehicles or other property; or to death, injury, or illness (including mental anguish) to any person whether a Member, guest, spectator or otherwise, whilst participating in events or shows run under the above rules.

These show rules will be revised and reprinted when necessary by the Council of the New Zealand Miniature Horse Association.

