

# Small Equine In-Hand

The small equine in-hand division was developed to provide a place for horse project members whose equine may be too small to ride. Throughout this document, when the word “equine” is used it specifically refers to small equine. Unless otherwise specified, exhibitors may wear standard western or English attire as described in the PNW Contest Guide.

## Eligibility for Showing

### Height

Small Equine In-Hand classes are open to any equine (miniature horse, pony, donkey or mule) that is 48” or less when measured at the highest point of the withers

**Please note** that this may be a different way of measuring than what miniature horse owners are used to. If you have used the height at the last hair of the mane before, you will need to remeasure your equine at the highest point of the withers.

Height categories are used for setting jump and obstacle dimensions. Based on their measurement, equines shall be assigned to the appropriate height category as described below:

- Category A: Under 34” (and in jumping classes, all donkeys)
- Category B: 34” up to, but not including, 38”
- Category C: 38” and over, through 48”

### Age

The show age of equines less than 36 months of age is determined by their age on the day of the show.

- Equine must be 12 months or older to compete in obstacle classes.
- Equine must be 36 months or older to compete in jumping classes.

### Tack

- The equine must be shown in a working halter with a throatlatch. The halter may be made of leather, synthetic leather, rope, or webbing.
- The lead may be flat or rounded. The exhibitor’s end of the lead must be without a loop. Length must be appropriate to the size of the equine, but not less than six feet or longer than ten feet.
- A chain under the chin may be used.

### *Not Allowed*

- Chains over the nose
- Arabian-style halters (allowed only in Showmanship)
- Any tack on the body (except for the halter). For example, surcingles or similar objects to keep the head under control

### Exhibitor Attire

- Exhibitor may wear either English or Western attire.
- Riding boots, paddock boots or sturdy leather shoes are required
- A helmet is required

### *Not Allowed*

- Spurs
- Chaps
- Whips/crops

# Small Equine In-Hand Classes

## Dressage In-Hand

### Scoring

100 points total

- |                                                                                     |     |
|-------------------------------------------------------------------------------------|-----|
| ● <i>Execution</i>                                                                  | 50% |
| ● <i>Collective Remarks</i> (gaits, impulsion, submission, exhibitor, presentation) | 50% |

### Overview:

Dressage In-Hand is comparable to ridden Dressage in its execution and scoring. Emphasis should be placed on suppleness, basic gaits, figures, impulsion and transitions in the performance of the horse, as produced by the handler. Each movement is scored (0 to 5 points) to establish whether it was insufficient (2 or below) or sufficient (3 or above).

### Arena Layout

The dressage arena must be rectangular in shape, with the short sides half as long as the long sides. The arena should not be as large as a ridden dressage arena, but it must be large enough for the Category C equines to complete their maneuvers smoothly. 10x20 meters is a good starting point. The basic dressage letters will be posted (A, B, C, E, F, H, K, M)

### Execution of the Test

- Voice signals and/or clicking the tongue are prohibited.
- Tests may be read during the competition, but no part of a test may be read more than once.
- Lateness or errors in reading the pattern will not relieve the exhibitor from error penalties.
- Coaching by anyone is prohibited and will result in the elimination of the exhibitor.

**Dressage Test Pattern:**

<p>1</p> <ul style="list-style-type: none"> <li>● A - Enter working walk</li> <li>● X - Halt, salute</li> </ul>	<p>6</p> <ul style="list-style-type: none"> <li>● C to B - Working trot</li> </ul>
<p>2</p> <ul style="list-style-type: none"> <li>● X - Proceed working trot</li> <li>● C - Track left</li> <li>● C to E - Working trot</li> </ul>	<p>7</p> <ul style="list-style-type: none"> <li>● B - Circle right at the trot, width of arena</li> </ul>
<p>3</p> <ul style="list-style-type: none"> <li>● E - Halt, move to the off side</li> <li>● E - Circle left at the trot, width of arena</li> </ul>	<p>8</p> <ul style="list-style-type: none"> <li>● B to F - Transition to walk</li> <li>● FAX - Walk down centerline</li> </ul>
<p>4</p> <ul style="list-style-type: none"> <li>● E to A - Working trot</li> <li>● A - Halt, move to near side</li> <li>● AFB - Working walk</li> </ul>	<p>9</p> <ul style="list-style-type: none"> <li>● X - Halt 3-5 seconds</li> <li>● X - Back 2-4 steps</li> </ul>
<p>5</p> <ul style="list-style-type: none"> <li>● B to H - Free walk on a long lead across diagonal</li> <li>● H to C - Working walk</li> </ul>	<p>10</p> <ul style="list-style-type: none"> <li>● X to G - Proceed at working walk</li> <li>● G - Halt, salute</li> <li>●</li> </ul>

Small Equine In-Hand Score Sheet

**Dressage In-Hand**

<b>Exhibitor #:</b>		<b>Age Group:</b> <input type="checkbox"/> Jr <input type="checkbox"/> Int <input type="checkbox"/> Sr			<b>Height Category:</b> <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C	
Movement	Test	Directive Ideas	Max	Points	Remarks	
1	A X	Enter working walk Halt, salute	5			
2	X C C to E	Proceed working trot Track left Working trot				
3	E E	Halt, move to the off side Circle left at the trot, width of arena				
4	E to A A AFB	Working trot Halt, move to near side Working walk	5			
5	B to H H to C	Free walk on a long lead across diagonal Working walk				
6	C to B	Working trot				
7	B	Circle right at the trot, width of arena				
8	B to F FAX	Transition to walk Walk down centerline	5			
9	X X	Halt 3-5 seconds Back 2-4 steps				
10	X to G G	Proceed at working walk Halt, salute				
<b>Performance Subtotal</b>			<b>50</b>			
Collective Remarks						
Element	Qualities	Max	Points	Remarks		
Gaits	<ul style="list-style-type: none"> <li>• Freedom &amp; regularity</li> <li>• Consistency</li> </ul>	10				
Impulsion	<ul style="list-style-type: none"> <li>• Desire to move forward.</li> <li>• Elasticity of steps.</li> <li>• Engagement of hindquarter</li> </ul>	10				
Submission	<ul style="list-style-type: none"> <li>• Acceptance of guidance.</li> <li>• Attention &amp; confidence.</li> <li>• Calmness, lightness, ease of movements.</li> </ul>	10				
Exhibitor	<ul style="list-style-type: none"> <li>• Use of lead &amp; aids.</li> <li>• Handler's position &amp; posture.</li> </ul>	10				
Presentation	<ul style="list-style-type: none"> <li>• Equine/handler Presentation as a team</li> </ul>	10				
<b>Collective Remarks Subtotal</b>		<b>50</b>		<p><b>Ribbon Points</b></p> <ul style="list-style-type: none"> <li>• Blue = 85-100</li> <li>• Red = 70-84</li> <li>• White = 0-69</li> </ul> <p><b>Points</b></p> <ul style="list-style-type: none"> <li>• 5 (10)=Very Good</li> <li>• 4(8)=Good</li> <li>• 3(6)=Average</li> <li>• 2(4)=Below Average</li> <li>• 1(2)=Poor</li> <li>• 0=Did Not Perform</li> </ul> <p>High Blues, Grand and Reserve may be awarded to the top blue ribbon winners in the class or at judge's discretion.</p>		
<b>Performance Subtotal (from above)</b>		<b>50</b>				
<b>Grand Total</b>		<b>100</b>				
<b>Ribbon</b>						
<b>Special Award:</b>						

## Obstacles In-Hand

### Scoring

- |                       |     |
|-----------------------|-----|
| ● Execution           | 80% |
| ● Overall Performance | 20% |

### Description:

Obstacles In-Hand is a disciplined event designed to test the working relationship between equine and exhibitor. The course will consist of obstacles of various types. The class is judged on the exhibitor's ability to guide the equine through the course with control and precision. The equine's performance and way of going with an emphasis on manners throughout the course is also considered along with the responsiveness and willingness of the equine.

Unlike In Hand Trail, which is based on obstacles found along the trail, the obstacles in Obstacles In Hand are specifically chosen to test the exhibitor's ability to control and maneuver the equine.

### Course Layout

The course will consist of six obstacles. A start and finish line must be established at a safe distance from the first and last obstacle and indicated by two markers at least 4 feet apart. The exhibitor must go between these markers in the proper direction to officially start and end the pattern otherwise the exhibitor is considered off course.

At least three different categories of obstacles must be used. (see obstacle description charts.)

Course designs must ensure all safety precautions are taken and the judge has the right to alter any course that he/she feels may be unsafe before the first equine is on course. If the course must be altered after the first equine has completed the course, that equine will be allowed to rerun the course.

### Course Procedures:

Exhibitors compete one at a time over a set pattern of obstacles. The dimensions of the obstacles will be adjusted according to the height category of the equine. The height category of the equine will be used to determine the order in which the exhibitors enter the ring. However, judging of all obstacle classes is done by the age group of the exhibitor.

The judge must be available to perform a walk through the course with exhibitors prior to commencement of the class. Only exhibitors are permitted on the course – no equines until the commencement of the class

### Cueing

Exhibitors are permitted to cue their equine by the use of voice commands and hand signals.

Most other forms of cueing are penalized. Penalized cueing includes but is not limited to:

- hitting the equine with lead rope or other object
- physically pushing the equine in any direction
- deliberate body or hand contact with the equine
- any obvious intimidation of the equine
- holding the equine by the halter rather than the lead
- stepping on or in an obstacle with the equine unless the course layout requires it or by direction of the judge.
- backing equine by aggressively shaking the lead rope
- baiting with food or other objects

### Course Penalties:

Each of the following occurrences will lead to an automatic 30 point deduction:

- Negotiating obstacles in the wrong direction (off course)
- Taking obstacles in the wrong order (off course)
- Falling of the equine or exhibitor

## General Penalties

- Failure to complete an obstacle is not a disqualification but should be penalized accordingly.
- An exhibitor may attempt any obstacle up to three (3) times but then they must move on to the next obstacle.
- Maximum time is 60 seconds per obstacle. After the time is used, the exhibitor will be directed to move on.
- Exhibitors shall be penalized for any unnecessary delay in approaching an obstacle.
- Refusals are not a disqualification, but should be faulted accordingly.

## Disqualifications:

- Equine running free of the exhibitor
- Willful abuse of the equine by the exhibitor
- Leaving arena without permission of the judge or steward

## Obstacles

The following obstacles are prohibited:

- Tire and stair obstacles
- Logs or poles elevated in such a manner that allows them to roll
- Rocking or moving bridges

## Pole Requirements

- Poles on the ground should be 1½” to 4” in diameter and at least 5’ long, unless otherwise specified
- Elevated poles should be 1½” to 2” in diameter and 5’ to 6’ long.
- Poles can be made of wood or schedule 40 PVC pipe, depending on the location & use of the pole.

## Cone Requirements

- Cones should be at least 10” tall.
- Cones may be of any color or combination of colors

## “Over” Category Obstacles

Obstacle	Information	Category Adjustments	Penalties
Bridge	<ul style="list-style-type: none"> <li>● Equine must walk over a raised bridge (can have incline/decline, step up/down, or be flat)</li> <li>● Bridges must be sturdy &amp; safe without sides. Rocking/moving bridges prohibited.</li> </ul>	<ul style="list-style-type: none"> <li>● Minimum width: A &amp; B = 18”, C = 24”</li> </ul>	<ul style="list-style-type: none"> <li>● Equine steps off bridge</li> <li>● Exhibitor steps onto bridge</li> </ul>
Jump	<ul style="list-style-type: none"> <li>● No more than one jump may be included in a course. Ground poles are required</li> <li>● Equine must clear jump without touching (clear round).</li> <li>● Exhibitor is not permitted to jump obstacle.</li> <li>● Jumps must be at least 5 feet wide &amp; must be spaced 16 feet from other obstacles.</li> </ul>	<ul style="list-style-type: none"> <li>● A &amp; B: Max 12” in height</li> <li>● C: Max 18” in height</li> <li>● Equines under 24 months &amp; all donkeys: Max 6” in height</li> </ul>	<ul style="list-style-type: none"> <li>● Equine knocks down any part of jump</li> <li>● Exhibitors knocks down any part of jump</li> </ul>
Water, Tarp, Carpet, Mat	<ul style="list-style-type: none"> <li>● Equine is to walk over obstacle as prescribed by pattern.</li> <li>● Tarp edges must be secured</li> <li>● Obstacle dimensions should be a minimum of 24 inches wide by 5 feet long.</li> <li>● Equine must <b>walk</b> over obstacle. Exhibitor is not permitted to walk on obstacle.</li> <li>● Water may be poured to create a water obstacle.</li> </ul>	<ul style="list-style-type: none"> <li>● Minimum width: A &amp; B = 18”, C = 24”</li> </ul>	<ul style="list-style-type: none"> <li>● Equine steps to side of obstacle</li> <li>● Equine steps completely off obstacle</li> <li>● Equine fails to walk over obstacle</li> <li>● Equine jumps, leaps or evades obstacle</li> </ul>
Ground Walk/Trot Poles	<ul style="list-style-type: none"> <li>● Equine must walk or trot over sequence of ground poles without touching poles.</li> <li>● Poles can be set in straight line, zig-zag or fan shaped pattern.</li> <li>● Maximum of 6 poles in a row may be used.</li> </ul>	<ul style="list-style-type: none"> <li>● Walk Over between poles: A &amp; B=16” to 20”, C=18” to 24”</li> </ul>	<ul style="list-style-type: none"> <li>● Exhibitor doesn’t remain outside of obstacle</li> <li>● Equine jumps, leaps, refuses, or evades poles</li> </ul>

		<ul style="list-style-type: none"> <li>Trot Over between poles: A &amp; B=20" to 24", C=24" to 28"</li> </ul>	<ul style="list-style-type: none"> <li>Equine ticks, hits, knocks, or rolls pole</li> </ul>
Elevated Walk/Trot Poles	<ul style="list-style-type: none"> <li>Equine must walk or trot over a single elevated pole or a series of elevated poles</li> <li>Exhibitors is not permitted to go over poles</li> </ul>	<ul style="list-style-type: none"> <li>Single pole maximum height: A &amp; B=8", C=12"</li> <li>Multiple pole maximum height: A &amp; B=6", C=10"</li> <li>Maximum distance same as for trot over ground poles above</li> </ul>	<ul style="list-style-type: none"> <li>Equine refuses</li> <li>Equine goes around</li> <li>Equine knocks down pole(s)</li> <li>Exhibitor goes over poles</li> </ul>

### "Pattern" Category Obstacles

Obstacle	Information	Category Adjustments	Penalties
Lead Through Poles	<ul style="list-style-type: none"> <li>Equine must walk or trot through a sequence of parallel ground poles</li> <li>Poles can be set in straight line, zig-zag or other shaped pattern.</li> </ul>	<ul style="list-style-type: none"> <li>Minimum width between poles: A=24", B=28", C=30"</li> </ul>	<ul style="list-style-type: none"> <li>Exhibitor doesn't remain outside of obstacle</li> <li>Equine jumps, leaps, refuses, or evades poles</li> <li>Equine steps out of obstacle</li> </ul>
Walk/Trot Cones	<ul style="list-style-type: none"> <li>Exhibitor must guide equine through cones spaced equal distances apart</li> <li>Sequence should include 4-6 cones.</li> <li>Potted plants, or similar objects, may be used in place of cones.</li> </ul>	<ul style="list-style-type: none"> <li>Minimum distance between cones: A &amp; B=6', C=8'</li> <li>Maximum distance between cones: A &amp; B=8', C=12'</li> </ul>	<ul style="list-style-type: none"> <li>Equine not willing to work through cones</li> <li>Equine is not at designated gait</li> </ul>

### "Control" Category Obstacles

Obstacle	Information	Category Adjustments	Penalties
Backing Through	<ul style="list-style-type: none"> <li>Equine must back through a preset pattern of poles or markers.</li> <li>Poles may be set in any pattern such as an L, V or parallel lines.</li> </ul>	<ul style="list-style-type: none"> <li>A &amp; B - minimum 30" apart</li> <li>C - minimum of 40" apart</li> </ul>	<ul style="list-style-type: none"> <li>Exhibitor doesn't remain outside of obstacle</li> <li>Equine isn't outside of obstacle before backing</li> <li>Equine doesn't back correct number of steps</li> </ul>
Ground Tie	<ul style="list-style-type: none"> <li>Stand equine at a designated location while exhibitor moves around or away from &amp; back to animal</li> </ul>	<ul style="list-style-type: none"> <li>No adjustments required</li> </ul>	<ul style="list-style-type: none"> <li>Equine does not stay in place</li> </ul>
Turn-In Square	<ul style="list-style-type: none"> <li>Square will be made of four 3"- 4" diameter poles.</li> <li>Exhibitor must: enter square, turn equine as required, &amp; leave square.</li> <li>Patterns may require the equine to turn 90°, 180°, 270° or 360° in box.</li> <li>Exhibitor must be within square, unless directed otherwise by pattern.</li> </ul>	<ul style="list-style-type: none"> <li>A &amp; B: each pole 5-6 feet long</li> <li>C: each pole 7-8 feet long</li> </ul>	<ul style="list-style-type: none"> <li>Exhibitor touches poles or steps outside square</li> <li>Equine steps outside of box</li> </ul>
Pivot Obstacles	<ul style="list-style-type: none"> <li>Equine's front/rear legs are placed in circle &amp; forehand/haunch turn is performed turn as designated in pattern.</li> <li>Circle may be soft rope, chalk, or plywood &amp; must be 12-24" in diameter</li> </ul>	<ul style="list-style-type: none"> <li>No adjustments are necessary for different height categories.</li> </ul>	<ul style="list-style-type: none"> <li>Equine steps outside of circle</li> <li>Equine fails to pivot correct distance</li> </ul>
Side Pass Obstacles	<ul style="list-style-type: none"> <li>Equine must side pass over a pole.</li> <li>Physically pushing or hitting equine constitutes illegal cueing.</li> </ul>	<ul style="list-style-type: none"> <li>Minimum width for all sizes: 24"</li> <li>Maximum height for all sizes: 6"</li> </ul>	<ul style="list-style-type: none"> <li>Equine steps over pole (if present)</li> <li>Equine fails to side pass</li> </ul>

### "Under" Category Obstacles

Obstacle	Information	Category Adjustments	Penalties
Tunnels, Curtains, Carwash	<ul style="list-style-type: none"> <li>Equine must walk under an obstacle that is over or on both sides of the equine</li> </ul>	<ul style="list-style-type: none"> <li>Minimum height for all sizes is 7'</li> <li>Minimum width for all sizes is 5'</li> </ul>	<ul style="list-style-type: none"> <li>Equines refuses to pass under obstacle</li> <li>Equine shies will passing under obstacle</li> <li>Exhibitor goes through obstacle with equine</li> </ul>
Hula Hoop	<ul style="list-style-type: none"> <li>Equine must stand with front feet in hula hoop &amp; then stand quietly while hoop is passed over his head &amp; body &amp; then lowered to the ground around back legs.</li> </ul>	<ul style="list-style-type: none"> <li>May not be used as an obstacle if there is an equine that is too large to pass through it. Different sized hula hoops may be</li> </ul>	<ul style="list-style-type: none"> <li>Equine shies from hoop</li> <li>Hoop isn't passed completely over equine</li> <li>Exhibitor forces equine through hoop</li> </ul>

	<ul style="list-style-type: none"> <li>Alternatively, back legs may be placed in hoop &amp; the hula hoop passed from back to front over equine's head.</li> </ul>	used for each height category.	
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### "Daily Chores" Category Obstacles

Obstacle	Information	Category Adjustments	Penalties
Gate Obstacles	<ul style="list-style-type: none"> <li>Equine &amp; exhibitor must go through the gate &amp; close gate behind them.</li> <li>One hand should remain on the gate at all times.</li> </ul>	<ul style="list-style-type: none"> <li>No adjustments for required.</li> </ul>	<ul style="list-style-type: none"> <li>Exhibitor loses control/contact with gate</li> <li>Equine not willing to walk through &amp; stand quietly</li> </ul>
Mailbox	<ul style="list-style-type: none"> <li>Exhibitor shall lead equine up to mailbox, open mailbox, remove an item from mailbox &amp; close mailbox.</li> </ul>	<ul style="list-style-type: none"> <li>No adjustment for height category is necessary.</li> </ul>	<ul style="list-style-type: none"> <li>Equine refuses to approach mailbox</li> <li>Equine fails to stand quietly</li> </ul>
Objects	<ul style="list-style-type: none"> <li>Put something on and off of equine or exhibitor (coat, blanket, etc)</li> <li>Pick up &amp; carry something (bucket, flag, etc)</li> <li>No spraying obstacles are allowed</li> </ul>	<ul style="list-style-type: none"> <li>If an item is to be placed on equine, care must be taken that it will fit all sizes of equine.</li> </ul>	<ul style="list-style-type: none"> <li>Equine fails to stand quietly while exhibitor deals with object</li> <li>Equine shies while passing object</li> </ul>



4-H Small Equine In-Hand Obstacles In-Hand Score Sheet					Exhibitor #:	
Age Group: <input type="checkbox"/> Junior <input type="checkbox"/> Intermediate <input type="checkbox"/> Senior					Date:	
Height Category: <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C						
Obstacle Description	Clean 5 points	A few minor errors 4 points	Several Minor errors 3 points	A few major errors 2 points	Several major errors 1 point	Does not attempt 0 points
1.						
2.						
3.						
4.						
5.						
6.						
<b>Tack &amp; Attire</b>	Appropriate, clean, fits well 5 points	A few minor problems 4 points	Several minor problems 3 points	A few major problems 2 points	Several major problems 1 point	Illegal or missing required items 0 points
Appropriate Tack						
Appropriate Attire						
	Well mannered, & responsive 5 points	A few minor issues 4 points	Several minor issues 3 points	A few major issues 2 points	Several major issues 1 point	Out of control 0 points
<b>Equine</b>						
	Calm & in control, Appropriate Cues 5 points	A few minor issues 4 points	Several minor issues 3 points	A few major issues 2 points	Several major issues 1 point	No control or Abusive 0 points
<b>Exhibitor</b>						
<b>Total Points</b>		<b>30 Point Course Penalties</b>			<b>Ribbon Points</b>	
<b>Less points for course penalties</b>		<ul style="list-style-type: none"> <li>• Off course</li> <li>• Equine or exhibitor falls</li> <li>• Failure to pass through start/finish markers</li> <li>• Jumping with equine</li> </ul>			<ul style="list-style-type: none"> <li>• Blue = 43-50 (85%-100%)</li> <li>• Red = 35-42 (70% - 84%)</li> <li>• White = 0-34 (0% - 69%)</li> </ul>	
<b>Total Final Score</b>		<b>Disqualifications</b> <ul style="list-style-type: none"> <li>• Equine runs free from exhibitor</li> <li>• Willful abuse of equine by exhibitor</li> <li>• Leaving arena without permission</li> </ul>				
<b>Ribbon</b>	<input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> White		<b>Special Award</b>			

## Obstacles In-Hand Score Sheet – Side 2

- Failure to complete an obstacle and/or refusals is/are not a disqualification but should be penalized accordingly.
- An exhibitor may attempt any obstacle up to 3 times, however, the judge may send the equine onto the next obstacle at any time. Maximum time is 60 seconds per obstacle.
- Exhibitors shall be penalized for any unnecessary delay in approaching an obstacle.
- Each of the following occurrences will lead to a mandatory 30 point deduction: Negotiating obstacles in the wrong direction (off course), Taking obstacles in the wrong order (off course), Falling of the equine or exhibitor
- The judge should take the age and size of the exhibitor into account when assessing penalty points.

### **Penalties for specific obstacles (in addition to those mentioned above):**

- **Backing:** Penalties: The exhibitor does not remain outside of the backing obstacle, The equine is not outside of the obstacle before they commence backing, The equine does not back the correct distance or number of steps.
- **Walk/Trot Poles:** Penalties: The exhibitor does not remain outside the obstacle, The equine jumps, leaps, refuses or evades the poles, The equine ticks, hits, knocks or rolls a pole.
- **Gate:** Penalties: The exhibitor loses control over the gate, The exhibitor loses contact with the gate, The equine is not willing to walk through the gate and stand quietly, The equine touches the gate.
- **Cones:** Penalties: The equine is not willing to work through the cones.
- **Turn-In Square:** Penalties: The exhibitor touches the poles or steps outside the square, The equine steps outside of the box with one foot, The equine steps completely outside of the box.
- **Bridge:** Penalties: The equine steps off the bridge, The equine should gain more points for showing expression and should lose points for fear/intimidation.
- **Jump:** Penalties: The equine knocks down jump or any part of the jump, The exhibitor knocks down the jump.
- **Water:** Penalties: The equine steps to the side of the obstacle with one foot, The equine steps completely off the tarp, The equine fails to walk over the obstacle or jumps, leaps or evades the obstacle.
- **Side Pass:** Penalties: The equine places feet over the opposite side of the pole, The exhibitor intimidates the equine to make it side pass either with lead, hand, or arm, The equine fails to side pass. Credit will be given for equines that cross over their legs as they execute the side pass.
- **Mailbox:** Penalties: The equine refuses to approach the mailbox, The equine fails to stand quietly while the exhibitor deals with the mailbox.
- **Objects:** Penalties: The equine fails to stand quietly while the exhibitor deals with the object, The equine shies while passing the object.

## In-Hand Hunter

### Scoring

- |                              |     |
|------------------------------|-----|
| ● <i>Execution</i>           | 70% |
| ● <i>Overall Performance</i> | 30% |

### Description

The objective of a jumping classes is to increase the level of communication between equine & exhibitor. In this event exhibits are judged not only on the number of jumping or course faults, but also on the exhibitor's ability to display the style, manners and way of going, speed, control and gait of their equine.

### Course Layout

The course will consist of 6 jumps with at least one, but no more than 4, changes of direction. Individual jumps may be repeated to get the total of 6 jumps. The jumps may be attractive and varied or they may be standard post and rail jumps.

Hunter courses are designed to allow the exhibitor to present the horse to its best advantage. Longer distances and wide corners are utilized to enable a smooth presentation. Exhibitors will not be asked for tight turns. Angled jumps must be approached from the long corner, not the short corners. Hunter courses consist of two or three straight or gently curved lines of jumps that do not require turns between them, or single jumps, with room for wide corners between lines and jumps.

Start and finish lines must be placed at least 30 feet from the first and last obstacle and be indicated by two markers at least 4 feet apart. Equines must cross the start/finish line in the proper direction to officially start and complete the course.

### Warm-Up

- A warm-up jump will be provided for exhibitors to use before jumping competition begins.
- Upon entering the arena, the exhibitor & equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

### Jumps

- Jump standards must be short enough for all exhibitors to run past without catching the lead on the standard. The maximum height for standards is 40".
- Jumping poles will be made of schedule 40 PVC piping that is 1½" to 2" in diameter.
- All jumps must be at least 5 feet wide.
- Sight ground poles are required for all jumps.
- Jumps set at 32 inches or more in height must have a second rail added.
- Decorations must not protrude more than 24 inches from the uprights.
- At least 2 fences must be set at the maximum heights, or, if the standards are not able to be set at the maximum height, no less than 2" below maximum height.
- Distances between fences in a line must be shown on the course diagram and measured when setting the course.
- A minimum of 30 feet of actual travel distance from center of one jump to center of the next must be maintained, except in the case of an in-and-out.
- An in-and-out is considered one obstacle

- The maximum height of the bar on the second element of an in-and-out must not exceed 24 inches. The first bar should be set lower than the second element.
- An in-and-out may not be the first jump on the course or the first jump in a line.

Jump Heights - will be adjusted as follows to allow for different categories of equine:

- Category A: jump height 10"-20" In-and-out spacing 10'
- Category B: jump height 14"-24" In-and-out spacing 12'
- Category C: jump height 18"-28" In-and-out spacing 14'

### **Soundness Check**

Equine must be serviceably sound. Exhibitors who are not disqualified from the class must jog for soundness past the judge (either individually after completing their course or as a group after all exhibitors have jumped) before final placings are awarded.

### **Definitions & penalties**

Knockdown: - 4 point penalty:

- An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged & lowered.

Refusal: 3 point penalty

- A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs, side steps or circles to retake a fence.
- Stopping at an obstacle without backing followed by jumping from a standstill is not considered although points may be deducted for style.
- After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal.

Unnecessary Circling: 3 point penalty

- Circling incurs a penalty if the equine is on the course. Circling is permitted prior to crossing the start line.

Run Out: 3 point penalty

- A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle.
- A run-out is considered a form of refusal.

Touching Obstacle: 1 point penalty.

- Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks & rubs with the front or hind legs.

An automatic 30 point deduction will be given in the following situations:

- Three disobediences over the course. -A disobedience is a refusal, run-out or circling
- Failure to keep to course
- Equine or exhibitor falls
- Exhibitor jumping obstacle with the equine
- Jumping an obstacle before it has been reset
- Pulling, 'lifting' or dragging the equine over an obstacle.
- Baiting a horse to jump
- Failure to pass through start & finish markers

### Disqualifications:

- Equine running free from exhibitor
- Willful abuse of the equine by the exhibitor
- Leaving arena without permission of the judge or steward

### Style Points

- No equine with jumping or course faults shall place higher than a sound equine with a clear round.
- **WAY OF GOING:** Credit will be given to the exhibitor whose equine covers the course at an even pace, with free flowing strides as in a brisk yet controlled trot or canter. Exhibitors will be penalized if their equine changes gait while on the course.
- **STYLE:** Credit will be given to equines with a correct jumping style that meet the fences squarely, in stride & jump at the center of the fence. An equine will be penalized for unsafe jumping & bad form over fences (i.e. cat leaping, hanging a leg, rushing a fence).
- **MANNERS:** Credit will be given to exhibitors who handle their equine in such a way that the equine negotiates the course in a smooth, easily controlled, obedient manner. An equine will be penalized for bad mannerisms such as rearing, bucking, spooking or shying while on the course
- **Exception:** Donkeys will not be penalized for stopping before a jump and then jumping from a standstill. That is the normal donkey jumping form.

Small Equine In-Hand Score Sheet

# Hunter In-Hand

revised 2/14/2022

Ex #:	Age Group: <input type="checkbox"/> Jr <input type="checkbox"/> Int <input type="checkbox"/> Sr	Height Category: <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C				
Jumping Scores						
Jump	Clear 5 points	Tick 4 points	Circling, Refusal, Run-out- Completes Jump 2 points	Knockdown 1 point	Does not jump 0 points	
1						
2						
3						
4						
5						
6						
<b>Jumps Subtotal:</b>						
Collective Scores						
Attire & Tack	Appropriate, clean, fits well 5 points	A few minor issues 4 points	%	A few major issues 2 points	Several major issues 1 point	Illegal or missing required items 0 points
Attire						
Tack						
Way of Going/Style	Consistent gait, good form 5 points	Consistent gait, form a little off 4 points	A few gait breaks 3 points	Poor jumping form 2 points	Multiple gait breaks 1 point	Multiple gait breaks & poor form 0 points
Manners	Mannered, responsive 5 points	A few minor issues 4 points	Several minor issues 3 points	A few major issues 2 points	Several major issues 1 point	Out of control 0 points
<b>Collective Subtotal</b>						
Jumps Subtotal		<ul style="list-style-type: none"> <li>• <del>30 Point Course Faults - Up to 30 Points</del></li> <li>• Off course</li> <li>• Equine/Exhibitor falls</li> <li>• Failure to pass start/finish</li> <li>• Exhibitor jumps with equine</li> <li>• Pulling/lifting/ over obstacle</li> <li>• Baiting equine to jump</li> <li>• <b>Disqualifications</b></li> <li>• Equine runs free (breaks loose)</li> <li>• Willful abuse by exhibitor</li> <li>• Leaving the arena without permission</li> </ul>		Ribbon Points		
Collective Subtotal				<ul style="list-style-type: none"> <li>• Blue = 43-50 (85%-100%)</li> <li>• Red = 35-42 (70%-84%)</li> <li>• White = 0-34 (0%-69%)</li> </ul>		
Subtotal				Special Award:		
Less Course Faults						
Final Score		Ribbon: <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> White				