



**THE AMERICAN MINIATURE HORSE ASSOCIATION, INC.**

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## 2008 Rulebook Correction

### CL-065 HUNTERS AND JUMPERS

A. All courses for Hunter and Jumping classes must be posted at least two (2) hours prior to the scheduled time of the class. Judge(s) shall walk Hunter/Jumper course with designer and exhibitors. Course diagrams must show with arrows the direction each obstacle must be taken. A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course. Horses must stay within the course boundaries as outlined by the start and finish cone. The start and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification.

(Amended 02-21-02, effective 01-03)

B. This section is divided into two (2) divisions - Jumpers and Hunters -horses are required to be a minimum of three (3) years of age to compete.

C. Jumps for Hunters and Jumpers will be made of 1-1 1/2" schedule 40 PVC piping or other suitable lightweight material with jump cups, not to include pegs, nails, bolts, etc. All jumps must be a minimum of five (5) feet wide, with a minimum of eighteen (18) feet between jumps, with the exception of an in and out. In and outs should be set approximately twelve (12) feet apart. Jumps thirty-two (32") or more in height must have a second rail added. All post and rail jumps must have a ground pole. Uprights to be a maximum of forty eight (48) inches in height. No jumps, including jump-offs to exceed 44". Any decorations or jump wings must not protrude more than twenty four (24) inches from the uprights.

(Amended 11-23-02, effective 01-03)

(Amended 02-06, effective 01-07)

#### 1. Jumpers

a. Jumpers are scored mathematically, based on faults incurred between the starting line and the

finishing line. Minimum height for jumps must be eighteen (18) inches and maximum height twenty-eight (28) inches for first jumping round. Exhibitors may go over jumps with horse. Whips are permitted and exhibitors type of footwear is optional. Front leg wraps and/or boots are optional. Circling once upon entering the ring and once upon leaving the ring is permissible, but not after crossing starting line.

b. Courses should be attractive, varied, and appropriate to their setting. Jumps could include brush, triple bar, water, and similar jumps. Brush jump must have a visible bar on top or beyond. There will be a minimum of four (4) obstacles, with horses to jump a minimum of six (6) jumps and a maximum of eight (8) jumps.

c. Jump-Offs. Jump-offs are to occur for first place between the horses that tied for first place only. The jump-offs will be held over the original course. The number and location of the jumps are to remain the same as well as the path of the course to be taken by the horse (pattern). No jumps are to be eliminated or lowered. Individual jumps will be increased not less than one inch and not more than six (6) inches in height for each jump-off. After the maximum height has been reached with all jumps in a jump-off, any required final tie breaking will be accomplished by continuing to rerun the last course set-up until ties are broken and the class is placed. The horse with the fewest faults will be declared the winner. At Championship and World Championship Shows a jump-off will be held to determine the Reserve Championship/World Champions in all jumper classes as well as the Champions.

(Amended 11-10-00, effective 01-02)

**D. A competitor who does not take part in the jump-off must always be placed behind a competitor who has been eliminated in that jump-off. Tied horses under one ownership may designate the order of placement. All ties will absorb the placing behind in order. Example: A three way tie for third will absorb 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup>, the next placing will be 6<sup>th</sup>. Points or prizes will be equal for all three—ribbons if available, will**

**be the same, or if not available, they may draw for them.** (Amended 02-07, effective 01-08).

E. Scoring. In SCORING jumpers, an in and out is to be considered as two (2) jumps. Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals, and eliminations as follows:

1. Knockdowns - 4 faults

Knockdowns - An obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way.

**2. Refusal—each refusal is three (3) faults. Refusal is defined as stopping at an obstacle whether or not it is knocked down. It is penalized as a refusal. Stopping at an obstacle without knocking it down, and without backing (even a single step) followed by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step, side steps or circles to re-take the fence, a refusal is incurred. A run-out or passing the obstacle to be jumped is penalized as a refusal. After a run-out or refusal the horse must re-jump that obstacle at which the refusal occurred or be eliminated.**

(Amended 02-07, effective 01-08)

3. Circling after crossing starting line - 3 faults.

Circling - Any form of circle or circles whereby the horse crosses its original track between two (2) consecutive obstacles or stops advancing toward or turns away from the next fence except to retake an obstacle after a disobedience.

4. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal) - 3 faults. A horse that has been penalized for circling cannot then be penalized again for crossing its own path at the same obstacle.

5. Causes for elimination:

1. 3 refusals
2. Off course
3. Fall of horse and/or exhibitor
4. Failure to pass through the start and/or finish cones and/or knocking such cones over.

**5. Loss of control—dropping lead, horse running away, horse exiting on its own.**

(Amended 02-07, effective 01-08)

2. Hunters

a. Hunters are to be judged on a style, manners, and way of going with preference given to those horses who cover the course at an even pace, with free flowing strides, as in a brisk trot or canter, but must

maintain same gait throughout course. Circling once upon entering the ring and once upon leaving the ring is permissible. Hunters must demonstrate at least one, but no more than four (4) changes of direction. Sample courses to be provided to show management. Charging fences, or not maintaining the same gait throughout the entire course shall be penalized. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check. Horses shall not be required to rejump the course. Exhibitor's footwear is optional.

b. Jumps must be a minimum height of eighteen (18) inches and maximum of twenty-four (24) inches. Ground poles are required. There will be a minimum of four (4) obstacles, and horses are to make a minimum of six (6) jumps and a maximum of eight (8) jumps. Jumps must simulate those found in the hunting field, such as brush, stone wall, gate, white fence, chicken coop, over, and in and out. In and out is considered one obstacle and scored as such.

Refusal of one element of an in and out requires the retaking of both elements. In and out must never be placed at the beginning of the course. Courses should be tried out so as not to make turns too sharp for an exhibitor or horse.

Major faults to be considered are: Knockdowns, touches, refusals, bucking or kicking, spooking or shying, showing obstacle to horse, or wringing tail.

(Amended 11-10-00, effective 01-02)

c. Causes for elimination:

1. 3 Refusals
2. Off course
3. Crossing your own path
4. Fall of horse or exhibitor
5. Jumping of obstacle by exhibitor
6. Carrying of whip
7. An unsound horse
8. Jumping of obstacle before being reset
9. Failure to pass through the start and/or finish cones and/or knocking such cones over

(Amended 11-10-00, effective 01-02)