



January 2018

Miniature Horse Jumping Guidelines

Pennsylvania 4-H Horse Shows

(Open to horses 40" and under and three (3) years of age and older)

Course and Jumps

1. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course. The start/finish line must be a minimum of 4 feet wide, and a distance of *at least* 15 feet before the first jump. An In & Out must be marked as elements A and B. i.e. 4A, 4B.
2. The design of the course shall include at least one change of direction.
3. All jumps used in this class must be collapsible. If it isn't able to be knocked over it is not safe to use.
4. There will be a minimum of four jumps and a maximum of six jumps. Obstacles may be jumped more than once. A course will have a maximum of 8 jumping efforts.
5. The jumps should be built able to be adjusted from twelve inches (12") to 30 inches (2'6")
6. Jumps will be made of a minimum of 1-1 1/2" schedule 40 PVC piping or other suitable lightweight material with jump cups, not to include pegs, nails, bolts, etc. (Pegs, nails and bolts may not be used to hold the jump rail up-must be a jump cup. The jump cup may be secured with a peg. Wooden rails are too heavy and may not be used.
7. All jump rails must be a minimum of five (5) feet wide.
8. When building jumps, the uprights are to be a maximum of forty (40) inches in height.
9. Any decorations or jump wings must not protrude more than twenty-four (24) inches from the uprights.
10. All jumps must have a ground line.
11. The distance between the two jumps in an In & Out should be 10-12 feet and should be labeled as A & B i.e. 5A 5B
12. Lines should be set a minimum of 20 feet apart.
13. An In & Out should never be the first jump in the course.

Points To Remember

1. Unlike other classes, tennis shoes are acceptable footwear. Boots are also acceptable.
2. ALL EXHIBITORS MUST WEAR ASTM/SEI APPROVED HEADGEAR.
3. Chain leads cannot go over the nose or through the mouth. All horses must be shown with a lead attached.
4. The person showing a jumper cannot jump the obstacle with the horse.
5. Course walk should be allowed if time permits.

Judging & Scoring Miniature Horse Jumpers

1. Jumpers are scored mathematically, based on faults accumulated between the Start and Finish lines. In the case of a tie or ties, there will be a jump-off. The jump-off is described below.
2. **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 jump in any way -4 faults.
 - **Refusals** – stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred:
 - 1st refusal 4 faults
 - 2nd refusal 4 faults
 - 3rd refusal..... disqualification
 - **Circling** – any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turns away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal). A courtesy circle prior to crossing the start line is permissible -3 faults.
 - An In & Out jump is considered one obstacle and scored as such. Refusal of one element of the In & Out requires the retaking of both elements. However, each element is scored SEPARATELY in the event of a knock down. (i.e. rail down at element A -4 faults, rail down at element B -4 faults: Total faults -8)
3. **Elimination:**
 - Three (3) refusals
 - Off course-NOT CROSSING THE START OR FINISH LINE IS CONSIDERED OFF COURSE-also scored as off course is taking jumps in the wrong order or wrong direction.
 - Handler jumps obstacle with horse
 - Fall of horse and/or exhibitor*
 - Any separation of handler & horse *page 8, rule 33 In Miniature Horse Jumping, a fall or separation will be cause for elimination only if it occurs after the starting line and before the finish line.

Jump-off:

All ties in a jumper class must be broken by means of a jump-off. To be held over the original course. The jumps shall be increased not less than one inch and not more than six inches in height. It is strongly suggested that only a couple of the jumps be raised in height, so as not to over face the horses. The jump-off will be timed using either electric timers or a stopwatch. The horse who has the fewest faults, with the fastest time in the jump-off round will be the winner. Depending on class size, it may be necessary to have a jump off for horses tied for other than first place as well.

Elimination in the jump-off does not eliminate the horse from final placings. Regardless of faults or elimination in the jump-off, any horse qualifying for the jump-off will place over horses that did not qualify for the jump-off. A horse that qualifies for the jump-off, but chooses not to participate will not place over any horse that participates in the jump-off.

Designing the Course

- The start/finish line must be marked, must be a minimum of 4 feet wide, and a distance of *at least* 15 feet before the first jump.
- The start/finish line must be crossed in the Preliminary round as well as in the Jump Off.
- Though not mandatory, a common start/finish line is common practice. Either electric timers or a stopwatch are acceptable. A back up timer is also recommended.
- The design of the course shall include at least one change of direction.
- Must have a minimum of 4 fences and maximum of 6 fences. Jumps may be jumped more than once.
- **If any of the fences are jumped more than one time in a course, be sure the jump crew is aware that they may have to reset a jump while a horse is on course. In this situation someone should remain near that jump throughout the class.** All fences must have a rail as the uppermost element.
- All fences must have a ground line.
- Verticals may include walls, flower boxes, brush, etc. Oxers may include fill as well, but it should remain tight to the face of the jump so width doesn't exceed height.
- The width of a jump must never exceed the height.
- If there is an oxer on the course, it must be ascending, may not be square. The back rail must be at least 2" higher than the front rail. . Therefore an oxer **MAY NOT** be jumped in both directions
- Once a class has started the elements of a jump must remain the same.

Course Diagram

After the courses have been determined, a diagram should be prepared including the following;

- Heading indicating class name.
- Indicate verticals with one line and oxers with two lines.
- Each jump should be numbered and include an arrow indicating the direction the jump should be taken, and markers or a line must indicate the start and finish of the course.
- Note where the in gate and out gate are located.
- A copy of the course(s) must be posted at least 1 hour before the class. Posting the course at the in gate is common practice. Copies go to the judge and jump crew as well.
- The posted course may be modified if needed to ensure safety as warranted by weather and/or ring conditions on the day of the show.
- If time and conditions warrant, the show committee should permit exhibitors to walk the course prior to the class.

Building Miniature Horse Jumps

- Must be collapsible. . If it isn't able to be knocked over it is not safe to use.
 - Minimum of four jumps and a maximum of six jumps.
 - Height from twelve to twenty-four inches (up to 30" for jump-off)
 - Jumps will be made of a minimum of 1-1 1/2" schedule 40 PVC piping or other suitable lightweight material with jump cups, not to include pegs, nails, bolts, etc.(pegs, nails, bolts cannot stick out from standards to rest rails on)
 - All jump rails must be a minimum of five (5) feet wide
 - Uprights are to be a maximum of forty (40) inches in height.
 - Jump wings must not protrude more than twenty-four (24) inches from the uprights.
 - All jumps must have a ground line.
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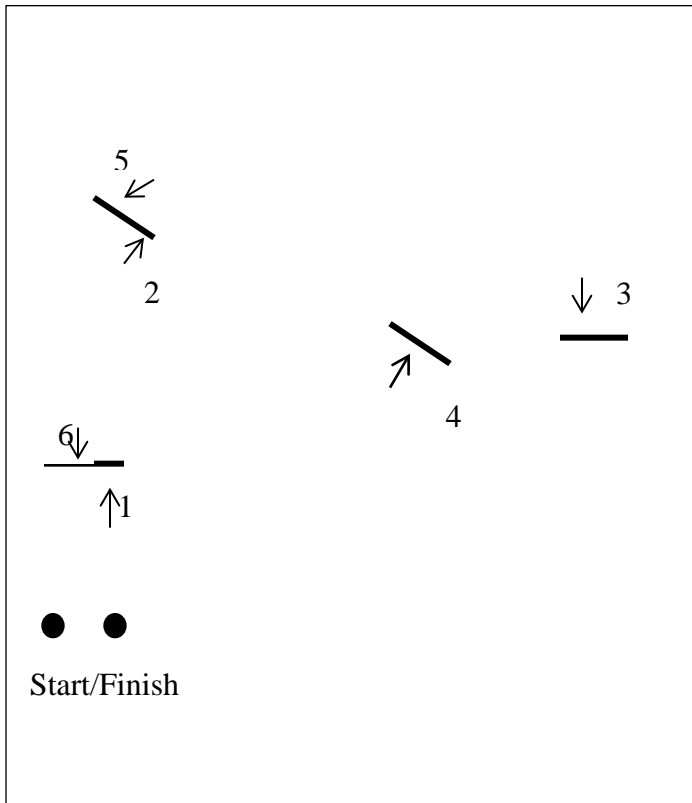
Suggestions for jump and course decorations

- To "stripe" the rails, use a variety of colors of duct tape, available at local hardware or department store
- A 5' collapsible dog agility tunnel or kids play tunnel travels easily and fits nicely under a jump. Put some sort of weight in the tunnel so it stays in place and doesn't roll. (a 5' section of landscape tunnel works well as your weight)
- A 5' section of 4x4 square PVC makes a nice flower box. Drill holes every 6"-8" to put the flowers in
- Soccer cones or collapsible cones can be set under the jump. Remember to put a ground line in front of them, or sue them as your ground line, slightly in front of the jump.
- Flower pots with flowers can be used by your jump standards to add definition. You can also place these under the jump. . Remember to put a ground line in front of them, or use them as your ground line, slightly in front of the jump.
- Two plastic window shutters hinged together at the top, and with a piece of chain or rope at the bottom, can make a nice "miniature" coop.

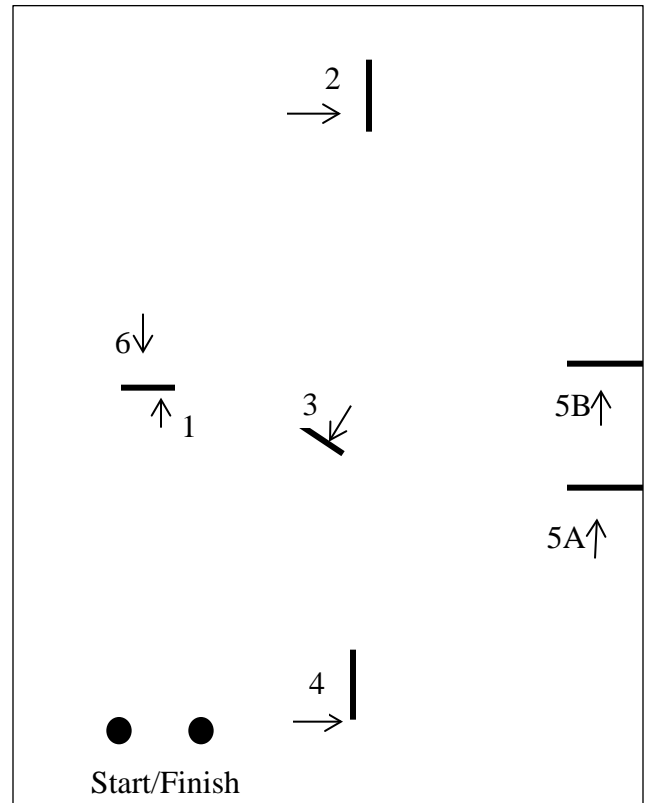


Miniature Horse Jumping Sample Courses

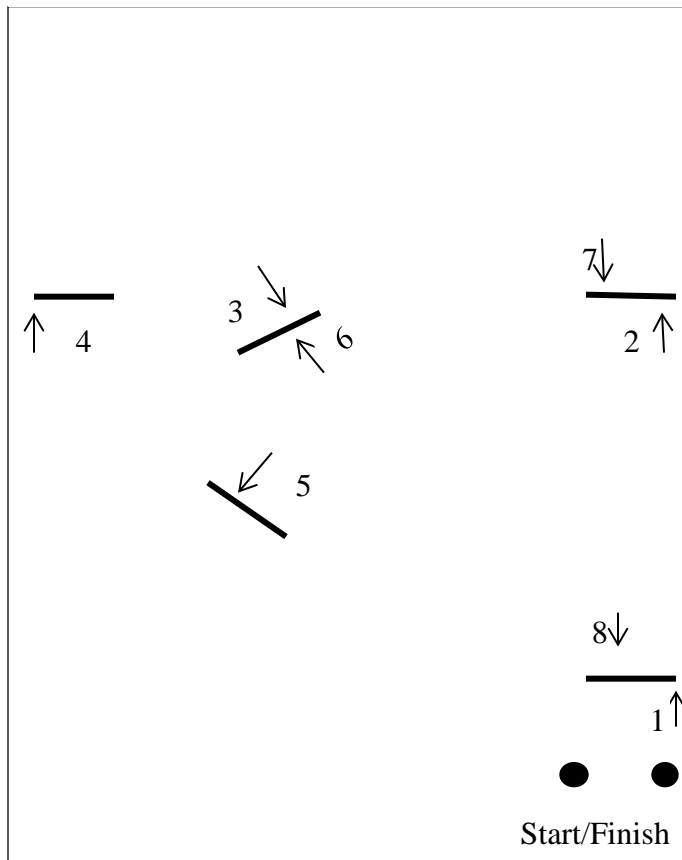
Miniature Horse Jumping #1



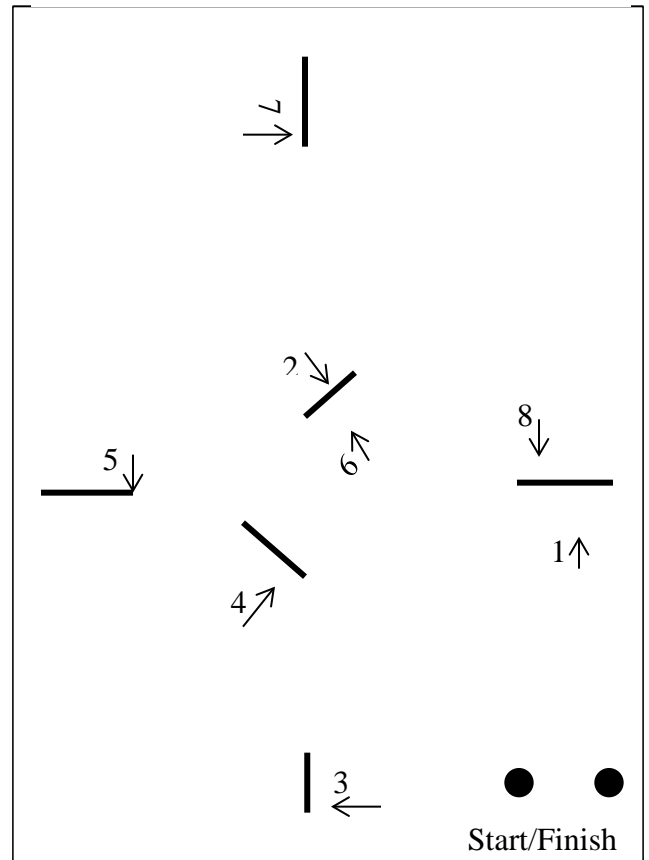
Miniature Horse Jumping #2



Miniature Horse Jumping #3



Miniature Horse Jumping #4



Examples of Home Made Jumps



The jump cup is made of PVC corner with the “cup” cut from one side.



The upright posts are 4x4 PVC. Caps on the top.



This base is made with a Christmas tree Stand.



These cups are a 3” length of pipe cut lengthwise in half, with a cap cut in half, and the plastic bolts inserted through drilled holes



The cups to the left fit into the drilled holes on these standards.

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