

SECTION XII
IN HAND/SINGLE WORKING
DIVISION RULES

2016 RULEBOOK

of the
American Shetland Pony Club
American Miniature Horse Registry
American Show Pony Registry
National Sport Performance Pony Registry



SECTION XI

IN HAND/SINGLE WORKING PERFORMANCE RULES

1.1 General Class Rules

The Following General Rules apply to ALL Breed Division classes for the ASPC/AMHR/ASPR.

- A. **Headers Required:** All Youth exhibitors in any driving class must have a header 16 years or older. Headers are to enter the ring when the line-up is called, may assist in setting up the animal and then step back two paces where they are to remain, except in an emergency, until the judge's card is turned in.

Note: Judges are cautioned that this rule in no way negates the requirement in youth classes that animals must display good manners, stand quietly in the line-up and back readily.

- B. **Attendants** sixteen years of age or older, may be allowed in the ring during Youth In Hand/Single Working Classes for safety purposes only. Attendants must not interfere with or influence individual's or equine's performance.
- D. **Helmets:** Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s). Headgear harness must be secured and properly fitted.
- E. **Timeout** - The time out shall be clocked and the adjustment or repair is not to exceed 5 minutes. Only one time out per class per entry is allowed and must not exceed the 5 minutes allowed. *See Current USEF Rule Book, General Rule (GR)833.*
- F. All obstacle, jumping, and hunter classes:
1. Patterns/ courses will be posted at the Show Office not less than two (2) hours prior to the class.
 2. Courses will be numbered in order of sequence.

3. 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.
4. Pony/Horse Horse can only be shown by one exhibitor per class.
5. A handler may show more than one entry in a class.
6. The course designer, Judge(s) and Steward shall walk the course with the exhibitors in all obstacle, jumping, and hunter classes prior to the start of the class. Judge or Steward has the right to alter the course for safety.
7. Specialty classes may be offered by a show. If any of these classes are offered, a class description must be provided by the Show Manager on the premium list.

1.2 Liberty

- A. General: Liberty is demonstrating the natural beauty of the pony/horse. Ponies/Horses are to be judged on style, grace, animation, gaits, presence, and ease of catching. The liberty animal is expected to perform at both a canter and a trot.
- B. Ponies/Horses will be judged beginning when the halter is removed by the exhibitor (the individual wearing the number) and until caught and haltered by the exhibitor. Time of liberty shall be 1½ minutes; time to catch shall be 2 minutes.
- C. It is the Steward's responsibility to time Liberty classes and to be in possession of a stopwatch. The Steward should be in the same location as the judge(s) to adjudicate the class. Timing will begin when the halter is dropped, not when the music starts, and the show announcer will announce TIME when the 1½ minutes performance has ended to signal the exhibitor that they can begin the catch. Continue to time the catch.

When the 2 minute catch time has elapsed, the show announcer will announce TIME to signal the end of the catch if the animal has not been caught. If the catch is not completed in the 2 minute allotted time frame, the exhibitor is disqualified.

- D. Only the exhibitor can touch the animal during the catch. The pony/horse must be caught and haltered by the exhibitor only within 2 minutes or be disqualified. The assistant may not touch the pony/horse at any time. There will be “No Baiting” (no use of hay, grain, clickers, etc.) of Liberty ponies/horses during the catch or it will be disqualified.
- E. Music is required.
- F. No deliberate interference with the pony/horse from outside the ring. Announcement is to be made prior to the class to specify that no outside assistance is allowed.
- G. All ponies/horses entered in the Liberty class must be at least one year old.
- H. Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit is allowed for the exhibitor and assistant only. Pony/Horse will not be allowed to wear anything once the halter has been removed: no costume, ribbons or glitter.
 - 1. Exception: Moderns/ASPR regularly braided with ribbon in foretop and first lock of hair in mane as is customary/permitted in that division may maintain their braids in liberty class.
- I. If a pony/horse should fall during its performance, the entry is disqualified.
- J. Entry will be disqualified if pony/horse leaves the ring during competition or catch time.

1.3 Halter Obstacle (ASPC/AMHR)

- A. The course designer may not exhibit in the obstacle class.
 - 1. ASPC Ponies must not be less than (2) years of age.

2. AMHR Horses must be at least one years old.
- B. To be Judged:
1. ASPC - are judged on performance and way of going with emphasis on manners throughout the course. Responsiveness and willingness to be considered.
 2. AMHR Horses are judged 100% on Manners.
- C. Tack:
1. ASPC Ponies to be shown in halter or bridle with appropriate lead, chain on lead permitted under the chin of the pony.
 2. AMHR Horses to be shown in a halter ith appropriate lead, chain on lead permitted under the chin of the horse.
- D. Pony/Horse to be penalized for any unnecessary delay or excessive time at an object. Judge(s) can advance an exhibitor to the next obstacle if a pony/horse is taking excessive time at an obstacle. Maximum time of sixty (60) seconds per obstacle.
- E. In shows where open, amateur and youth obstacle classes are offered, at least three of the obstacles must be different or the manner of performance through the obstacles must be varied for the class.
- F. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
- G. Obstacle requirements:
1. ASPC - Must be a minimum of 6 obstacles and a maximum of 10 obstacles.
 2. AMHR - Must be a minimum of 5 and maximum of 8 obstacles.
 3. At least three (3) different categories of obstacles must be used.
 4. Care must be taken to avoid designing any obstacle that could be hazardous to the exhibitor or pony/horse.

- a. AMHR - Round pipes or rails are prohibited for ground rails in the in-hand classes unless they are secured. Flat or square rails can be used.
- 5. Tires and stair steps are prohibited.
- 6. Jumps:
 - a. ASPC - Jumps, if used, must be at least 5 feet wide and include a ground pole. Jump standards may not be taller than 40" in height and no wings or additions are allowed outside the jump standard. Maximum jump height is 16 inches and must be collapsible.
 - b. AMHR - Jumps are prohibited.

H. Suggested Obstacles:

1. Over: bridge, tarp, water, jump.
2. Pattern: serpentine, figure 8, or cloverleaf at requested gaits.
3. Daily Chores: gate, put on and remove equipment (blanket, raincoat, saddle, etc.), mailbox open and close, pick up an object (letter, bucket, umbrella, flag, etc.) and place it at a designated location, side pass over pole, back through poles.
4. Ground Tie: stand pony inside a circle and walk around the pony.

I. Off course is defined as:

1. Taking an obstacle in the wrong direction.
2. Negotiating an obstacle from the wrong side.
3. Skipping an obstacle unless directed by the judge.
4. Negotiating obstacles in the wrong sequence.
5. Off pattern.

Note: Off course will result in elimination and no points, ribbons or awards will be presented.

J. Cause for elimination:

1. Carrying a whip or crop.
2. Handler physically moving or coercing the pony/horse by touching:
 - a. ASPC - Elimination. Handler physically moving or coercing the pony by touching. (Handler must maneuver the pony using the lead, halter or bridle only).
 - b. AMHR - No physically moving, or coercing the horse by touching. It is to be the judge's discretion to disqualify.
3. ASPC - Refusals do not constitute class disqualification.
4. AMHR - Refusals of three (3) obstacles shall be cause for disqualification.
5. AMHR - Attendants interfering with the performance of the individual or equine.
6. AMHR - Horse leaving the obstacle course.

1.4 Obstacle Driving (ASPC/AMHR)

- A. The course designer may not exhibit in the driving obstacle class.
- B. To be judged:
 1. Judged 100 % on the basis of performance and manners.
 2. Tack and Equipment:
 - a. ASPC - One animal and/or team is hitched to a suitable two or four wheeled vehicle. The harness and vehicle must be safe and in serviceable condition.
 - b. Classics Only - Overchecks or sidechecks are optional.
 - c. AMHR - Driving obstacle horses shall be shown in a suitable two-wheeled cart with basket.

3. Each entry will work individually through an obstacle course designed to test the performance and manners of a good working animal.
4. Each entry will be given a numerical score based on performance at each obstacle and overall manners and gaits.
5. The judge will dismiss any unsafe entry whether due to equipment or behavior of the animal.

C. The course:

1. ASPC - shall consist of at least four obstacles.
2. AMHR - Must be a minimum of 5 and maximum of 8 obstacles.
 - a. Round pipes or rails are prohibited for ground rails in the in-hand classes unless they are secured. Flat or square rails can be used.
3. Chosen and arranged from the following list:
 - a. Back through an obstacle.
 - b. Walk through a water obstacle or simulated water obstacle.
 - c. Cross a simulated wooden bridge.
 - d. Pick up and move coat or slicker or put on and off.
 - e. Drive between poles, bales of hay or other obstacles making a narrow passage.
 - f. Mail Box (Stop, open mail box, remove mail, return mail to box, and close box).
 - g. Serpentine, cloverleaf or figure 8.
 - h. Back up four steps.
 - i. Put one wheel of vehicle in circle, turn complete circle with wheel pivoting in and not leaving the circle.
4. A course diagram will indicate what gait (walk-trot) the animal will take between each obstacle.

D. ASPC:

1. The judge shall break ties by judging the animal on rail work at a walk or trot and/or by requiring tied entries to repeat any part of the course.
2. If sufficient entries are present, this class may be divided according to age of driver.
3. The Show committee and/or judge may impose a time limit or number of refusals before the driver must pass to the next obstacle.
4. It is recommended that distance between obstacles be short in order to expedite the class.
5. At the discretion of the judge, all entries may be asked to back.
6. It is emphasized that this is an obstacle driving class and that a good entry is one that will provide a pleasant, responsive drive for a driver. The driver should be neatly dressed, but will not receive extra credit for silks or formal driving attire.

E. AMHR:

1. Cantering is penalized in obstacle driving.
2. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
3. The following will result in elimination from the class and no points, ribbons or awards will be presented.
 - a. Off course – defined as:
 - (1) Taking an obstacle from the wrong side.
 - (2) Negotiating an obstacle from the wrong direction.
 - (3) Skipping an obstacle unless directed by the judge.
 - (4) Negotiating in the wrong sequence.

(5) Animal leaving the course.

F. In shows where more than one obstacle class is offered, (open, amateur, youth) at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.

1.5 Jumper In Hand (ASPC/AMHR)

A. General

1. **ASPC:**

- (a) Pony must be two years old or older
- (b) Ponies are to be shown in halter or bridle with appropriate lead. Chain on lead permitted under chin of pony.

2. **AMHR:**

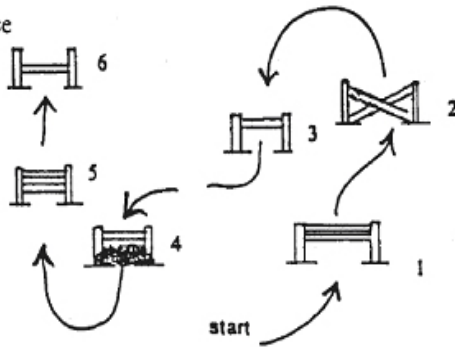
- (a) Horses must be three years old or older.
 - (b) Horses to be shown in a halter with appropriate lead, chain on lead permitted under the chin of the horse.
3. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.
4. Jumpers are scored mathematically on accumulated faults only, unless there is a tie, in which case there will be a jump-off (described below).
5. Exhibitors not permitted to go over jumps.
6. Whip may be carried.

B. Course:

- 1. There will be a minimum of 4 fences and a maximum of 6 fences.
- 2. All jumps must have a ground pole.
- 3. Jump standards may not be taller than 40".
- 4. No wings or additions are allowed outside the jump standards.

5. All jumps must be collapsible.

Sample Jumper Course



6. Jumps should be of attractive design but constructed of a material so as not to cause danger to the pony/horse. Obstacles must simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.

1. ASPC:

- (a) Jumps starting at 16" but now more than 26" maximum high. Jumps must be at least six feet wide.
- (b) The distance between an in and out must be 20 feet.

2. AMHR:

- (a) The jumps can range in height from 12 to 24 inches (in the jump-off this will change to a minimum of 12 to a maximum of 30 inches). All jumps must be at least 5 feet in width, no wider than 6 feet, with a minimum of 20 feet between jumps, with the exceptions of an in and out.
- (b) The distance between the two jumps of an In and Out Jump should be 10-12 feet. An In and Out Jump should never be the first jump in the course.

3. An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an

In and Out Jump requires the retaking of both elements.

C. Faults:

1. Modern

- a. Circling while on course – counts as a refusal anywhere on course.
- b. Touching of obstacle with any portion of pony’s body behind stifle½ fault
- c. Touching of obstacle with any portion of pony’s body in front of stifle.....1 fault
- d. Knockdown of obstacle or standard while jumping.4 faults
- e. 1st refusal anywhere on course 3 faults
- f. 2nd refusal anywhere on course6 faults
- g. 3rd refusal.....Elimination
- h. Off Course..... Elimination

2. Classic/AMHR

- a. Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, a pony/horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.
- b. 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 pony/horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred:
 - 1st refusal4 faults
 - 2nd refusal.....4 faults
 - 3rd refusaldisqualification
- c. Circling – any form of circle or circles whereby the pony/horse crosses its original

track between two consecutive obstacles, stops advancing toward the next obstacle, or turn 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) – 3 faults.

d. Elimination:

- (1) Three (3) refusals
- (2) Off course
- (3) Fall of pony and/or exhibitor

D. Jump Offs/Breaking Ties:

1. A jump-off is to occur for those ponies/horses with clean rounds. All other ties will be jumped-off for concurrent place.
2. The Jump-off will be held over the original course.
3. Only two jumps in the Jump-off will be raised. The height of the jumps shall be increased not less than 1 inch and not more than 6 inches in height.
4. The Jump-off will be timed by the Steward with a stopwatch and the pony/horse that has the fastest time and the fewest faults in the Jump-off round will be declared the winner. An elimination Jump-off does not eliminate the pony from the final placing.

1.6 Hunter In Hand (ASPC/AMHR)

A. General

1. ASPC:

- a. To be judged on manners, way of going, and keeping an even hunting pace over the course. Judge must penalize unsafe jumping and bad form over fences.
- c. Pony must be two years old or older

- d. Ponies are to be shown in halter or bridle with appropriate lead. Chain on lead permitted under chin of pony.
- e. Whip may be carried.

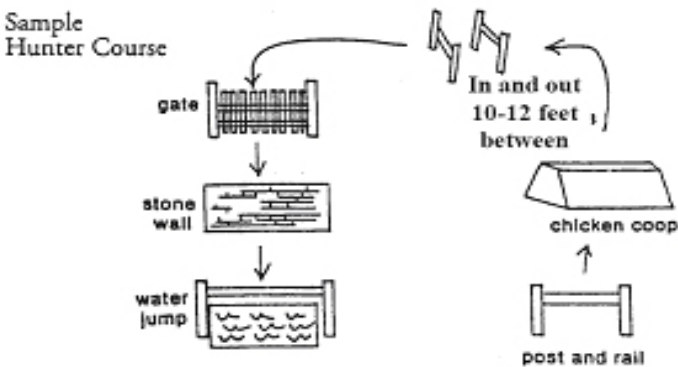
2. AMHR:

- a. To be judged on style, manners, and way of going.
- b. Preference given to those horses that cover the course at an even pace, with free flowing strides, such as a brisk trot or canter, must maintain same gait throughout the entire course.
- c. Horses must be three years old or older.
- d. Circling once upon entering the ring and once upon leaving the ring is permissible.
- e. Charging fences or not maintaining the same gait throughout the entire class should be penalized.
- f. Whip may not be carried.

- 3. Ponies/Horses must be serviceably sound, and are to be jogged back for soundness check past the Judge(s) before final placings are awarded.

B. Course:

- 1. The course design for hunters should follow the same requirements as the course for jumpers.



C. Faults:

1. ASPC:

- a. The following faults are scored by the judge depending on severity and may be considered minor or major faults: circling while on course, backing, light touches against an obstacle, kicking, spooking or shying, knockdown of any part of an obstacle, pulling up on course, dangerous jumping.
- b. Accumulated Refusals:

1st refusal.....	3 faults
2nd refusal	6 faults
3rd refusal	Elimination

2. AMHR:

Causes for elimination in Hunter classes:

- a. Three (3) refusals
 - b. Off Course
 - c. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
 - d. Fall of horse or exhibitor
 - e. Jumping of obstacle by exhibitor
 - f. Carrying a whip
 - g. An unsound horse
6. Major faults to be scored:
- a. Knockdowns
 - b. Touches
 - c. Refusals
 - d. Bucking or Kicking
 - e. Spooking or shying
 - f. Wringing of tail
 - g. Showing an obstacle to horse
 - h. Not maintaining an even pace

1.7 Roadster in Hand (Modern/AMHR)

Exhibitor to wear stable colors – tailer, colors are optional. Pony/horse must show in a Roadster performance class at the same show. Pony/horse shall be shown with boots (boots optional for AMHR) and roadster bridle. Overcheck is optional. Pony/horse shall be led with a lead shank attached to a bit ring. Pony/horse to be shown on the rail at a jog and at speed. To be judged 60% on conformation and 40% on way of going.

1.8 Costume

A. General

1. ASPC

- a. Judged on originality, cleverness, attractiveness and manner presented. Pony may be shown mounted, led or driven. Pony can be any age.

2. AMHR

- a. General: Costume classes are to be judged 75% on originality of costume and 25% on presentation.

- (1) Class may be divided as Individual (1-2 people/ 1 horse), or as a Group (2 people or more/1 horse or more).

- b. To be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging.

- B. Costume entries may be led, ridden, or driven. Entries may utilize one or more handlers, horses and/or other animals.

- C. All youth **MUST** wear protective headgear (Certified ASTM/SEI Equine Helmet) if riding or driving their entry. Headgear harness must be secured and properly fitted.

- D. For safety reasons, attendants 16 years of age and older may be allowed in the ring during Youth

Costume. Attendant must not interfere with or influence the individuals or equines performance.

E. Costumes must be considered safe.

1.9 Precision Driving/Classic Carriage Precision Driving (ASPC/AMHR)

A. General: the purpose of this competition is to test the skill of the driver and the obedience and handiness of the animal. Martingales and overchecks are prohibited for all vehicles. Side checks are optional. Failure to comply will incur elimination. Entries are required to drive over a course consisting of at least six to a maximum of eight obstacles. The track of the course will be irregular, necessitating changes of direction. Markers indicating obstacles must be at least 12” wider than the outside hub of the wheels of each vehicle. To be judged 80% on the fault system and 20% on manners and performance.

B. Faults:

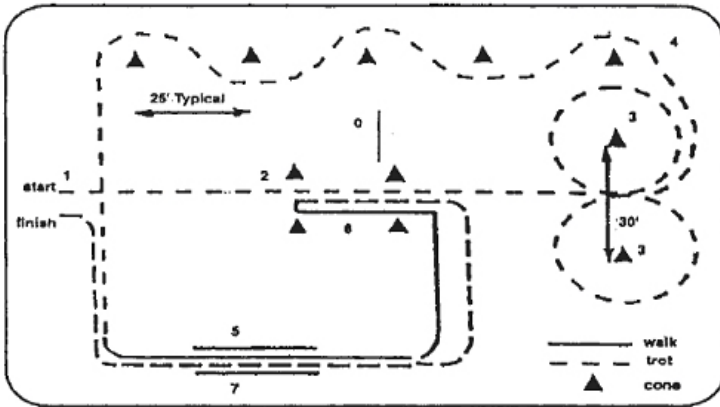
Displacing markers.....	1 fault
Each hoof outside marker	1 fault
Wheel outside marker.....	1 fault
Canter, each time	1 fault
Not completing an obstacle	8 faults

Refusals: (cumulative throughout the course)

1st refusal.....	3 faults
2nd refusal.....	3 faults
3rd refusal.....	Elimination

C. Elimination:

1. Failing to pass through the Start & Finish Markers
2. Receiving outside assistance
3. Taking any obstacle out of order (off course)
4. Showing an obstacle to the horse



D. Course:

1. Enter at a trot.
2. Through two pair of cones.
3. Trot a figure eight.
4. Trot a serpentine of five cones.
5. Walk with right wheel(s) between poles.
6. Walk to four cones and back into square, stop for 10 seconds, trot out.
7. Trot with left wheel(s) between poles and exit.

1.10 Classic/AMHR Carriage Obstacle Driving

- A. To be driven over a prescribed course of numbered obstacles (traffic cones with balls to similar objects placed on top). The numbers are to be placed on the right side of the obstacles. The number of obstacles to be proportionate to the dimension of the driver area, no to exceed 20 obstacles.
- B. After passing the starting line, the driver shall proceed through each obstacle in order to the designated finish line.
- C. Course faults are assessed as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. Ties for first will be decided by a drive-off.

- D. Suggested width for obstacles are 10 inches wider than the carriage from outside hub to outside hub. Should cones be set up and carriages not be measured, obstacle widths are to be set:
1. For ASPC - 66 inches (5 feet 6 inches) apart.
 2. For AMHR- 60 inches (5 feet) apart.
- E. The decision to allow cantering for this class is left to the discretion of show management. It is not allowed unless clearly stated in the prize list. If cantering is not allowed, breaks in gait on the course will be penalized.
- F. Penalties
1. Knocking over start or finish marker 5 seconds
 2. Knocking down or dislodging obstacle 5 seconds
 3. Break to canter

1st break to canter.....	5 seconds
2nd break to canter.....	5 seconds
3rd break to canter	5 seconds
4th break to canter	Elimination
Prolonged canter	Elimination
 4. Disobedience or groom(s) dismounting (cumulative over course)

1st incident.....	5 seconds
2nd incident	10 seconds
3rd incident	Elimination
 5. Starting before signalElimination
 6. Failure to cross starting line
within one minute of signal..... Elimination
 7. Off course.....Elimination
 8. Outside assistanceElimination
 9. Failure to carry whip..... Elimination
 10. Use of a martingale or over check.....Elimination
 11. Breakage of harness or vehicle Elimination