



**American Shetland Pony Club
American Miniature Horse Registry
American Show Pony Registry**

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**Proposed Rule Changes
Due January 1st of the Current Convention Year**

Proposed Rule Changes to be brought before the National Convention must be sent to the Director of Operations to send to the Rules Committee who will review the submissions for duplication, clarity and conflict with existing rules.

All submissions must be postmarked on or before January 1 of the current Convention year so that they may go through the appropriate process and be able to be printed in the October issue of *The Journal*. All items **MUST BE** submitted on the following proposal form. All copies must be signed and must include the submitter's ASPC/AMHR membership number.

NO ITEMS WILL BE INTRODUCED FROM THE FLOOR AT CONVENTION!

Proposed ASPC/AMHR Rule Change (Please type or print - Must include Section, Article Part & Item Info)
Section, Article, Part & Item Number: Section XII, 1.1; 1.5; 1.6 Page # 284-285, 292-297

Indicate: Add or Delete: Delete and replace

Proposed Rule Change (provide desired language and intent of rule):
Replace section 1.1 with new proposed section 1.1
Replace sections 1.5 and 1.6 with new proposed section 1.5

Reason/Justification for Rule Change (provide brief description of why this needs changed/added)
As the hunter and jumper classes become more popular and larger, the requirements for the classes, including course design, need further clarified. Additionally, the fence heights are being revised based on the various divisions and height of horses within the division. Finally, the jumper class is being revised to a single speed round. This will be less stressful on horses and exhibitors, while enabling show management to ensure an efficiently run show, and taking less time overall for these classes. The current dual round format for jumpers creates a safety hazard for exhibitors and horses, and a hardship for show management and show scheduling, so this proposal is being submitted for an extraordinary change.

Proposed Effective Date: Extraordinary - proposed effective January 2020

Committees/Rules that will be effected by change: AMHR, Classic, Show Managers, Judges

Submitted by (please provide best contact info for questions/clarifications)

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Signature

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.
- C. **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.
- D. **Timeout** - The time out shall be timed 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.
- E. 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. The course designer and/or their family members cannot exhibit in the classes for which they designed the course(s).
 2. **Course diagrams** must show the order each obstacle/jump is to be taken (obstacle/jump number), arrows showing the direction each must be taken, and markers or a line to indicate the start and finish of the course.
 3. **Obstacles/jumps** must be numbered to correspond with the order on the course diagram.
 4. **Pony/Horse** can only be shown by one exhibitor per class.
 5. A handler may show more than one entry in a class.
 6. At least one Judge and the Steward must walk the course after it has been set and before the exhibitors are allowed to walk the course. Steward and judge will check the course for safety and correctness with the requirements for the class. The judge and/or Steward have the right to alter the course for safety or to meet rule requirements after the course is set and prior to the beginning of the class. Once the first exhibitor has completed the course, no changes may be made. If the same jump set up is used for different classes, and only jump order and/or heights are changed, the judge and steward only need to walk the course one time.
 7. After the course has been set and verified by the judge and steward, exhibitors will be given up to 2 minutes to walk the course. Judge, steward, and/or course designers are not required to walk the course with the exhibitors.

8. 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.

1.5 Hunter and Jumper In Hand (ASPC/AMHR)

A. General

1. Age:

ASPC ponies must be two years old or older. AMHR horses must be three years old or older.

2. Tack

Ponies and horses are to be shown in halter or bridle with appropriate lead. Chain on lead permitted under chin of pony/horse.

3. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.

4. Exhibitors are not permitted to go over jumps.

5. Whip may not be carried.

6. A practice jump of similar construction to the jumps on course must be provided in the warm up area at least 5 minutes prior to the first over fences class, and must remain in the warm up area for the duration of all over fences classes (it may not be removed and used as a jump on the course).

B. Equipment

1. Jump standards may not be taller than 40".

2. Jumps must be at least 6 feet wide for ASPC ponies, and at least 5 feet wide but no wider than 6 feet wide for miniatures.

3. No wings or additions are allowed outside the jump standards.

4. The top pole of all jumps must be collapsible. Solid fillers such as walls, brush boxes and other typical jumps are allowed, but must have a collapsible pole above them as the top element.

5. Jumps should be of attractive design but constructed of a material so as not to cause danger to the pony/horse.

Jumps should not be unnecessarily "frightening." Jumps should present a natural look to the horse / pony. Obstacles may simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc. The use of single poles without fillers for hunters or jumpers is discouraged. Oxers (jumps with both a vertical and horizontal component) may be used, if so, the first bar must be the same height or lower than the back bar (ascending or square oxer). An oxer must not be used as the first fence on the course, or the first fence of an in-and-out.

C. Course Design

1. The course for Open classes must be different (different course of travel or different jump order) than the course used for Amateur and Youth classes. Amateur and Youth classes may use the same course, or may have different courses.
2. There will be a minimum of 4 fences and a maximum of 6 fences. There will be a minimum of 4 jumping efforts and a maximum of 8 (an in-and-out counts as two jumping efforts).
3. All jumps must have a ground pole or ground line. A ground pole is not necessary if a part of the jump other than the standards is in contact with the ground (fillers, brush box, cross rail, etc.) Round poles are allowed for jump poles and ground poles.
4. Courses for all classes other than COOL classes must contain at least one change of direction.
5. 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. In-and-outs are to be spaced 10 feet apart. Distances between fences in a line must be shown on the course diagram and measured when setting the course.
6. An in-and-out may not be the first jump on the course or the first jump in a line.
7. At least 2 fences must be set at the maximum height.
8. Course diagrams are to show each jump, with arrows showing which direction it is to be taken. Exhibitors may determine the optimum path to take to get from one jump to the next. Exhibitors may take any path, as long as they stay within the course boundaries and do not jump any jumps out of order.
9. Course diagrams must show the distance between related jumps in a line.
10. Courses for COOL classes must be of simpler design and entail less physical effort. COOL courses do not require a change of direction.

11. Jumper Courses

Jumper courses should be technically challenging. Jumper courses may consist of lines of fences or single fences, and fences may be placed on straight or curved lines. Multiple turns or changes of direction are encouraged, however, the minimum distance of 30 feet actual travel distance from center of one jump to center of the next must be maintained (with the exception of an in-and-out jump).

Fence heights for Jumpers are:

Modern and ASPC	minimum height 21"	Maximum height 36"
AMHR, Overs	minimum height 18"	Maximum height 33"
AMHR, Unders	minimum height 15"	Maximum height 30"

The starting and finish line may be the same line, or separate lines. If separate, they must be aligned so the steward can directly line up with both for accurate timing.

12. Hunter Courses

Hunter courses should allow the exhibitor to present the horse to its best advantage. Longer distances and wide corners should be 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 corner. Start and finish lines must be placed at least 30 feet from any jumps.

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.

Fence heights for Hunters are:

Modern and ASPC	minimum height 21"	maximum height 30"
AMHR, Overs	minimum height 18"	maximum height 27"
AMHR, Unders	minimum height 15"	maximum height 24"

D. Scoring / Judging: (Classic / AMHR / Modern)

Note: If a refusal occurs at the second fence of an in-and-out, both fences must be rejumped.

1. Jumpers:

Jumpers are scored mathematically on accumulated faults, and on time to complete the course in case of ties. There will be one round which will be both scored for faults and timed.

Exhibitors will be placed in order of least faults to most faults, with time utilized to break any ties (i.e. scoring by faults and then by time). There will be no additional rounds.

Each exhibitor will be timed by the Steward with a stopwatch or by automatic timer. If timed by the steward, the steward must be aligned with the start / finish cones and must time all exhibitors in a class from the same position. Timing starts when the horse's nose passes the starting line and finishes when the horse's nose passes the finish line.

(a) Faults:

i. Knockdowns – an obstacle is considered knocked down when a pony/horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.

ii. 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

iii. 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.

iv. Elimination: (1) Three (3) refusals (2) Off course (3) Fall of pony and/or exhibitor

(b). Fault and Out

“Fault and Out” scoring may be utilized at any time on agreement by the judges and is required to be used at ASPC Congress and AMHR Nationals.

In “Fault and Out”, when the number of exhibitors with clean rounds (0 faults) is equal to the number of placings to be awarded plus 1, any subsequent exhibitors will be eliminated if they have a fault (refusal, knockdown, circling).

Example for a class with 6 placings: Exhibitors 1-4 have clean rounds. Exhibitor 5 has 4 faults. Exhibitors 6 through 8 have clean rounds. There are now 7 exhibitors who have completed the course with no faults. Exhibitor 9 has a refusal at fence 2. The whistle is blown to eliminate the entry and the exhibitor and must leave the course without completing it, as that exhibitor is ineligible to place in the class.

2. Hunters

(a) Hunters are not scored mathematically by faults nor by time.

(b) Hunters are judged on style and form over fences, manners, way of going, and pace, in that order.

(c) Judge must penalize unsafe jumping (i.e. charging, refusals) and poor form over fences.

(d) Circling once upon entering the ring and once upon leaving the ring is permissible.

(e) Ponies/Horses 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.

(f) Faults:

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, refusals, pulling up on course, dangerous jumping, showing obstacle to horse.

(g) Causes for elimination in Hunter classes:

- i. Three (3) refusals
- ii. Off Course
- iii. Fall of horse or exhibitor
- iv. Jumping of obstacle by exhibitor
- v. Carrying a whip
- vi. An unsound horse