

## **Showing Your Mini/Pony/Donkey at NbarH**

This is a booklet to help you get started and/or familiarize you with the ways we do things at NbarH. Most things will be pretty similar to other shows and, where possible, are modeled after AMHA/AMHR shows. I'm sure I haven't covered everything, but hopefully enough to get you started in the right classes, and with the proper equipment and skills. We are a training show, and that includes horses, exhibitors, show help and sometimes judges. Our main goal is to have fun with our Minis and Ponies, develop confidence and horsemanship skills, and make some great friends along the way. You will find everyone is very helpful and all you need do is ask if you need help. Our club is for everyone, and we appreciate your ideas on making it better.

The club has a website [WWW.NbarH.com](http://WWW.NbarH.com) where you can access class list, entry forms, membership forms, view the newsletter, and lots of other things. It also lists the officer's names, e-mail addresses and phone numbers if you need help. Club meetings are held the first Thursday of every month at the club house on Green Hill Rd. in Barrington NH.

## General Rules

NbarH is a training show for exhibitors, horses, show personnel and some judges. Please be courteous, show good sportsmanship and have a good time.

You need to pay for classes before showing. Pre-entries are suggested. This saves morning chaos and the secretaries will love you. You may pre-enter for all 4 shows on one entry form for each horse/handler combination. You only pay if you show.

Proof of negative coggins is required. No exceptions

A number will be assigned for each horse/handler combination. This is your number for the show season. Please don't lose it. Make sure you have the correct number for the horse you are exhibiting if you want your points to count.

You must be a member and show in 3 of the 4 shows to qualify for year-end awards. Members get reduced entry fees. You can join the day of the show and have your points count.

Follow the ring steward's directions. Ask if you aren't sure.

Please be at the in gate when your class is called. 2 minute class holds will be given if requested at least 2 classes prior to the one you need a hold for.

No stallion, over 1 year of age on Jan 1<sup>st</sup> may be shown by any one less than 16 years of age.

All stallions must wear a yellow ribbon in their tail

Any horse known to kick must wear a red ribbon in their tail.

No horse may compete in a class more than once but exhibitors can show more than one horse in a class except in Liberty.

In the 8 and under division, you may accompany your child in the ring. To be fair to all you may not coach physically or verbally without penalty. You are there for safety purposes only.

No horse will be tied while hitched to a cart.

Please allow ample room between yourself and others in and out of the ring.

## SHOWMANSHIP

**Judged on:** Your ability to handle a horse through a series of maneuvers at the walk, trot, standing and turning. Also judged on cleanliness, conditioning and neatness of attire for you and the horse.

**Type horse best suited:** One who stands quietly and leads willingly. He does not have to have perfect conformation, as the horse is only a prop for you to show your ability to handle a horse. The horse will only be judged on cleanliness, grooming and conditioning.

**Special requirements:** You must wear a long sleeved shirt, boots, gloves and a hat as part of your outfit.

**You: Appearance of exhibitor: 10 points.** Your outfit should be neat, clean and well fitting. Pants, slacks or jeans are acceptable with a long sleeved shirt. A vest or blazer with a pin or tie is a nice added detail. Your boots and hat should match your discipline: Cowboy boot and cowboy hat with a western style shirt and jeans, or English style boots and a helmet with jodhpurs and hunt jacket. You can buy showmanship outfits at tack stores or on line but they aren't necessary. Check thrift stores and tack swaps for bargains. Hair should be neat, not in your face or covering your exhibitor number, which should be pinned evenly on your back. Gloves should fit well and have texture for gripping the lead.

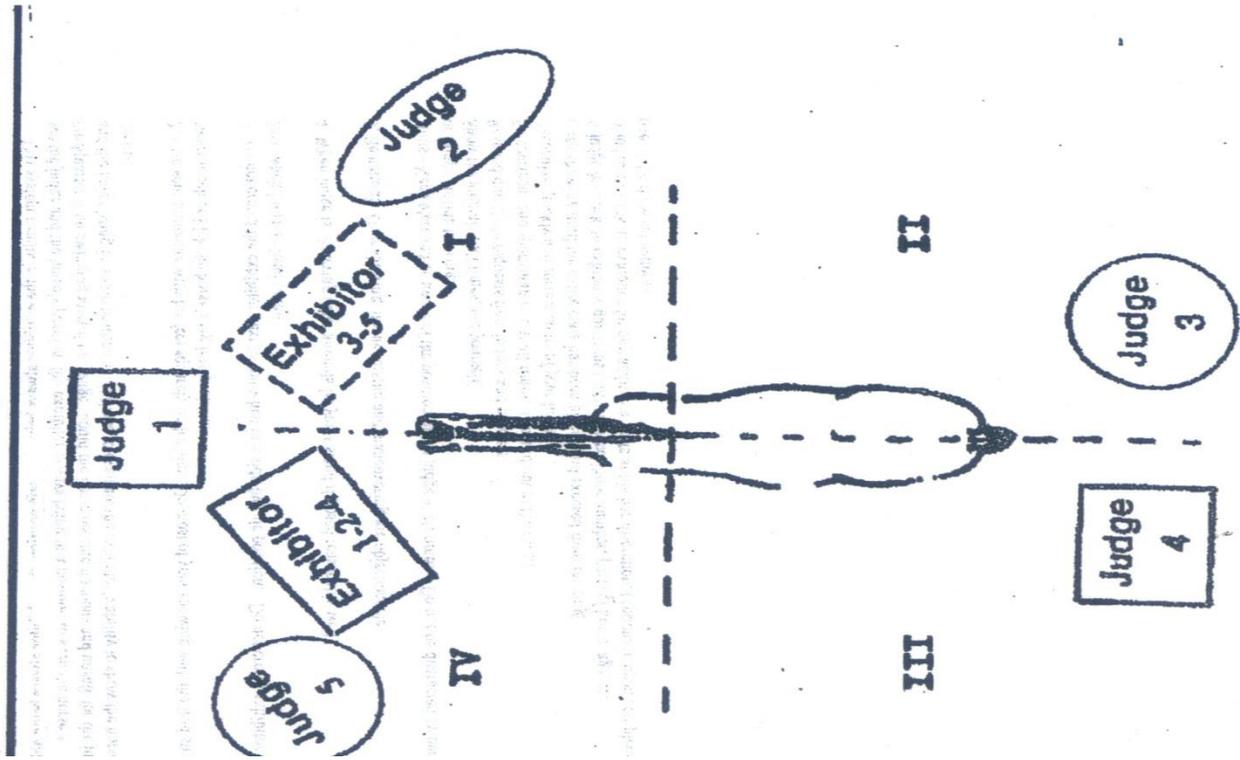
**Horse: Appearance of horse: 40 points (15 on conditioning, 15 on grooming, 5 on trimming and 5 on tack)** Clean clean, clean! He should be wearing a well-fitting, clean halter in good repair, with a matching lead shank. Nylon or leather are acceptable and can be chosen in colors to match your outfit, though not required. Western style halters should be used only if the exhibitor is in western attire. Horse should be squeaky clean, no tangles in mane or tail, hooves trimmed (polish optional) and his whiskers and bridle path should be neatly trimmed. Body clipping is not required but does give your horse a cleaner look. Roaching of mane is allowed. Clean under his tail, eyes, ears and nostrils.

Don't use a lot of sprays or goo for this class but do use fly spray to help him stand quietly.

**Showing: 50 points (15 for leading, 15 for posing and 20 for alertness, poise and merits)** Enter the ring with the horse on your right side and follow the steward's directions. Usually you will walk to the right and stand your horses in a line side by side. Leave plenty of space between you and the next horse. This will prevent kicking, and your horse being distracted by others. Position your horse so he is standing square, not stretched, with his hooves even with each other. Do not use your hands or your foot to accomplish this as touching your horse is not allowed in this class. You need to teach him this at home. You should stand at your horse's neck with your toes pointing at his shoulder. Keep your eyes on the judge but look back at your horse so you can reposition him if he has moved. The judge will tell you when to start your pattern. You should walk tall, straight and in a crisp manner neither fast nor slow. Your right hand should be a few inches from the halter and your left hand should carry the extra lead, folded neatly. Your left arm should be held bent in front of you, about even with your belly button. Smile! Lead your horse in a straight line to the judge and stop a few steps from him to set your horse up, don't crowd him. Once set up, look at the judge so he knows you're ready. The judge will then move around your horse, judging his appearance and yours, and how you perform the  $\frac{1}{4}$  pattern. He will thank you and you will turn to the right, finish your pattern and return to the line. Remember to look over your shoulder, at the judge, a couple times as you return to the line Always walk through the line and then turn and line up where you started. Set your horse up and wait quietly while the others finish their turns.

**Patterns for class: Eight and under always use pattern 1 and all others may be asked to perform patterns 1, 2 or 3. Patterns will be posted on the show booth and will be announced before the class. NbarH uses the  $\frac{1}{4}$  system. See attachments.**

# Quarter Pattern System for Showmanship



This is a diagram of the 1/4 pattern system that we use at NbarH. When you are in the showmanship class, the judge will have you stand your horse and then have you perform this pattern. You will start by squaring up your horse's feet so they are even front and back. Due this in a prompt, confident manner. Do not take an excessive amount of time doing this. If your horse is standing reasonably square continue on. You should be standing at the horse's left side, at his neck with your feet pointing at his shoulder. When you have done this, you should look at the judge to let him know you are ready. The judge may say "good morning" or ask you a question. Answer politely. The judge will move around your horse and expects you to move to your proper position in response. Move promptly, maintaining your poise and controlling your horse. If your horse moves, just quietly put him back in place and continue on. Keep an eye on the judge as he may change his direction or stop to test you. Relax and smile.

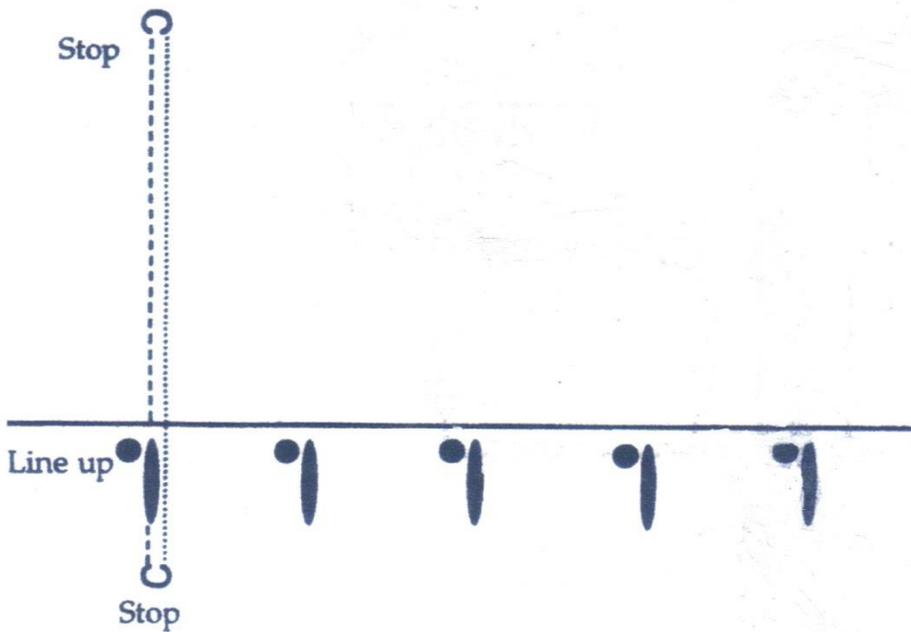
Notice the horse in the diagram is divided into 4 sections by Roman numerals. Each section is a "1/4": the front left, the front right, the rear left and the rear right. To give the judge a full view of your horse you need to move to the proper "1/4" as the judge moves to his. If the judge is in judge section 2 (horse's front right), you should be in exhibitors 2 (horses front left). If the judge moves to judge 3 (horse's right rear), you should move to exhibitor 3 (horse's front right) and so on. Most judges will make a circle around your horse.

When the judge is thru he will nod his head or say "Thank you". You should turn your horse to the right (away from you) and finish the pattern as you return to the others in line. Make sure you look over your shoulder, back at the judge, as you do so. Do this two or three times after every few steps. Walk between the horses where you started from until you are past them. Turn your horse to the right and return to the place you started from. Set your horse up again and then look to the judge to let him know you are finished. Stand quietly while others complete their patterns. When all have been judged the judge will usually walk past all of you. Remember to change position so you are on the correct "1/4" just like in your individual pattern.

Pattern # 1:

Walk to the judge in a straight line. Stop and set up your horse. Upon acknowledgement from the judge-do a 180 degree turn. Trot in a straight line-past the line up-stop. Do a 180 degree turn. Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set your horse up.

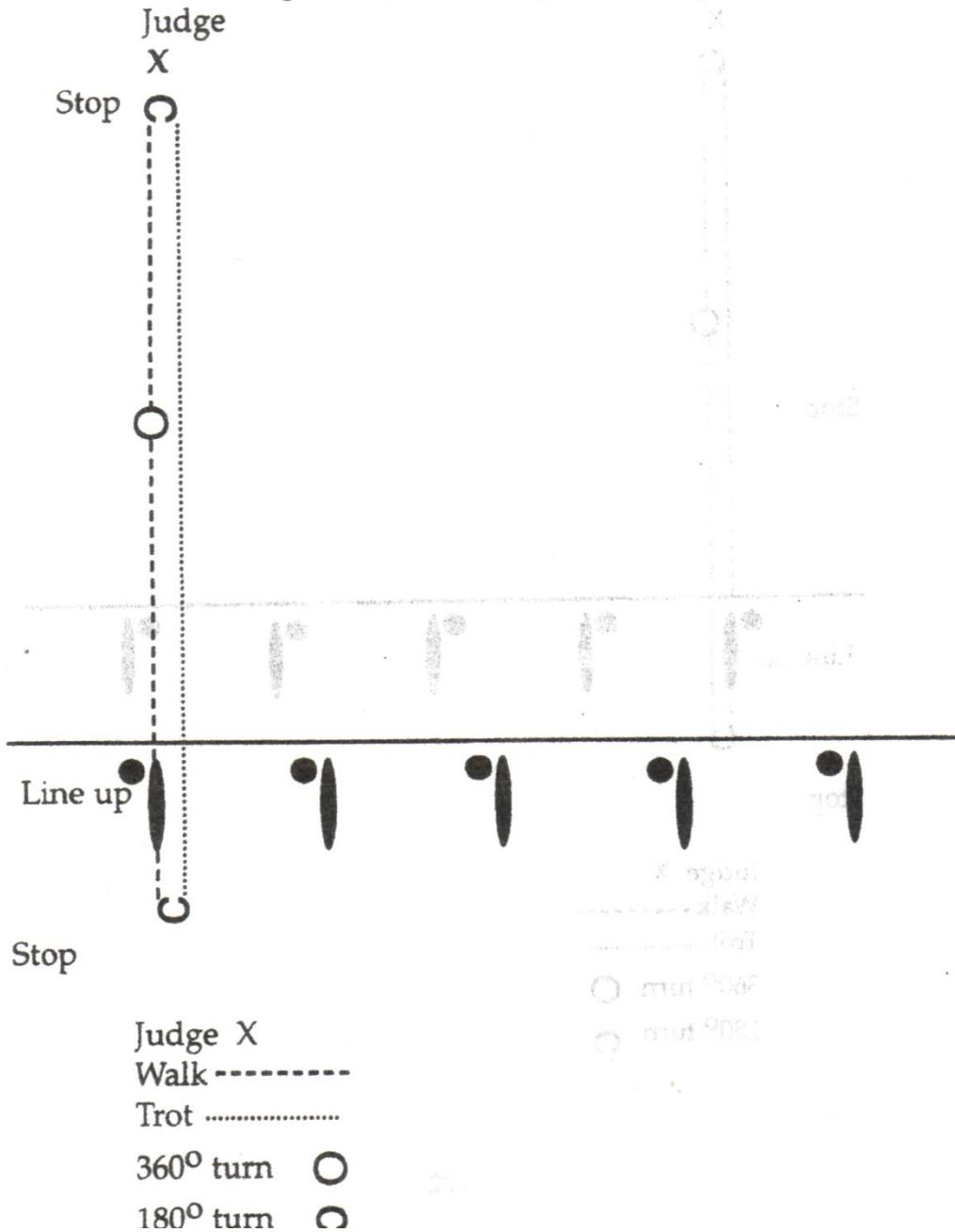
Judge  
X



Judge X	360° turn	○
Walk -----	180° turn	◡
Trot .....		

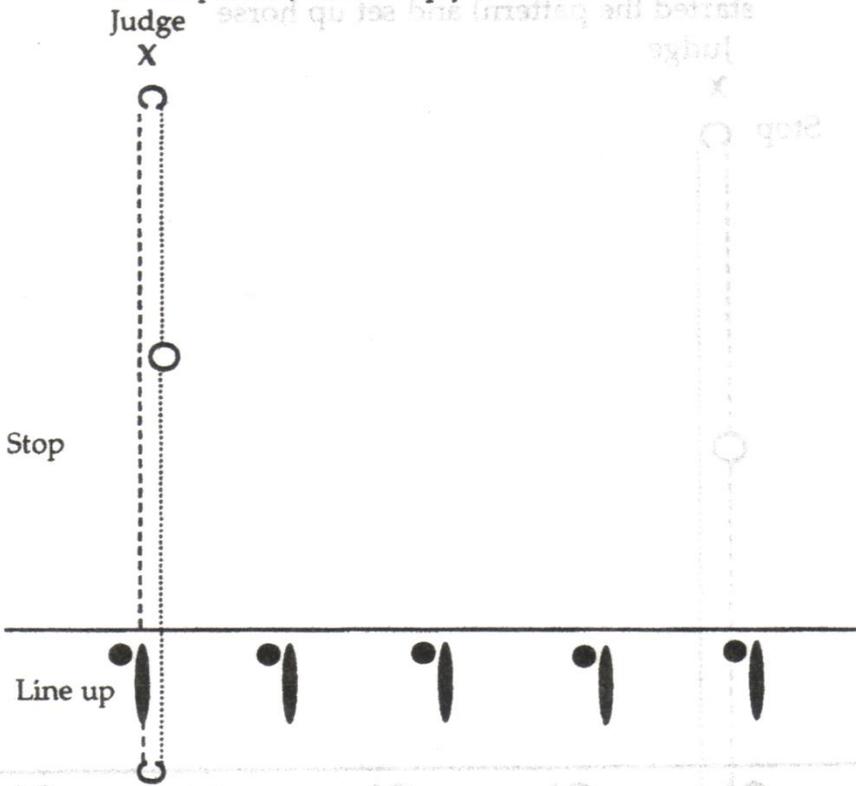
Pattern # 2

Walk toward the judge in a straight line. Stop 1/2 way between the line up and the judge and do a 360 degree turn and stop. All turns are to be to the right. Continue at a walk (in a straight line) toward the judge. Stop and set up your horse. Upon acknowledgement from the judge, do a 180 degree turn. Trot in a straight line, past the line up and stop. Do a 180 degree turn. Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up horse



**Pattern #3**

Walk ( in a straight line) to the judge, Stop and set up your horse. Upon acknowledgement from the judge, do a 180 degree turn. All turns are to be to the right, Trot (in a straight line) toward the line up. Stop 1/2 way between the judge and the line up and do a 360 degree turn and stop, continue at a trot in a straight line, past the line up and stop, Do a 180 degree turn, Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.



Stop

Line up

Stop

- Judge X
- Walk -----
- Trot .....
- 360° turn ○
- 180° turn ◐

## Halter

**Judged on:** Horses Conformation, Quality, Presence, Type and Way of going. Classes are divided by horse's age, sex and size. Sometimes classes are further divided by your age or ability. Make sure you and your horse meet the requirements. Under no circumstance may a handler under 16 show a stallion over 1 year of age. You will be asked to walk and trot your horse as well as stand him squarely for judging.

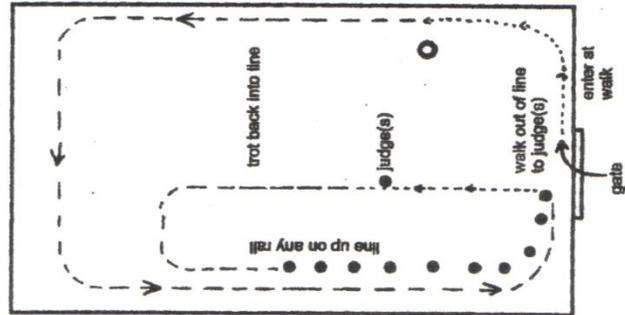
**Type Horse best suited:** One that has good conformation and movement. He should have straight legs, flat top line, neck that attaches high in chest with nice length and having a trim throatlatch. Pretty head, neither too large nor too small with proportionate ears and eyes and teeth meeting in an even bite.

**You:** Attire similar to showmanship though hat, gloves and long sleeved shirt are optional.

**Horse:** Well-fitting halter that is flattering to horses head and color. You may use nylon, leather or Arabian style. Horse should be clean and whiskers, bridle path and fetlocks neatly trimmed. Body clipping is not required. Lightly spray with coat shine product and fly spray and high light eyes, muzzle and ears with a light coat of baby oil.

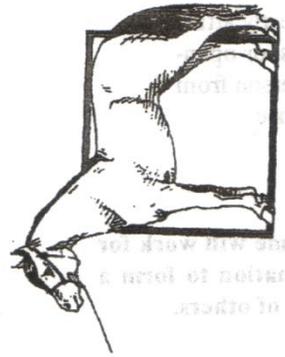
**Showing:** Ring steward will tell you how the judge wants you to walk/trot and line up. Some judges will have you walk and then trot individually as you enter the ring. Others will have you enter, line up and then have you walk and trot. When standing your horses side by side or head to tail, leave plenty of space between yourself and others. Pose your horse with his hooves squarely under his body, not stretched. In this class you may use your hands to do this. You may use treats to get your horse to stretch his neck or put his ears up. When moving away or toward the judge, stay in a straight line with him so he can see your horse's movement.

1. Halter Ring Pattern -- All horses are to enter the ring at a walk counter-clockwise on a loose lead to a designated point marked by a cone approximately 20 feet from the gate and then proceed at a trot past judge(s) (to be viewed from the side in motion). Judging will begin at the cone. Line up, horses head to tail along the rail. From line-up, walk to judge(s) and trot back into end of line. Either side of the arena may be used. (see diagram.) Second looks from judge(s) to be from head to tail line-up on rail (see diagram).

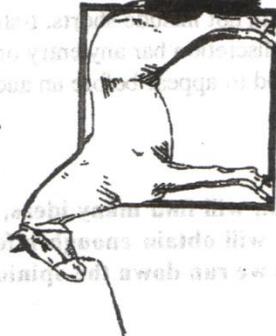


2. Classes may not enter the ring until all awards from the previous class are presented.

B. Horses to be shown not stretched, which means all four feet are flat on the ground and at least one front and one rear cannon bone remain perpendicular to the ground. See sketches for acceptable stances. STRETCHED HORSES TO BE PENALIZED after the initial warning by the judge in each class. It is permissible to hand set the horse.



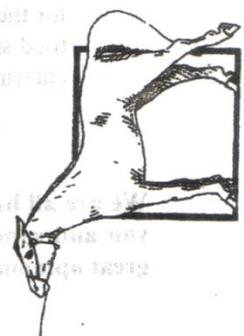
Acceptable



Acceptable



Unacceptable



Unacceptable

## Color

**Judged on: 100% on horse's natural body color.** Pintos and Appaloosas will be entered in Multicolor class. All others will be in the Solid color class regardless of blazes, socks etc. Both classes will be further divided by handlers age 12 and under and handlers 13 and over. Your horse may not be entered in both age divisions.

**Type horse best suited:** One with bold bright color and shine

**You:** Same attire as halter

**Horse:** Same equipment as in halter. Horse should be neat and clean. Choice of halter to set off horses color is nice but not required.

**Showing:** You will enter the ring walking to the right. At the judge's direction, you will turn and walk the other direction so he may see both sides of the horse.

## Liberty

**Judged on: Style and Grace: 30 points, Gaits 20 points, Music and suitability 10 points and Catch: 10 points. Animation and Presence: 30 points.** The liberty horse is expected to perform at both the trot and canter and to use the entire ring. . Bucking and kicking and tail flagging add points. This is a timed class 1 ½ minutes performance time and 1 ½ minutes catch time. Timing starts when the halter is removed not when the music starts. The announcer will say TIME when the 1 ½ minute performance time is done, the music stops and the handler will have 1 ½ minutes to catch the horse. The

announcer will say TIME again when the catch time of 1 ½ minutes is done. If the horse has not been caught and haltered within this time, it will be disqualified. One handler and one assistant will be allowed in the ring. Whips and shakers are allowed in the ring but may not touch the horse or it will be disqualified. Only the handler may touch the horse during the catch. Use of treats or outside interference will result in disqualification. A handler may only show one horse. Assistant may help with more than one horse.

**Type of Horse best suited:** One who likes to show off, is animated and easy to catch.

**You:** Halter attire or more casual shorts and sneakers.

**Horse:** Clean with halter that is easy to remove and put back on.

**Special requirements:** You must choose and bring your own music on DVD to be played during your performance. Choosing a song that enhances your horse's style adds points too. Your DVD must be at the show booth by 8:30 am. Please note which song number and ID with your name.

**Showing:** Enter the ring and wait for the announcer to say he is ready for you to start. Remove halter and encourage horse to perform as stated above. When TIME is called, catch your horse.

## Costume

**Judged on:** 70% on costumes originality and 30% on presentation.

**Type horse best suited:** One who will tolerate the costume.

**You and Horse:** Whatever your imagination comes up with for a costume. Some past examples are a clown and an elephant, Girl Scout and a box of cookies and Tinkerbelle and Peter Pan. You can do groups like 3 blind mice or Fred Flintstone and family. Be creative and have fun. Make sure your costume is safe and be sure to try it on and walking in it before the show. You can have multiple people and horses and even drive as part of your costume. This class is usually held before or after lunch so you have time to get ready.

**Showing:** You will enter the ring to the right and walk in a circle around the judge. He will have you reverse so he can see both sides. You will then line up side by side and be judged.

## Driving

**Judged on:** Horse's ability to be driven at a walk, collected or Pleasure trot and extended or working trot both ways of the ring. Horse should move freely and willingly but calmly in all three gaits. You will be asked to line up, stand quietly and back readily.

**Type of horse best suited:** Any horse that can be driven calmly with others. He should be willing to increase and decrease speed as asked, quickly and quietly, stand and back up.

**You:** Your outfit should be neat, clean and well-fitting such as in halter or showmanship classes. You should wear gloves and carry a driving whip either in your hand or in a holder on the cart.

**Horse:** He should be well groomed and wearing a harness that fits properly and is in good repair. You may use leather or synthetic harness and one with or without blinders as long as it is safe. Carts maybe of any style, again, as long as they are safe and properly fitted.

**Showing:** You will enter the ring to the right (counter clock wise) at a trot. When the class is complete, the judge will call for the first gait. He will usually start with all walk, then collected trot and finally the extended trot. He will then ask you to reverse usually at the walk. He will then repeat the gaits and ask you to line up. You will be asked to back one at a time to complete the class. When driving stay on the rail except to pass another horse. This is not a race and excessive speed will be penalized so only do so if necessary. Give the other horses plenty of room. Try not to bunch up all together as it makes it hard for the judge to see you. You may carefully cross the center of the ring to get to an

open spot. When different gaits are called make the transition smoothly and safely. Don't "stomp on the gas or jam on the brakes". When the lineup is called go to the center of the ring and halt your horse leaving room between others. You may have a "header" enter the ring to stand in front of your horse in case you should have a problem. You may have an adult ride with a younger driver and vice versa but only one may handle the reins except in an emergency. If a problem arises with your horse or another, quietly bring them to a halt and stand quietly until it is taken care of.

## Trail

**Judged on:** Your ability to navigate a course of obstacles, in the proper order and at different gaits.

**Type of horse best suited:** one who leads, jumps, backs and turns willingly and doesn't spook easily at unfamiliar objects.

**You:** The same outfit you would wear in a halter class. On hot days the judge may excuse you to wear short sleeves, shorts and sneakers.

**Horse:** He should wear a proper fitting halter. You may use a lead with or without a chain.

**Showing:** The class diagram will be posted on the show booth (copies are also available) so you can familiarize yourself with it. You will first walk the course without your horse. If you have questions ask now. When it is your turn you should enter the ring, stop at the cone, give your number and wait for the judge's OK to begin. You will then

perform the class. Be confident but don't rush. If your horse refuses to negotiate an obstacle you have 3 attempts before the judge will ask you to move on. Don't panic, just continue on. It doesn't mean you have blown the class. Remember other horse may refuse too. If you are showing more than one horse in this class, try to take one in at the beginning and then let others go while you change horses. Remember the things you had problems with and then practice at home. Attached is a list of some of the obstacles that might be used.

## **Obstacle List**

This is a list of obstacles that we have used over the years. It is not necessarily the only obstacles that may be used. We change from year to year to make things more challenging.

### **Back through:**

Between two rails

Between rails in "L", "V" or "Z" patterns

Around a line of barrels or cones

Around 2 barrels in a figure 8 pattern

Over a tarp or plywood

Around a maze of rails

### **Walk overs:**

Over a tarp, plank, bridge, cardboard, plastic, blanket, newspaper or astro turf

You may be asked to just walk over it or stop and stand on it for a period of time. There may be distractions like flowers, spinners, flags or stuffed animals around the obstacle.

### **Cavalletti:**

Rails evenly spaced

Rails unevenly spaced

Poles of varying heights

Rails on a tire in a spoke pattern

You may be asked to walk or trot over these.

### **Move Objects**

You may be asked to move an object from one place to another, like a bucket, branch, bag of cans, flag, ball etc.

You may be asked to put something on yourself or your horse like a poncho, saddle, piece of plastic etc.

### **Serpentines:**

You may be asked to walk or trot around a series of barrels, cones, poles, tires etc. in a certain pattern.

### **360 or 180 turns:**

You may be asked to turn around in a certain way or area like a box made of rails, hula hoop, and front feet on a platform or grain bag.

### **Others:**

Walk under an arch with hanging cloth, flowers etc.

Open/close a gate

Ground tie

Walk thru a child's swimming pool

Walk thru a chute made of tarps

Side pass over a straight rail or ones in a "L", "V" or "Z" pattern

Pick up a noise maker like a bell and ring it

Open an umbrella

### **Jumps:**

Simple straight rail

Slanted rail

Crossed rails

Double rail

Coop

Rail with lattice

Rail with painted panel

Barrels laid on their sides

Bales of hay

Plastic construction pipe

All jumps may have distractions like flowers, flags, drapes, on or around the jump. Not over 10" for 8 yr. olds and under, 18" for 9 to 12 yr. olds or 24" for all others.

## Obstacle Driving

**Judged on:** Your ability to navigate a course of obstacles, in the proper order and at different gaits.

**Type of horse best suited:** A horse that can be driven calmly over and around obstacles at different gaits. He should back readily and not spook at unfamiliar objects.

**You:** Not as formal as open driving so you aren't required to wear a hat or gloves. Neat and casual is acceptable in this class.

**Horse:** He should be well groomed and wearing a harness that fits properly and is in good repair. You may use leather or synthetic harness and one with or without blinders as long as it is safe. Carts maybe of any style, again, as long as they are safe and properly fitted.

**Showing:** The class diagram will be posted on the show booth so you can familiarize yourself with it. You will first walk the course without your horse. If you have questions ask now. When it is your turn you should enter the ring, stop at the cone, give your number and wait for the judge's OK to begin. You will then perform the class. Be confident but don't rush. If your horse refuses to negotiate an obstacle you have 3 attempts before the judge will ask you to move on. Don't panic, just continue on. It doesn't mean you have blown the class. Remember other horse may refuse too. If you are showing more than one horse in

this class, try to take one in at the beginning and then let others go while you change horses. Remember the things you had problems with and then practice at home. Attached is a list of some of the obstacles that might be used.

Obstacles used in driving:

Back between rails

Back into a boxed area

Drive with one cart tire on a plank, cardboard or between rails

Drive with cart between rails or cones

Pick up and move an object such as mail, a flag or bucket

Drive over a tarp, cardboard, newspaper or bridge

Drive around cones, poles or barrels

Drive under hanging things on an arch

Stop, get out of cart and back in while horse stands quietly

360 turns in marked area either horse/cart or just a tire

## Jumping

**Judged on:** Your ability to navigate a course of 5-8 jumps of different styles in the fastest time without knocking any down. Each knockdown will add 5 seconds to your time. Three refusals will result in a disqualification.

**Type of horse best suited:** One who jumps readily, clearly and turns quickly.

**You:** Not as formal as other classes though you may if you want to. By the time this class is run it is usually pretty warm so shorts and sneakers are the norm.

**Horse:** Well-fitting halter and lead, bridles are not allowed in this class. You may braid the mane and tail in jumper style if you wish. He must be at least 2 years old.

**Showing:** The class diagram will be posted on the show booth so you can familiarize yourself with it. You will first walk the course without your horse. If you have questions ask now. When your turn comes give your number to the judge. You may enter the ring at speed and your time starts when you cross the start line. After jumping the course, your time will stop when you cross the finish line. Make sure you go between the cones. If you are showing more than one horse in this class, try to take one in at the beginning and then let others go while you change horses. This will give you time to catch your breath.

## Hunter

**Judged on:** Your ability to navigate a course of 5-8 jumps of different styles without knocking any down. Unlike jumping, this class is judged on your horse's form over jumps, staying at the same gait (trot or canter) and his calm willingness to do so. This is not a timed class so don't rush your horse. Three refusals will result in a disqualification. Touching a rail will result in penalty.

**Type of horse best suited:** One who jumps readily, clearly and that responds calmly to changes in direction and turns.

**You:** Not as formal as other classes though you may if you want to. By the time this class is run it is usually pretty warm so shorts and sneakers are the norm.

**Horse:** Well-fitting halter and lead, bridles are not allowed in this class. You may braid the mane and tail in jumper style if you wish. He must be at least 2 years old.

**Showing:** The class diagram will be posted on the show booth so you can familiarize yourself with it. You will first walk the course without your horse. If you have questions ask now. When your turn comes give your number to the judge. After jumping the course make sure you go between the cones to finish. If you are showing more than one horse in this class, try to take one in at the beginning and then let others go while you change horses. This will give you time to catch your breath.

## Gymkhana Challenge

**Judged on:** Completing the required pattern in the fastest time without knocking anything over or going off course..

**Type of horse best suited:** One that has speed but is controllable to make the turns, stops etc. without wasting time.

**You:** Not as formal as other classes though you may if you want to. By the time this class is run it is usually pretty warm so shorts and sneakers are the norm.

**Horse:** He should wear a proper fitting halter. You may use a lead with or without a chain.

**Showing:** The class diagram will be posted on the show booth (copies are available) so you can familiarize yourself with it. You will first walk the course without your horse. If you have questions ask now. When your turn comes give your number to the judge. You may enter the ring at speed and your time starts when you cross the start line. After completing the course your time will stop when you cross the finish line. Make sure you go between the cones. If you are showing more than one horse in this class, try to take one in at the beginning and then let others go while you change horses. This will give you time to catch your breath.

Classes include racing thru starting cones, performing as directed and racing back thru cones. May involve racing to barrel.

Things you may be asked to do:

Drinking soda

Selecting list of items

Finding a page in a catalog

Putting something on yourself or horse

Moving something to another place

Following a pattern around barrels or poles or over a jump.

This list is not inclusive, but are just examples.

Fastest time wins and knocking over something or going off course is a disqualification.



