



Missoula County 4-H Miniature Horse Project

Jumper Level III





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This project is open to all 4-H members who have completed, or are currently enrolled in Miniature Horsemanship Level 1. Members in this project will have an opportunity to teach their horse basic jumping skills, learn jumping safety, and gather tips for competing successfully in the show ring.

Members may use the following resource book: *Training Miniature Performance Horses: A Complete Guide to Hunter: Jumper: and Halter Obstacle*, Jennifer Alisia Garrett, Small Horse Press, Ohio, 2006.

This book is only the beginning. You are encouraged to seek advice from a variety of people, including trainers, farriers, breeders, and veterinarians. Members should also read a wide variety of books and magazines, participate in clinics and workshops, browse the internet, and organize the information you gather into a notebook.

Members enrolling in this project area should have the basic equipment needed and access to a suitable horse three years of age or older. A member may enroll in each area up to two times depending on their interest and skill level. All new Jumper Project members must enroll in Level 1, but experienced youth may advance on to higher levels more rapidly than a novice youth. Each level has a corresponding workbook section and project assessment that must be completed and signed off on before a member can move on to the next higher level.

Objectives

In **Level 1**, 4-H'ers learned basic skills such as:

- The proper position to be in when jumping your horse in hand.
- Training your horse to jump.
- The importance of conditioning your horse.
- Jumping a course of 4 jumps 8 – 14 inches in height.

In addition to mastering the above, 4-H'ers in **Level 2** learned intermediate skills such as:

- Proper use of a whip in training and competition.
- Exploring a variety of jump styles.

- Tips for competing in Jumper classes.
- Jumping a course of 4 to 6 jumps up to 24 inches in height.

In addition to mastering the above, 4-H'ers in **Level 3** will have an opportunity to learn more advanced skills such as:

- How a horse's physiology and eyesight affects his jumping ability.
- Jumping a course of 6 jumps up to 30 inches in height.
- Designing a Jumper course.
- Building your own jumps.

In **All Levels**, members will learn:

- To train and handle a miniature horse safely
- How to build trust and teamwork between a horse and handler
- Knowledge of proper terminology
- How to share with others the knowledge gained
- The rewards of good sportsmanship, both in winning and in losing
- To enjoy a healthful lifetime activity

Once you have completed each level, you may want to show off your skills or exhibit your knowledge at the fair. You can compete in one of the Jumper classes offered or perhaps design an educational display or poster.

You must have completed, or be currently enrolled in Miniature Horsemanship Level 1 and completed Miniature Horse Jumper Level 2 before beginning this project. When did you complete Miniature Horsemanship Level 1 and Miniature Horse Jumper Level 2?

Section 1 - Project Goals

A. What do you hope to learn in Level 3? _____

B. Write a paragraph about the horse you plan to use, including age, color, markings, size, and any previous training he has had.

Section 2 – Training

A. Understanding how your horse's eyes function is critical to understanding how he sees when jumping. Draw a diagram of your horse's vision including what he sees with his left eye, right eye, both eyes, and his blind spots.

B. The expression "jumping blind" is true for your horse. Explain what this means.

Section 3 - Activities

Events (Participate in a minimum of three events such as workshops, clinics, seminars, group practice sessions, lessons, or shows.)

Month	Type of Work	Hours

A. In competition, the judge is looking for a flawless performance. List 3 faults that may lower your score.

B. Describe a well executed tuck. You may want to include a picture.

Section 4 – Designing Your Own Course

A. Many jumps include a variety of decorations. List some easy, low cost decorations you might use.

B. Safety always comes first! Describe some of the things to keep in mind when designing and building a safe jump course. Be sure to consider the decorations you may use.

C. Build a jump keeping in mind what you have learned about safety. Take a picture of your completed jump and paste it in your book.

D. Draw a sample jump course. Be sure to include arrows indicating the direct the jumps are to be taken.

Section 5 – Level 3 Project Assessment

	DATE	LEADER
1. Describe three faults that may lower your score.		
2. Discuss two safety factors you need to keep in mind when designing a jump.		
3. Name the parts of a jump.		
4. Explain what the phrase “jumping blind” means.		
5. Complete a course of 4 to 6 jumps smoothly at a trot or a canter without breaking gait.		

Congratulations! Your hard work has paid off. You and your miniature horse have successfully completed Level 3.

4-H Rules for Competing in Jumper Classes

The courses for jumper classes must be posted at least two hours prior to the schedule time of the class. Course diagrams must show, with arrows, the direction each jump must be taken, and markers or a line must indicate the start and finish of the course.

The minimum age for a horse to enter the jumper class is 3 years old.

The person showing a jumper or hunter cannot jump the jump with the horse.

Jumpers may show with braided manes and tails in the manner of their larger counter parts.

Exhibitors will be given an opportunity to walk the course prior to the start of the class.

All jumps used in performance classes must be collapsible.

Jumpers are judged on accumulated faults only, unless there is a tie, in which case there will be a jump-off. The jump-off is described below.

Faults:

a. 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 – 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 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..... 8 faults, horse must move to next jump

c. 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 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.

Jump-off:

All ties in a Jumper class must be jumped-off. The jump-off will be held over the original course. The height of the jumps shall be increased not less than one inch and not more than six inches in height. The jump-off may be timed by a stopwatch and the horse who has the fastest time and the fewest faults in the jump off round will be declared the winner.

Jumps: There will be a minimum of four fences and a maximum of six fences. The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches). The number and height of the jumps will depend on whether the course is designed for Level 1, Level 2 or Level 3. Jumps should be of attractive

design but constructed of a material so as not to cause danger to the horse. All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out. All jumps must have a ground pole. Jump standards may not be higher than 40". No wings or additions are allowed outside the jump standards.

An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an in and out requires the retaking of both elements. The distance between the two jumps should be 10-12 feet. In and Out should never be the first jump in the course.

Whips:

Whips may be carried in jumping classes.