



Missoula County 4-H Miniature Horse Project

Jumper Level I





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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 will have an opportunity to learn 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 **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 before beginning this project. When did you complete Miniature Horsemanship Level 1?

Section 1 - Project Goals

A. What do you hope to learn in Level 1? _____

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

C. Training a horse for jumping takes time and patience. Who do you have to help you who are experienced in this field? Write a brief description of his/her background and an explanation of why you choose this person to help you.

Section 2 – Training

A. What is an appropriate age to start training your mini for jumper and why?

B. Not all miniature horses will make great jumpers. What are some things to consider when picking a good jumper prospect?

C. The timing of your training sessions can be important. Discuss the best time of day to train for jumper and the proper type of warm up time.

D. List 4 skills you and your horse need to master before moving on to jumping.

E. Teaching your horse new skills and building trust takes time. You should always start with simple skills first. Discuss which skills you plan to start with.

F. How long each day and how many days a week do you plan to train your horse?

G. Positive reinforcement is very important. What is an appropriate way to reward your horse during training?

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. List the equipment you will need to begin this project. Be sure to include any tack you will need. You may want to use pictures cut from magazines or pictures you draw to illustrate.

B. Once your horse is comfortable going over a ground pole, what is a good type and height of jump to start with?

C. Why is this type of jump of good starter jump? _____

D. You will often see an additional ground pole in front of a jump. What is the purpose of this ground pole?

E. Once your horse is confident jumping 8 inch starter jumps, how high should you raise the jumps next?

Section 4 – Safety

A. The handler’s position in jumping is critical! Explain the proper position for the handler when approaching and completing a jump. Be sure to include the reason why.

B. Safety always comes first! List 3 things to look for in a safe jump.

C. Jumping can either be done at either a trot or a canter. List 3 safety factors to consider before deciding to canter your horse.

D. What can happen if you put away a hot and sweaty horse? _____

Section 5 – Level 1 Project Assessment

	DATE	LEADER
1. Demonstrate the proper safety position for approaching and completing a jump.		
2. Trot your horse through a cones course demonstrating that you can make a set of safe turns.		
3. Demonstrate the proper set up of a jump and ground pole.		
4. Trot your horse over a set of cavaletti.		
5. Trot your horse over a course of four fences 8” – 14” high.		
6. Explain what can happen if you attempt to jump a horse that is out of shape or not properly warmed up.		

Congratulations! Your hard work has paid off. You and your miniature horse have successfully completed Level 1.

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.