

# POAC Rule Change Proposal Form

1. Proposed Change (select only one):  
\_\_\_\_ Add new rule  
\_\_\_\_ Delete existing rule Reference Rule as it appears in the Current Official Handbook & Subsequent Supplements: Rule # \_\_\_\_\_ Page# \_\_\_\_\_  
x Change existing rule Reference Rule as it appears in the Current Official Handbook & Subsequent Supplements: Rule # 123 Page# 152-154

2. Proposed Effective Date: x January 1, 20 22 Other: \_\_\_\_\_

3. Is this proposal changing a rule that was implemented within the last two years: Y N

4. Explain why this rule change is needed: (Use attachments if needed)

These rules need updated to add more information and give more guidance for judging. It is also organized better.

5. Contact Information of person submitting/proposing change:

Name: Rikki Clark

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Daytime Phone: 913-302-9686

E-Mail: ponypoa@aol.com

Signature: [Signature] Date: 2021

6. Writing proposed rule changes:

- Define the problem and develop as many possible solutions as you can by asking others for input.
- Choose one possible solution that appears to be the most appropriate and that fits the mission and goals of POAC.
- Determine if any other rules would be affected if your proposal were to be adopted, and specify the rule numbers.
- Submit proper wording for a proposed rule change by typing or neatly printing the exact wording being proposed. If you propose changes to existing language, strike-through the words you propose to delete. Type in bold and italics the words you propose to add.
- Meritorious proposed rule changes submitted with sufficient documentation and specific explanations detailing reasons for the change will be assigned to the respective committee(s). Rule changes submitted without sufficient documentation and specific explanations detailing reasons for the change will not be assigned to a committee

Return completed form to: POAC/Stacey Stewart/Office Manager – 3828 S. Emerson Avenue – Indianapolis IN 46203.

## RULE 123. HUNTER OVER FENCES

A. Hunter Over Fences may be run at a separate location and concurrently with other classes. The Show Committee or judge may designate a qualified person(s) over the age of 18 to judge the jumping classes. Judges cards MUST be signed by the person judging the class. ~~Two judges are required for jumping at a Pony Rama.~~ ***There must be one judge for each show being held (ex., If there are three A shows being held, there must be three judges).***

***B. The Hunter Over Fences pony represents the type of pony used in the hunt field. The pony should possess manners, jumping ability, style, pace, and quality. The Hunter Over Fences pony must be able to demonstrate the ability to provide the rider with a smooth, comfortable, and safe ride.***

C. Fence Heights. ***Jump heights to be measured at the center of the jumps. Spreads shall not be greater than the height for that age group.***

1. 9 & Under, Minimum 12" – Maximum 18" (cross rails encouraged)

2. 10-13 and 13 & Under, Minimum 18" – Maximum 24"

3. 14-18 and 18 & Under, Minimum 24" – Maximum 30". ~~Jump heights to be measured at the center of the jumps. Spreads shall not be greater than the height for that age group.~~

***4. All exhibitors in the age division of 13 & Under or 18 & Under shall run the same pattern posted for that class.***

### D. Judging

1. All classes are judged 60% on performance and manners; 30% on type, conformation, quality, and substance; and 10% on appointments.

a. Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.

b. Circling once upon entering the ring (courtesy circle) is permissible. ***Circling once on a loose rein for soundness at the trot, after jumping the last fence while still mounted and prior to leaving the arena is required; failure to do so will result in elimination.***

~~The exit circle shall be made once and shall begin with a canter, slow to a jog and~~ ***Riders should exit arena at a walk*** walking.

c. Upon completion of the course and prior to leaving the arena, each pony competing for an award shall trot a circle in front of the judge(s) for soundness.

d. In cases of broken equipment, the competitor may either ***choose to*** continue without penalty, ~~or stop and correct the difficulty and, in which case he will be penalized 3 faults,~~ ***or voluntarily withdraw and be eliminated.*** ~~If a pony throws a shoe, the~~ ***In the case of loss of shoe by pony, rider may either continue without penalty or voluntarily withdraw. In the case of loss of headgear or unbuckling of chinstrap anywhere in the arena, rider must stop immediately, and will be eliminated.***

***e. When an obstacle is composed of several elements, any disturbance of these elements will be penalized; however, only a reduction in height of the top element shall be considered a knockdown.***

***f. When an obstacle requires two or more fences, faults committed at each obstacle are considered separately. In case of a refusal or runout at one obstacle, exhibitor must re-jump all obstacles in the combination.***

***g. EXTREME SPEED SHALL BE PENALIZED***

***h. Quality, substance, and soundness. Judges must penalize but not necessarily eliminate ponies with structural faults, defects, and blemishes (such as pin firing) in areas which might impair their activity and durability.***

***i. Performance. An even hunting (cantering) pace, manners, jumping style and way of moving over the course as well as when being jogged for soundness. Manners and suitability of pony for rider to be emphasized.***

**j. Outside assistance will be penalized at the judge's discretion, up to and including elimination.**

**k. See Scoresheets on POAC Website for further judging criteria.**

#### E. Course Diagrams

1. Course diagrams shall be posted at least one hour before scheduled time of classes. **Courses must be posted at least one hour before the scheduled time of the class. If a time is stated, classes may not be started prior to that time without permission of all exhibitors in that class.**

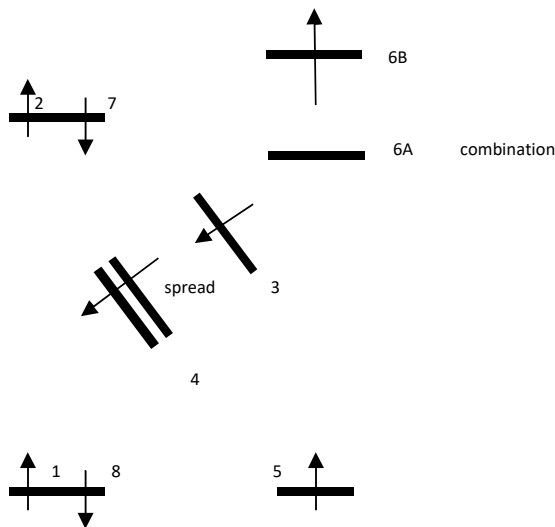
2. **Every course must have a minimum of eight obstacles of four different types and include at least one change of direction.**

3. **One obstacle should be a spread obstacle.**

4. **At least one practice jump should be available in the warm-up area.**

5. The diagram or plan of the course must show the obstacles, which must be taken in the order indicated by numbers. Apart from the order and direction, the rider is not bound to follow a certain track, ~~except as in Rule 122.~~ An arrow is used on the diagram to indicate the direction in which each obstacle is to be taken. No lines should be added by the Show Committee showing a track to be taken.

6. **The following is an example of a course diagram; other patterns and obstacles are encouraged.**



#### F. Types of Obstacles

1. Obstacles should simulate those found in the hunting field such as natural post and rail, brush, stone wall, white board fence or gate, chicken coop, hedge, oxer, etc. ~~Obstacles should be minimum of 48' apart.~~ **Striped rails are discouraged.**

2. **Components must be capable of being knocked down and should be neither so light nor poorly supported that they fall at a slight touch, or so heavy or firmly supported that they can hardly be dislodged.**

3. Chicken coops hinged at the top and free at the bottom, triple bars, and hogs back, striped rails, targets, and spreads over 2'6" and square oxers are prohibited.

4. Every course must have a minimum of eight obstacles of four different types. All obstacles should be 12' in length **and are recommended to have wings.** ~~have wings or pole wings. One change of direction should be included in the course. Striped rails are discouraged.~~

5. **A ground line is required for each side of an obstacle that will be jumped in the course.**

6. The course should include one spread obstacle. In spread obstacles the back element should be a minimum of 3" higher than the front element and not more than 6". A ground line is required for the take-off side of each obstacle to be jumped. **Spread obstacles should have the back element a minimum of 3" taller than the height of the front element and no higher than 6". A solid element (i.e., coop, wall, etc.) may not be used as part of the farthest element.**

7. **Brush obstacles must have a clearly visible rail placed above or beyond them.**

8. **Combination obstacles, doubles, or triples, should have a minimum inner distance of 20' and a maximum distance of 39.5'. The distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side. Any obstacles with 39.5' or less between them must be designated as a combination obstacle by numbering them on the course diagram with a single number and the use of A and B or A, B and C.**

9. **Minimum distance between separate obstacles should be at least 40'.**

~~6. The top element of all obstacles must be securely placed so a slight rub will not cause a knockdown.~~

~~7. A ground line should be placed on each side from which the obstacle is to be jumped.~~

G. **Disobediences and Faults.** The following faults are scored according to the judge's discretion and depending on severity, may be considered minor or major faults.

1. Faults

- a. Light touches or rubs against a jump
- b. Showing an obstacle to a pony
- c. Missing a lead change
- d. Switching leads
- e. Kicking out
- f. Spooking or shying
- g. Pinning ears or wringing tail
- h. Jumping out of form
- i. Not straight or in center of fence
- j. Poor presentation of pony or rider
- k. Knockdown of any part of an obstacle
- l. Refusals
- m. Trotting while on course when it is not specified
- n. Bucking
- o. Stopping for loss of shoe or broken equipment
- p. Circling and or pulling up at jump shall be considered a refusal
- q. Dangerous jumping

2. **Eliminations. The following result in elimination. Also refer to Rule 122.H-K, (Disobediences, Falls, Knockdowns, Off Course)**

- a. Three **cumulative** refusals
- b. Off course
- c. Jumping a fence before it is reset
- d. Jumping obstacles not included in the course
- e. Bolting from the arena

*f.* Fall of pony or rider

*g.* ~~Failure to wear approved protective headgear or failure to have headgear securely fastened under chin.~~ ***Failure to wear ASTM/SEI approved headgear, failure to fasten chinstrap, or loss of headgear (must remain in place on top of the head) anywhere on course (rider must stop course immediately).***

*h.* ***Not circling once on a loose rein for soundness at the trot, after jumping the last fence, while still mounted and prior to leaving the arena.***

~~*i.* Disqualifications as listed in Rule 102.~~

H. Tack and Attire. Hunt Seat Tack and Attire required. See Rules 106 and 107.

***I. Disqualifications. Also see Rule 102.***