

2023 SUPPLEMENT to 2022 POAC OFFICIAL HANDBOOK

◆ RULE 20. BASE COAT COLORS, p. 46.

[Genetic testing has given us tools to discern different shades of the same color and/or color modifiers. These rulebook changes give a more accurate description of base coat colors and color modifiers. Delete Brown, with other changes as indicated.]

The generally accepted terminology for solid basic body color consists of the following:

A. Bay. Body color ranging from tan through red, to reddish brown; mane and tail black; usually black on lower legs and ears.

B. Black. Body color true black without light areas; mane and tail black.

C. Red (Sorrel/Chestnut). Body color ranging from light red to dark red; mane and tail usually same color as body or lighter.

D. Dun. Body color yellowish or gold; mane and tail are black or brown; has dorsal stripe and usually zebra stripes on legs and transverse stripe over withers.

E. Grulla. Body color smoky or mouse-colored (not a mixture of black and white hairs, but with each hair mouse-colored); mane and tail black; usually has black dorsal stripe and black on lower legs.

F. Red Dun. A form of dun with body color yellowish or flesh-colored, mane and tail are red or reddish, flaxen, white or mixed; has red or reddish dorsal stripe and usually zebra stripes on legs and transverse stripe over withers.

G. Buckskin (Bay with one copy of Cream). Body color yellowish or gold; mane and tail black; black on lower legs; typically buckskins do not have dorsal stripes.

H. Smoky Black (Black with one copy of Cream). This color is not visually identifiable. Body color is black; mane and tail are also black. Results when a black horse has only one copy of the cream gene. Smoky black horses may be very difficult to identify and may look bay, brown, liver chestnut or faded black.

I. Palomino (Red with one copy of Cream). Body color golden yellow, mane and tail white; typically, palominos do not have dorsal stripes.

J. Perlino (Bay with two copies of Cream). White or cream-colored hair, blue eyes and light or pink skin over the body. Mane, tail and lower legs will be slightly darker than body color. Perlino is a base coat color and must also have a recognizable coat pattern.

K. Smoky Cream (Black with two copies of Cream). Body coat color is cream with a cream or white mane and tail, similar to cremello and perlino. Smoky cream is a base coat color and must also have recognizable coat pattern.

L. Cremello (Red with two copies of Cream). White or cream-colored hair, blue eyes and light or pink skin over the body. Cremello is a base coat color and must also have recognizable coat pattern.

M. Bay Roan. More or less uniform mixture of white with red hairs on a large portion of the body; darker on head, usually red but can have a few black hairs in mixture; black mane and tail and black on lower legs. Bay roan is a base coat color and must also have a recognizable coat pattern.

N. Blue Roan. More or less uniform mixture of white with black hairs over a large portion of the body, but usually darker on head and lower legs. Blue roan is a base coat color and must also have a recognizable coat pattern.

O. Red Roan. More or less uniform mixture of white with red hairs on a large portion of the body, but usually darker on head and lower legs; can have red or flaxen mane and/or tail. Red roan is a base coat color and must also have recognizable coat pattern.

P. Base Coat Modifiers. The use of base coat modifiers may require additional genetic testing.

1. Gray. Mixture of white and any other colored hairs. Often born solid-colored or nearly solid-colored and gets lighter with age as more white hairs appear. Gray is a modifier of base coat color and must also have a recognizable pattern.

2. Silver. The silver modifier dilutes black/brown pigment and will lighten the manes and tails of black and bay base colored horses to a flaxen or silver gray. The silver dilution is not typically seen phenotypically on red base coat colored equines.

3. Pearl. Coat color modifier that dilutes the color of the coat, mane and tail as well as lightening of the skin. Closely resembles the champagne dilution.

4. Champagne. Coat color modifier that dilutes both red and black/bay pigment as well as causes a pinkish/lavender color to the skin and amber-colored eyes.

◆ RULE 120. HUNT SEAT EQUITATION OVER FENCES, p. 109.

[These revisions reorganize the information, specify that there must be one judge for each show being held, and add information on judging criteria.]

A. Hunt Seat Equitation 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. There must be one judge for each show being held (e.g., if three A shows are being held, there must be three judges).

B. This class is judged on the rider's hands, legs, position, balance, aids and control of the pony over fences. The purpose of this class is to evaluate the rider's correctness and ability over fences, not the pony. Only the effect the rider has on the pony is to be considered. How a rider elects to ride the course, the pace and approach to the jumps are used to evaluate the rider's judgment and ability. Refer to Rule 119 regarding the position of the rider.

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"
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. The performance begins when the pony enters the ring.
2. Riders should enter the ring at a walk or trot, and may make the transition to canter from halt, walk or trot before approaching the first fence. Circling once upon entering the ring (courtesy circle) is permissible. If a rider steps into the wrong lead for one or two strides only before or on the courtesy circle, it is noted on the score sheet, which may be used as a tie breaker in the event of a ride of equal quality and score. Riders should proceed around the course keeping an even cantering pace throughout.
3. At the end of the course, rider must obtain the correct lead to properly turn around the end of arena before breaking into the final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring. Riders should leave the arena at a walk unless otherwise instructed.
4. Except for refusals and knockdowns, jumping faults of the pony are not to be considered unless it is the result of the rider's ability.
5. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.
6. In case of knockdowns, the judge will determine a base score for each competitor's performance, and a knockdown penalty of will be deducted from the base score. See Rule 131.R, Table of Faults.

7. In cases of broken equipment, the rider may choose to continue without penalty or may voluntarily withdraw and be eliminated. In the case of loss of shoe by pony, rider may either continue without penalty or voluntarily withdraw and be eliminated. In the case of loss of headgear or unbuckling of chinstrap anywhere in the arena, rider must stop immediately and will be eliminated.
8. Outside assistance will be penalized at the judge's discretion, up to and including elimination.
9. See scoresheet on the POAC website for additional judging criteria.

E. Course Diagrams and Obstacles

1. 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. Courses should consist of a minimum of four fences and require at least eight jumping efforts and include at least one change of direction. No lines should be drawn on the course diagram to show the route to be taken.
3. A ground line is required for each take-off side of an obstacle that will be jumped in the course.
4. Jumps should be similar to those found in the hunt field. Refer to Rule 132.E-F regarding hunter courses, obstacles and course requirements. The course should allow the rider to be judged on their ability to establish and maintain an even hunting pace.
5. It is recommended to offer this class after its corresponding Hunter Over Fences class.
6. At least one practice jump should be available in the warm-up area.

F. Disobediences, Major Faults and Eliminations. (Refer to Rule 131.M-Q for descriptions of these.)

1. Disobediences and Major Faults

- a. A refusal.
 - b. Knockdown.
 - c. Loss of stirrup(s).
 - d. Loss of rein(s).
 - e. Trotting while on course when not part of test.
 - f. Run-out or loss of forward movement.
 - g. Counter-canter.
 - h. Crossfire.
 - i. Incorrect diagonal.
2. **Eliminations.** The following result in elimination.
 - a. Three cumulative refusals.
 - b. Fall of pony and/or rider.
 - c. Off course.

- d. After the knockdown of an obstacle that must be re-jumped during the course, jumping the obstacle before it is reset or without waiting for a signal to proceed.
- e. 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).

- G. At the judge's discretion, any or all contestants may be called back to perform at a walk, trot and canter, or to execute any tests listed for Hunt Seat Equitation (Rule 119).
- H. **Tack and Attire.** Hunt Seat Tack and Attire are required. See Rules 113 and 114.
- I. For General Disqualifications, see Rule 108.

♦ RULE 124. TRAIL, p. 115

[Change so that Leadline Trail patterns may now ask Leadliners to work a gate.]

Change **124.N.2** to read: In Leadline Trail, riders may be asked to pass through an open gate, or may be required to work the gate. Losing control of the gate is not to be penalized.

♦ RULE 128. REINING, p. 134

[The pattern requirements for 9 & Under and JPFC Reining are modified/removed.]

Change the last sentence of **128.A** to read: Exception: 9 & Under must use Pattern 1 or 5 unless entering a 13 & Under or 18 & Under class.

Delete **128.Q:** ~~9 & Under exhibitors shall do Pattern 1, 4, and 5 only.~~

Delete **128.R:** ~~Junior or JPFC ponies (with the exception of the Futurity Show, see Rule 190), shall use Pattern 1, 2, 3 or 4 only.~~

♦ RULE 132. HUNTER OVER FENCES, p. 150.

[These revisions reorganize the information, specify that there must be one judge for each show being held, and add information on judging criteria.]

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. There must be one judge for each show being held (e.g., if three A shows are 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, an even pace and quality. The Hunter Over Fences pony must 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"
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. 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.

c. 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 may result in elimination. Riders should exit arena at a walk.

d. In cases of broken equipment, the competitor may choose to continue without penalty, stop and correct the difficulty and be penalized, or voluntarily withdraw and be eliminated. In the case of loss of shoe by pony, rider may either continue without penalty or voluntarily withdraw and be eliminated. 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 run-out at one obstacle, exhibitor must re-jump all obstacles in the combination.

g. **Quality, Substance and Soundness.** Judges must penalize but not necessarily eliminate ponies with structural faults, defects and blemishes in areas that might impair their activity and durability.

h. **Performance.** An even hunting (cantering) pace, manners, jumping style and way of moving over the course. Manners and suitability of pony for rider to be emphasized.

i. EXTREME SPEED SHALL BE PENALIZED

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

k. See scoresheet on POAC website for additional judging criteria.

E. Course

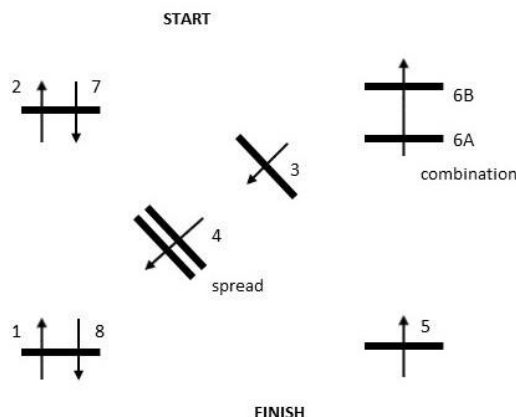
1. Courses must be posted at least one hour before the scheduled time of the class. If a time is stated, classes may not be started prior to that time without permission of all exhibitors in that class.

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. 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. An arrow is used on the diagram to indicate the direction in which each obstacle is to be taken. No lines should be added showing the track to be taken.

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



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

F. 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. 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, targets, and spreads over 2'6" and square oxers are prohibited.

4. All obstacles should be 12' in length and are recommended to have wings.

5. A ground line is required for each take-off side of an obstacle that will be jumped on the course.

6. 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'.

G. Disobediences, Faults and Eliminations. (Refer to Rule 131.M-Q for descriptions of these.)

1. **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.

- Light touches or rubs against a jump.
- Showing an obstacle to a pony.
- Missing a lead change.
- Switching leads.
- Kicking out.
- Spooking or shying.
- Pinning ears or wringing tail.
- Jumping out of form.
- Not straight or in center of fence.
- Poor presentation of pony or rider.
- Knockdown of any part of an obstacle.
- Refusals.
- Trotting while on course when it is not specified.
- Bucking.
- Stopping for 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.

- Three cumulative refusals.
- Fall of pony and/or rider.
- Off course.
- Jumping a fence before it is reset.
- Jumping obstacles not included in the course.
- Bolting from the arena.
- 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. Tack and Attire. Hunt Seat Tack and Attire are required. See Rules 113 and 114.

I. For General Disqualifications, see Rule 108.

♦ RULE 133. HUNTER HACK, p. 152.

[These revisions reorganize the information and add information on judging criteria.]

A. Hunter Hack should move in the same style as a working hunter in Hunter Over Fences (see Rule 132). Ponies should be obedient, alert, responsive and move freely. The class will be judged on an even pace and style over fences, flat work, manners and way of going. The purpose of Hunter Hack is to give ponies an opportunity to show their skill over low fences and on the flat. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

B. Fence Heights. Obstacles must be measured in the center of the jump.

- 9 & Under – 12" (cross rails are encouraged)
- 10-13, 13 & Under – 18"
- 14-18, 18 & Under – 24"

C. Judging

- In Hunter Hack, the over fences portion shall be judged under guidelines similar to Hunter Over Fences, with faults as in Rule 132. Ponies eliminated in the over fence portion of this class shall be disqualified.
- Ponies considered for an award are to be shown at a walk, trot and canter both ways of the ring with light contact.
- Placing of this class shall be determined by allowing a minimum of 70% for individual fence work and a maximum of 30% for work on the flat.

4. See scoresheet on the POAC website for additional judging criteria.

D. Course Diagrams and Obstacles

1. Ponies are first required to jump two fences.
2. If the obstacles are set in a straight line, they must be set a minimum of 40' apart, but 60' apart is recommended.
3. A ground line is required for each take-off side of each jump.
4. The course will not contain combinations such as one or two stride elements, oxers or spread jumps.
5. After completing the two jumps, the competitor shall hand gallop around a turn, halt at a marker, back and then stand quietly. At the judge's signal, they then should exit the ring or return to the lineup on a loose rein.

E. Disobediences, Faults and Eliminations

1. **Disobediences and Faults Over Fences.** Refer to Hunter Over Fences, Rule 132.

2. **Faults During Rail Work.** Faults to be scored accordingly, but not necessarily cause disqualification during rail work, include:

- a. Being on wrong lead at the canter and/or wrong diagonal at the trot.
- b. Excessive speed (any gait).
- c. Excessive slowness (any gait).
- d. Breaking gait.
- e. Failure to take gait when called.
- f. Head carried too low or too high.
- g. Nosing out or flexing behind the vertical.
- h. Opening mouth excessively.
- i. Stumbling.

3. **Eliminations.** The following result in elimination.

- a. Three cumulative refusals.
- b. Fall of pony and/or rider.
- c. Off course.
- d. Bolting from the arena.
- e. 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).

F. **Tack and Attire.** Hunt Seat Tack and Attire are required. See Rules 113 and 114.

G. For General Disqualifications, see Rule 108.

◆ RULE 139. GENERAL GYMKHANA RULES, p. 156.

[C. and J. in this rule are moved down to the Disqualifications section within the rule (as numbers 2. and 5. below). The other sections are re-lettered as A-L due to this change. Also, two additional DQs are added as numbers 3. and 4. below.]

M. Disqualifications

1. Any deviation in the line of travel or going off course.
2. Running into the arena directly to the starting line before the gate is closed.
3. Passing the electric timer finish line before completion of course.
4. Failure to wear ASTM/SEI approved headgear, failure to fasten chinstrap, or loss of headgear (must remain in place on top of the head) in any gymkhana class (rider must stop immediately).
5. Failure to wear assigned pony/rider numbers on the exhibitor's back or on either side of the saddle pad if two numbers were issued by the Show Committee.
6. Refer to rules for each class for specific disqualifications.
7. Also see Rule 108, General Disqualifications.

◆ RULE 180. POA SELECT SIRE FUTURITY, p. 175.

Add sentence (in gray): This Futurity is held in conjunction with the International POA Sale. If the sale is not held, the Futurity show may still take place.

[Also, change this rule to allow bidders to purchase SSF stallion services at a live auction at the Convention, along with mail-in bids for those unable to attend. Complete details are available on the POAC website.]

Add to **180.C.3**: Stallion services will be auctioned live at the POAC National Convention. Purchasers may bid at the live auction or mail in sealed bids prior to the Convention. Forms and details are available on the POAC website. Minimum bids are 1/2 the advertised fee or \$300, whichever is greater. Once the service sells, the stallion becomes a Select Sire and his offspring are eligible for the Select Sire Futurity.

◆ RULE 181. GENERAL RULES FOR INTERNATIONAL SALE FUTURITIES, p. 179.

Delete **181.D.2** *[Delete this section, as the Pleasure Driving Futurity is no longer held.]*: ~~Pleasure Driving Futurity. Paybacks for the Pleasure Driving Futurity will be to four placings: 40% 30% 20% 10%. If the Futurity class does not have full entries to place four winners, the vacant prize money will be divided equally by the number placed in the class.~~

◆ RULE 184. INTERNATIONAL PLEASURE DRIVING FUTURITY, p. 180.

Delete **Rule 184** *[Pleasure Driving Futurity is no longer held].*

◆ RULE 189. JUNIOR PONY FUTURITY CLASSIC, p. 181.

Add sentence (in gray): This Futurity is held in conjunction with the International POA Sale. If the sale is not held, the Futurity classes may still take place as scheduled. This Futurity and the classes involved shall also be known as JPFC. Change **189.B.4** *[delete Pleasure Driving]*: Any pony nominated for JPFC may also be nominated for the ~~Pleasure Driving~~ JPFC Reining Futurity, Most Colorful, Hunter in Hand and Halter Futurities.

Change **189.E.2** *[delete incorrect information, as the International Futurity is not pointed]*: ...with at least 50 points being earned at a Regional, National Congress or other nationally sponsored show. ~~to include the International Futurity.~~

Delete **189.E.3**: ~~The International Futurity will be pointed at the same level as the National Congress Show.~~

RULE 190. JPFC REINING FUTURITY, p. 183.

Change to **190.A.6** *[delete Pleasure Driving]*: Ponies nominated to the JPFC Reining Futurity may enter JPFC ~~and the Pleasure Driving Futurity~~, as well as the Hunter in Hand Futurity, Halter and Most Colorful Futurities, provided they meet age restrictions. May not enter Longe Line or In-Hand Trail Futurities due to age restrictions.

Delete **190.B.2** *[pattern requirements for JPFC Reining are removed]*: ~~POAC Reining Patterns 6, 7, 8 and 9 shall be used.~~

◆ RANCH DIVISION CLASSES

[The Ranch Division has been approved for a 3-year trial period in 2023 through 2025. Ranch classes include Ranch Reining, Ranch Riding, Ranch Trail, Ranch Rail Pleasure and Ranch Conformation. Rules and patterns will be posted on the POAC website.]

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