Breed Standards for the Drum Horse	
HEIGHT:	Ideally over 16hh but any height is acceptable - to achieve Premium Status a Drum Horse must reach 16hh or over by (or before) its 7 th birthday.
COLOUR & MARKINGS:	Drum Horses may have any base colour and may be solid or coloured. There is no preference given to coloured horses over solid-coloured horses.
HEAD:	The head should be attractive and in proportion to the body. The forehead and poll should be wide, but not so wide as to lose the appearance of overall proportion to the length of the head. Both convex and straight profiles (Roman) are acceptable, given they are appropriate for the horse's body type.
EYES:	The eyes should appear expressive and kind and should be an appropriate size in relation to the horse's head. Eyes may be any colour.
NOSTRILS:	The upper and lower lip should meet, and the horse's bite should be even.
EARS:	The ears should be attractive and in proportion with the head.
THROAT & JAW:	The muzzle and jaw should be square, and tie in cleanly to the rest of the head.
NECK:	The neck should be long, well-muscled, and in proportion to the horse's frame. Throat latch should be clean, allowing for good flexion at the poll. The length of the neck should be well proportioned in comparison to the length of the back and should tie in smoothly at the shoulder and wither. Withers should be average in height (not too high or low) and well-defined, with a generous layer of muscle. They should be sloping, and preferably lie further back than the elbow, to allow for greater scope of motion in the forelimbs
SHOULDERS:	The shoulders should be set far enough apart to allow for each front leg to be centred under each point of the shoulder. Shoulders should be level and in balance with each other. The slope of the shoulder and the slope of the pastern should ideally be the same angle (as close to a 45-50 degree angle as possible).
HINDQUAR TERS:	The loins should lead fluently into the croup, which should have a slight downward slope. The croup should not be short or steep/pointed, nor overly round.

BODY:	The barrel (or the body) should be well-rounded with long, well set ribs. It should be broad and deep, giving a round appearance. The back should be strong and in proportion with the horse's overall frame and build. The back should be half the length of the underline and should tie in well with the loins, which should be wide and strong on the mature horse.
FEET, LEGS AND JOINTS:	When viewed from the front, front legs should be set parallel to each other and far enough apart to allow one hoof width in between. legs should be straight to the fetlock joint. The knee should be slightly wider than the leg itself, and "flat," as opposed to "round," in appearance. The cannon bone should be half of the length of the forearm. Pasterns should ideally be the same angle as the shoulders. Hooves should be large enough for soundness, stability and weight-bearing, but not exaggerated in proportion to the horse's build. Heels should be open, and hooves should be well shaped to provide long years of sound use.
HIND LEGS:	When viewed from behind, the back legs should display a "draft horse hock set," where the toes can be slightly turned out, but should not be cow hocked or sickle hocked when viewed from the side. When the horse is standing square and viewed from the side, the hind legs should be set directly under the hindquarters, with the point of the hock directly beneath the point of the buttock. The hock should be flat in appearance with tendons clearly defined, and ideally a little higher than the front knee. The cannon bone in the rear leg should be slightly longer than in the front legs.
MANE, TAIL, FEATHER:	Mane and tail should be natural and abundant. Feather is a required characteristic of a Drum Horse. Feathering should preferably begin above the fetlock joints and start at the back of the knee and hocks, as well as run down the leg to cover the entire hoof. Feather should be silky and soft and can be either straight or curly. Clipping or trimming of bridle paths, belly hair, jaw and ear hair is permissible and up to each individual owner/breeder. Docking of tails is not permitted*.
ACTION:	The ideal Drum Horse should move naturally, with forward impulsion and presence, during all three gaits: Walk: Horse should walk flat with a straight four-beat, ground-covering gait. Stride should be consistent and balanced. Trot: The trot should be coordinated, straight, and balanced. There should be two distinct beats in which front and hind legs are moving diagonally. Action at the knees may be snappy and naturally animated, or regular and extended. The Drum Horse should use his hind end well, and hocks should be powerful and work close together. Canter: The canter should be a fluid three-beat gait, exhibiting balance, cadence and strong use of the horse's hindquarters.

GENERAL

The Drum Horse should be a large, athletic animal capable of excelling in a variety of **CHARACTER**: equine disciplines. The Drum should be a large, well-muscled horse of medium to heavy weight, with good quality bone, an athletic body, a kind expression, and abundant hair (including heavy "feather" on the legs).

The Drum Horse should display good character and be a willing and sensible partner. The overall impression of the Drum Horse should be one of an elegant heavy horse of great strength and agility and therefore display the athleticism to allow for competitiveness in all ridden and driven disciplines.