



Rule Book 2016

HORSE COUNCIL BRITISH COLUMBIA
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TABLE OF CONTENTS

TABLE OF CONTENTS	1
BC HERITAGE CIRCUIT QUALIFIERS & BC HERITAGE CIRCUIT CHAMPIONSHIPS.....	6
1. BC HERITAGE CIRCUIT QUALIFIER COMPETITIONS	6
2. THE BC HERITAGE CIRCUIT PROVINCIAL CHAMPIONSHIPS	6
3. BC Heritage Circuit Championship Awards	7
4. BC Heritage Circuit Provincial Championship – July of each Year	7
DRESSAGE.....	7
1. DRESSAGE RULES	7
5. PURPOSE OF LEVELS/DRESSAGE TESTS	7
6. ARENA	7
7. DRESS	8
8. TACK	8
9. PROHIBITED EQUIPMENT	8
10. ELIMINATIONS	8
DRIVING	11
11. GENERAL DRIVING RULES	11
12. CLASSES	11
13. DRIVERS	11
14. ATTIRE	11
15. HEADERS	11
16. VEHICLE	12
17. HARNESS	12
18. EQUIPMENT	12
19. BITS	12
20. BC HERITAGE WORKING PLEASURE DRIVING	12
21. FAULTS:	12
22. BC HERITAGE DRIVING REINMANSHIP	12
23. BC HERITAGE COMMAND DRIVING	13
24. BC HERITAGE DRIVING POLE BENDING	13
25. BC HERITAGE DRIVING BARRELS	13
26. ARENA DRIVING TRIALS	13
26.1. GENERAL PRINCIPLES	13
26.1.3. Facilities	13
26.1.4. Officials	13
26.1.5. Prize List	13
26.1.6. Pace:	14
26.1.7. Safety Check	14
26.1.8. Presentation	14
26.1.9. Dress	14
26.1.10. Drivers and Grooms	14
26.1.11. Vehicles	14
26.1.12. Levels	14
26.1.13. Classes	14
26.1.14. Classification	14
27. DRIVEN DRESSAGE	14
28. OBSTACLE CONES	14
28.1. The Course:	14
28.2. Obstacle Cones may be set as follows:	15
28.3. Penalties	15
28.4. Speeds	15
28.5. Time Allowed Calculation	15
28.6. Equine Size Classifications	15
28.7. MARATHON OBSTACLES	16
28.8. Penalties	16
28.9. Time Calculation	16
28.10. Final Classification	16
29. FIELD DRIVING TRIALS	17
29.1. PURPOSE	17
29.2. FORMAT	17
29.3. RULES	17
29.4. FACILITIES	17
29.5. OFFICIALS	17
29.6. PRIZE LIST	17
29.7. PACES	17
29.8. SAFETY CHECK	17
29.9. DRESS	17

29.10. DRIVERS & GROOMS	17
29.11. VEHICLES & HARNESS	18
29.12. LEVELS/CLASSES	18
29.13. COMPETITION A – DRIVEN DRESSAGE	18
29.14. COMPETITION B – FIELD MARATHON	18
29.15. TIME CALCULATION	18
29.16. COURSE LENGTH	19
29.17. COMPETITION C – OBSTACLE CONES	19
29.18. TIME ALLOWED	19
29.19. WHEEL MEASUREMENT	19
29.20. PENALTIES	20
ENGLISH PERFORMANCE	20
30. GENERAL ENGLISH PERFORMANCE RULES	20
31. REQUIRED ATTIRE	20
32. OPTIONAL ATTIRE	20
33. PROHIBITED ATTIRE	20
34. REQUIRED EQUIPMENT	20
35. OPTIONAL EQUIPMENT	21
36. PROHIBITED EQUIPMENT	21
37. ELIMINATION	21
38. HACK DIVISION RULES	21
38.4. HACK DIVISION ATTIRE	21
38.5. HACK DIVISION TACK	21
38.6. PROHIBITED EQUIPMENT	22
39. ENGLISH PLEASURE HORSE or HACK	22
40. ROAD HACK	22
41. SHOW HACK	22
42. HUNTER HACK	23
42.5. FAULTS	23
43. HANDY HORSE	23
43.6. ELIMINATION	23
44. HUNT SEAT EQUITATION	23
45. HUNT SEAT EQUITATION OVER FENCES	23
45.6. TESTS	24
45.7. ELIMINATION	24
46. HUNTER UNDER SADDLE	24
46.6. FAULTS	24
47. WORKING HUNTER OVER FENCES	25
47.11. FAULTS	25
47.12. ELIMINATION	25
48. JUMPER	25
48.12. COURSE DESIGN	26
48.13. SCORING	26
48.14. PENALTIES:	26
48.15. OPTIONAL EQUIPMENT	26
49. LEADLINE HORSEMANSHIP/ EQUITATION	27
49.5. ATTIRE	27
49.6. REQUIRED EQUIPMENT	27
50. SHOWMANSHIP- ENGLISH / WESTERN	27
50.8. SCORING	27
50.9. FAULTS	27
50.10. REQUIRED ATTIRE	28
50.11. PROHIBITED ATTIRE	28
50.12. REQUIRED EQUIPMENT	28
50.13. OPTIONAL EQUIPMENT	28
50.14. PROHIBITED EQUIPMENT	28
50.15. DISQUALIFICATIONS	28
ENDURANCE TRIALS	28
51. THE COMPETITION	28
52. VETERINARIANS	28
53. EQUINES	29
54. ENTRY	29
55. TIMING	29
56. COMPLETION	29
57. PLACEMENTS	30
58. MILEAGE	30
59. AWARDS	30
60. ENDURANCE TRIAL APPENDIX	31
HORSE COUNCIL BC GENERAL RULES	31

61.	ADMINISTRATION.....	31
62.	PERMIT FEES	32
63.	LIABILITY	32
64.	ENTRIES.....	32
65.	YOUTH.....	32
66.	FIRST AID & EMERGENCY ACTION PLAN.....	32
67.	OFFICIALS.....	33
68.	GUEST CARDS	33
69.	OFFICIALS PROTOCOL / CONFLICT OF INTEREST GUIDELINES	33
70.	DISQUALIFICATIONS	33
71.	UNSPORTSMANLIKE CONDUCT	33
72.	CRUELTY	33
73.	LAMENESS.....	34
74.	PROTESTS/APPEALS.....	34
75.	PROCEDURE	34
76.	APPEALS.....	34
77.	AWARDS / PLACINGS	34
GENERALTIMED EVENTS AND GAMES		35
78.	GENERAL TIMED EVENTS AND GAMES RULES	35
79.	TIMING.....	35
80.	ATTIRE	35
81.	OPTIONAL EQUIPMENT	36
82.	ELIMINATION	36
83.	PROHIBITED EQUIPMENT	36
84.	BARREL RACE	36
85.	FLAG RACE.....	37
85.6.	ELIMINATION FROM FLAG RACE.....	37
86.	KEYHOLE RACE	37
86.3.	ELIMINATION	37
87.	POLE BENDING	38
87.3.	ELIMINATION	38
88.	STAKE RACE.....	38
88.4.	ELIMINATION	39
REINING		39
89.	CLASS DIVISIONS	39
90.	RELATED RULES.....	39
91.	GENERAL REINING JUDGING CRITERIA	39
92.	CLASSES AND CONDITIONS.....	39
93.	REINING GENERAL	40
94.	SCORING	41
95.	PENALTIES	41
95.2.	The following will result in a score of 0:.....	41
95.3.	The following will result in a penalty of 5 points:.....	42
95.4.	The following will result in a 2 point penalty:	42
95.5.	Starting or performing circles or eights out of lead will be judged as follows:.....	42
102.	OPTIONAL EQUIPMENT	42
103.	PROHIBITED EQUIPMENT	42
104.	EQUIPMENT.....	43
105.	REINING PATTERNS.....	43
SADDLESEAT EQUITATION.....		50
106.	GENERAL SPECIFICATIONS	50
107.	Saddle Seat Position.....	50
108.	Position While Moving.....	51
109.	Riding Personal Appointments.....	51
110.	Saddle Seat Mandatory Tack.....	51
111.	Tack	51
112.	Class Routine Specifications	51
113.	Saddle Seat English Pleasure Horse	51
VAULTING		51
114.	INTRODUCTION	51
115.	RULE CHANGES.....	52
116.	REQUIREMENTS.....	52
117.	VAULTING CODE OF CONDUCT.....	52
118.	CLASSES AND DIVISIONS	52
119.	ELIGIBILITY FOR CLASSES.....	52
119.3.	Moving Up a Division.....	52
119.4.	Downgrading to Lower Divisions	52
120.	ENTRIES	53
121.	VAULTERS	53

122.	VAULTER'S ATTIRE	53
123.	LUNGER.....	54
124.	VAULTING HORSES	54
125.	HORSE EQUIPMENT	54
126.	ENTRY AND EXIT.....	55
127.	ARENA	55
128.	ABUSE OF HORSES.....	55
129.	OFFICIALS	55
130.	FIRST AID.....	55
131.	APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS	55
132.	PENALTIES	55
133.	GENERAL.....	56
134.	TYPES OF COMPETITION	56
134.1.	Individual Vaulting Competition	56
134.2.	Pairs Vaulting Competition	56
134.3.	Team Vaulting Competition.....	56
135.	COMPULSORIES.....	56
136.	PERMITTED ASSISTANCE.....	56
137.	ASSISTANCE FOR VAULTERS WITH A DISABILITY.....	57
138.	ELIMINATION FROM TEST	57
139.	DISQUALIFICATION FROM EVENT.....	57
140.	TIMING / BELL.....	58
141.	SCORING	58
141.1.	Compulsories	58
141.2.	Freestyle	58
141.3.	Technique Score Breakdown.....	59
141.4.	Performance Calculations	59
141.5.	Artistic Score Breakdown	59
141.6.	Horse Score	59
142.	MARKING.....	59
143.	JUDGE'S SCORE SHEETS.....	59
143.5.	INDIVIDUAL	59
143.6.	COMPULSORIES	59
143.7.	FREESTYLE	59
144.	FUNDAMENTALS.....	60
144.5.	PAIRS.....	60
144.6.	COMPULSORIES	60
144.7.	FREESTYLE	60
145.	TEAM.....	60
145.2.	COMPULSORIES	60
145.3.	FREESTYLE	60
WESTERN DRESSAGE.....		60
146.	WESTERN DRESSAGE RULES	60
147.	PURPOSE OF LEVELS / DRESSAGE TESTS.....	61
148.	ARENA	61
149.	DRESS	61
150.	OPTIONAL ATTIRE	61
151.	TACK	61
151.2.	CURB.....	61
151.3.	SNAFFLE BITS	62
151.4.	HACKAMORE	62
151.5.	WHIPS	62
152.	PROHIBITED EQUIPMENT.....	62
153.	ELIMINATIONS.....	63
WESTERN PERFORMANCE.....		64
154.	GENERAL WESTERN PERFORMANCE RULES	64
155.	REQUIRED ATTIRE:	64
156.	OPTIONAL ATTIRE	64
157.	HORSE	64
158.	REQUIRED EQUIPMENT.....	65
158.2.	CURB.....	65
158.3.	SNAFFLE BITS	65
158.4.	HACKAMORE	65
159.	PROHIBITED EQUIPMENT.....	66
160.	ELIMINATIONS.....	66
161.	TRAIL.....	66
161.4.	SCORING.....	66
161.4.3.	½ Point Penalties	66
161.4.4.	One Point Penalties.....	66

161.4.5. Three Point Penalties	66
161.4.6. Five Point Penalties.....	67
161.4.7. No (Zero) Score.....	67
161.5. OBSTACLES Mandatory (not limited to):	67
161.6. OPTIONAL OBSTACLES.....	67
161.7. PROHIBITED OBSTACLES	67
162. WESTERN EQUITATION	68
162.5. SCORING.....	68
162.5.3. ELIMINATION:	68
162.6. WESTERN EQUITATION TESTS	68
163. WESTERN HORSEMANSHIP	68
163.4. HORSEMANSHIP TESTS.....	69
164. WESTERN PLEASURE	69
164.7. FAULTS (scored according to severity):.....	69
165. WESTERN RIDING	69
165.6. SCORING.....	70
165.7. CREDITS	70
165.8. FAULTS (to be penalized accordingly)	70
165.9. PENALTIES.....	70
166. WESTERN RIDING PATTERNS	71

BC HERITAGE CIRCUIT QUALIFIERS & BC HERITAGE CIRCUIT CHAMPIONSHIPS

1. BC HERITAGE CIRCUIT QUALIFIER COMPETITIONS

- 1.1.** HCBC Recognized Events designated BC Heritage Qualifier events must be named, called, advertised, listed and otherwise referred to as an approved BC Heritage Qualifier Show. There is no additional cost to host a BC Heritage Qualifying show. All other competition approval rules and permit fees apply.
- 1.2.** Designated BC Heritage Qualifier classes will provide a means for horses and exhibitors in to acquire qualification towards entering the BC Heritage Circuit Championships.
- 1.3.** To be eligible for recognition as an approved BC Heritage Qualifier Show a minimum of two of the following classes must be offered and judged:
 - Western Pleasure, Command Class, Western Equitation, Western Horsemanship, Trail
 - Barrel Racing, Pole Bending, Keyhole, Stake Race, Showmanship (English of Western)
 - English Pleasure, Hunter Under Saddle, Hunter Hack
 - Hunt Seat Equitation, Show Hack, Road Hack, Handy Horse
 - Dressage (Training, First Levels), Western Dressage, (Training, First Levels)
 - Driving (Pleasure, Reinsmanship, Field Driving Trial, Arena Driving Trial, Games)
 - Jumpers (2'3", 2'6", 2'9", 3', 3'3" 3'6") Hunter Over Fences (2'3", 2'6", 2'9", 3')
 - Vaulting Walk B, Vaulting Trot C, Vaulting Canter D
- 1.4.** Breed, Association, discipline specific, events may include and apply their own rules in keeping with the integrity and safety of the competition. BC Heritage Qualifier class rules should not be altered.
- 1.5.** When not in conflict with club rules, BC Heritage qualifiers age categories should follow those of the BC Heritage program
 - Junior 13 and under as of January 1st of the competition year.
 - Youth 14 – 17 as of January 1st of the competition year.
 - Senior 18 and over as of January 1st of the competition year.
- 1.6.** If an open class is a BC Heritage qualifier class show management may place and award class as a one class or divide class by age categories at their discretion.

2. THE BC HERITAGE CIRCUIT PROVINCIAL CHAMPIONSHIPS

- 2.1.** BC Heritage Organizing Committee assumes the responsibility for the planning, and hosting of BC Heritage Championships. The Championships are administered directly by Horse Council BC annually.
- 2.2.** Classes offered for the BC Heritage Championships with applicable age divisions are as follows:
 - Showmanship Western, Western Horsemanship, Western Equitation, Western Pleasure
 - Trail Horse, Command Class, Barrels, Pole Bending, Keyhole, Stakes
 - Hunt Seat Equitation, Hunter Hack, Road Hack, Show Hack, English Pleasure
 - Handy Horse, Hunter Under Saddle, Showmanship English
 - Vaulting Walk B, Vaulting Trot C, Vaulting Canter D
 - Dressage (Training, First Levels), Western Dressage (Training, First Levels)
 - Jumpers (2'3", 2'6", 2'9", 3', 3'3", 3'6" 3'– 3'6") Hunter Over Fences (2'3". 2'6", 2'9", 3")
 - Driving (Pleasure, Reinsmanship, Games, Field Driving Trials, Arena Driving Trial, Games)
- 2.3.** The following point scale will be used for tabulating High Point Awards as applicable at the BC Heritage Championships:

# in class	1st	2nd	3rd	4th	5th	6th	7th	8th
1	1							
2	2	1						
3	3	2	1					
4	4	3	2	1				
5	5	4	3	2	1			
6	6	5	4	3	2	1		
7	7	6	5	4	3	2	1	
8	8	7	6	5	4	3	2	1
9-15	9	8	7	6	5	4	3	2
16-20	10	9	8	7	6	5	4	3
21-25	11	10	9	8	7	6	5	4
26-30	12	11	10	9	8	7	6	5
31-35	13	12	11	10	9	8	7	6
36-40	14	13	12	11	10	9	8	7

3. BC HERITAGE CIRCUIT CHAMPIONSHIP AWARDS

- 3.1. Versatility Award:** This award is presented to the horse and rider combination that accumulate the highest points based on the best performance in a maximum of four western and four English finals classes using the Point system as outlined.
- 3.2.** One Versatility Award shall be awarded for a one horse/one exhibitor combination throughout all divisions combined.
- 3.3.** There is no need to declare for this award.
- 3.4.** Award may be mailed to the owner or lessee post competition.

4. BC HERITAGE CIRCUIT PROVINCIAL CHAMPIONSHIP – JULY OF EACH YEAR.

- 4.1.** Dates, Location, and Annual Prize list published and posted at www.hcbc.ca
- 4.2.** See Prize List for further Details, Deadlines, and specifications.

DRESSAGE

1. DRESSAGE RULES

- 4.3.** The FEI (Federation Equestrian International) rules describe dressage as:
"the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with his rider."

5. PURPOSE OF LEVELS/DRESSAGE TESTS

- 5.1.** At all times the training should be in compliance with the training scale, the basis of which is three pure gaits.
- 5.2. Training Level** – The purpose of training level is to confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit. The balance need only be level. But not on the forehand.
- 5.3. First Level** – The purpose of First Level is to confirm that the horse, in addition to the requirements of Training Level, has developed the ability to lengthen the strides without losing rhythm or tempo. The balance need only be level but not on the forehand.
- 5.4. Second Level** – From this level on, the horse must be reliably on the bit. The purpose of second level is to confirm that the horse, having developed the requirements of First Level, now shows that through additional training it accepts more weight on the hindquarters (collection) and can elevate the forehand sufficiently to execute balanced medium gaits and transitions. Self-carriage is required. Walk turns on haunches, simple changes (through walk), and lateral movements are an integral part of the development within this level.
- 5.5. Third Level** – The purpose of this level is to demonstrate all the requirements of the previous levels plus the ability to execute more difficult trot and canter lateral movements with the addition of correct flying changes (calm, straight, clean, and not in two parts). Transitions must be done without interruptions in rhythm. The horse must, at all times, be reliably on the bit.
- 5.6. Fourth Level** – In addition to the requirements of the previous levels the horse must show increased suppleness, collection and lightness of the forehand while always remaining reliably on the bit; and that its movements are straight, enabling it to develop toward canter pirouettes and straight flying changes on a diagonal line every 4th stride. The horse must be reliably on the bit.
- 5.7. Prix Caprilli** – To determine that the correct foundation is being laid for successful training of the riding horse: that the horse moves freely forward in a relaxed manner and with rhythm, both on the flat and over small fences, its spine always parallel to the track of the prescribed movement; that it accepts the bit and obeys simple aids of the rider. JUMPS: In the event of TWO refusals at one of the jumps, the rider should go round the jump and continue with the test. This does not incur elimination.
- 5.8. FEI Levels** – FEI Tests are available for use at no charge at competitions worldwide and can be downloaded at:
<http://www.horsesport.org/disciplines/officials-organisers/organiser/dressage/dressage-tests/dressage-tests>
- 5.9. HCBC Dressage Tests** – May be used at HCBC Recognized Events at no charge. Tests are available for download at the following link; <http://www.hcbc.ca> Show Organizers may offer *Test of Choice* Classes with other tests or apply local club rules, however these must be stated in the Prize list.
- 5.10. Combined Training Tests or Test of Choice Test** – Specified may be offered in all events including two phase events.

6. ARENA

- 6.1.** The footing in the arena should be flat and level.
- 6.2.** Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- 6.3.** The arena size may be 20m x 40m or 20m X 60m for Training Level. First Level through Fourth levels must be ridden in 20m x 60m arena. It is recommended the competition arena should be separated from the

public by a minimum distance of 10 meters for outdoor rings and 5 meters for indoor rings. If there is one Judge they should be positioned 5m from 'C' and elevated for a good view of the whole ring.

- 6.4.** If self-supporting letter markers are used they should be placed outside the ring about 0.50 meters away from the fence and clearly marked.
- 6.5.** The ring fence may remain open at A during competition. The letter A must be placed at least 5 meters away from the arena and a distance of up to 15 meters is permitted.
- 6.6.** Arena fence conditions must be the same for all competitors in a class.
- 6.7.** Test Callers are permitted at all levels except FEI levels must be ridden from memory.

7. DRESS

- 7.1.** At any HCBC sanctioned Dressage Events all competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
- 7.2.** A riding vest or dark colored jacket with shirt or blouse, solid colored breeches, approved Helmet, riding boots or suitable paddock boots, a tie, stock tie, or choker, are required dress.
 - 7.2.1.** Gloves, half chaps are optional.
 - 7.2.2.** Spurs are optional; rowel spurs must be free to rotate and not sharp.
 - 7.2.3.** Whips may be carried at all levels. Total length of whip must not exceed 120cm for horses and 100cm for ponies.
- 7.3.** In case of inclement weather riders may wear a suitable warm or waterproof jacket. In extreme humidity the judge, may permit riders to ride without jackets. Sleeveless shirts or tank tops are not permitted when riding without jackets.

8. TACK

- 8.1.** English style saddle black or brown color only with stirrups. Side Saddles are permitted.
- 8.2.** English style correctly fitted bridles reins black or brown of any type (i.e. braided, rubber)
- 8.3.** At Training through Second level; Snaffle bit and bridle with one of the following nosebands are permitted; drop, regular cavesson, flash, figure 8. At Third and Fourth Levels A double bridle is optional.
- 8.4.** A horse or pony may wear boots or bandages anywhere on the competition grounds and in the competition arena.
- 8.5.** Cruppers, girth covers, fore girths, breastplates, and non-restrictive fly guards may be used.

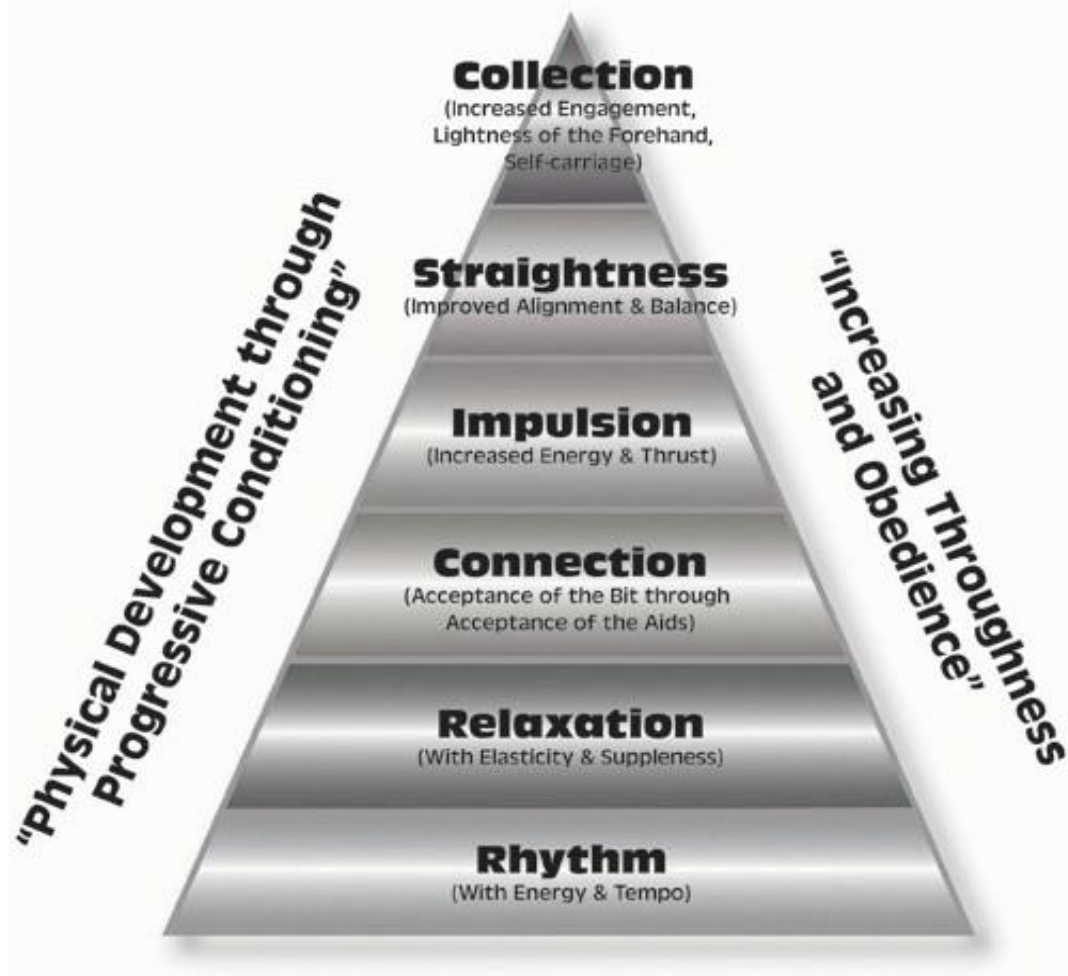
9. PROHIBITED EQUIPMENT

- 9.1.** Wire or Twisted wire bits, all martingales other than running, draw reins, bit guards, blinkers, ear plugs, hoods.

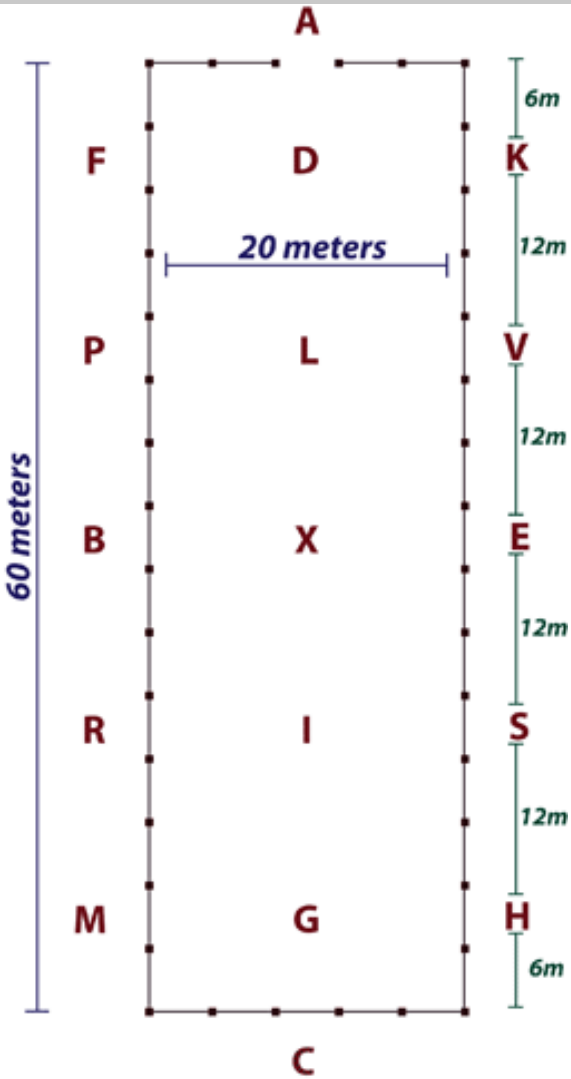
10. ELIMINATIONS

- 10.1.** An entry shall be eliminated under the following circumstances:
 - 10.1.1.** Evidence of blood on the horse
 - 10.1.2.** Use of illegal equipment
 - 10.1.3.** Contravention of dress rules
 - 10.1.4.** Unauthorized assistance
 - 10.1.5.** Three errors of course
 - 10.1.6.** Resistance of more than 20 seconds in a test
 - 10.1.7.** Fall of horse or rider during the test
 - 10.1.8.** Dangerous/unruly behavior of horse
 - 10.1.9.** All four feet of the horse leave the arena
 - 10.1.10.** Dismounting during a dressage test
 - 10.1.11.** Lameness. Judges decision is final with no appeal
 - 10.1.12.** Taking more than 45 seconds to enter the arena at A after the start signal

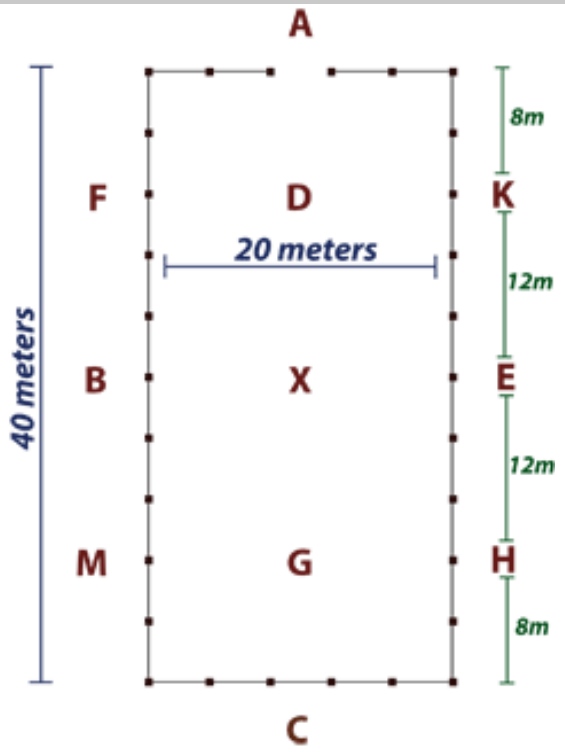
Pyramid of Training



20 x 60 meter
40 Four-meter sections
12 letters



20 x 40 meter
30 Four-meter sections
8 letters



DRIVING

11.GENERAL DRIVING RULES

11.1. All classes may be split/ divided based on the following:

- 11.1.1.** Junior/Youth and Senior
- 11.1.2.** Two wheel or four wheel vehicles
- 11.1.3.** Small pony (i.e. VSE) pony and horse
- 11.1.4.** Single, pairs, or larger multiple hitch(s)

12.CLASSES

- 12.1.** Heritage Working Pleasure Driving
- 12.2.** Heritage Driving Reinsmanship
- 12.3.** Heritage Command Driving
- 12.4.** Heritage Driving Pole Bending
- 12.5.** Heritage Driving Barrels

13.DRIVERS

13.1. Drivers may be of any age.

13.2. Youth/Junior will be as follows:

- 13.2.1.** Junior A, B, C): The COMPETITION AGE of an individual will be the age reached during the current calendar year.
- 13.2.2.** JUNIOR A - competition age 10 and below. Junior A drivers may not compete in any classes held outside a securely enclosed arena and must be accompanied at all times by a knowledgeable horseperson over the age of 18 years who is capable of driving the hitch and providing assistance when necessary or in the case of an emergency. In classes requiring a header, an appropriately attired, capable individual over the age of 18 must come from the rail so that the driver is at no time alone in the vehicle.
- 13.2.3.** JUNIOR B - competition age 11, 12, 13 must be accompanied at all times by a knowledgeable horseperson over the age of 18 years who is capable of driving the hitch and providing assistance when necessary or in the case of an emergency. In classes requiring a header, an appropriately attired, capable individual over the age of 18 must come from the rail so that the driver is at no time alone in the vehicle. EXCEPTION: Junior "B" drivers competing with a single Very Small Equine turnout in a securely enclosed arena need not be accompanied by a knowledgeable adult horseman at the discretion of their parent or legal guardian unless required by show management. This exception is NOT applicable to Field Driving Trials.
- 13.2.4.** JUNIOR C - competition age 14, 15, 16, 17, 18 competing with a single horse/pony/VSE turnout need not carry a groom/passenger at the discretion of their parent or legal guardian, unless required by class specifications.

14.ATTIRE

- 14.1.** Drivers shall dress conservatively in the style of the present day.
- 14.2.** Helmets, gloves and aprons or lap robes are required.
- 14.3.** Gentlemen are required to wear a jacket and tie.
- 14.4.** A groom/header riding on the vehicle must be in appropriate attire to compliment the hitch they are attending.
- 14.5.** Helmets are mandatory for all drivers and passengers when on the vehicle while on the show grounds. Chest protectors are encouraged.

15.HEADERS

- 15.1.** The use of a header is optional.
- 15.2.** All headers and grooms shall be dressed appropriately in show attire to compliment the hitch they are groom/header for.
- 15.3.** They may ride on the vehicle or wait outside the ring.
- 15.4.** Headers may not enter the ring or dismount from the vehicle until instructed to do so by the ring steward.
 - 15.4.1.** They shall stand quietly and position themselves two to three feet in front and to the left side of the horse with their hands behind their back.
 - 15.4.2.** Should it become necessary to restrain a horse prior to the completion of judging, the judge shall penalize that entry.
- 15.5.** Judges shall also penalize an entry whose header disturbs or distracts any other horse.

16.VEHICLE

- 16.1.** All vehicles must be in safe and good working condition.
- 16.2.** Any two or four-wheeled vehicle will be permitted.
- 16.3.** Marathon vehicles will be allowed and not penalized.
- 16.4.** Lamps are encouraged but not mandatory.
- 16.5.** All vehicles must have a solid floor.
- 16.6.** Sulky or stirrup type racing carts will not be allowed.
- 16.7.** Pneumatic tires will be permitted except as noted elsewhere in the rule set.
- 16.8.** Brakes are recommended on four wheeled vehicles.

17.HARNESSES

- 17.1.** Harness must fit properly and be in good, clean condition with no evidence of any cracks or dryness or breaks in the stitching.
- 17.2.** Harness may be either full collar & harness, neck collar or breast collar type and made of leather or synthetic.
- 17.3.** Nylon harness will not be allowed.
- 17.4.** Breeching on the harness and a noseband on the bridle are required. Exception: Single Hitch (VSE) Very Small Equine, unless required by show management. This exception is NOT applicable to Field Driving Trials. Blinders are recommended.
- 17.5. PROHIBITED**
 - 17.5.1.** Overchecks, sidechecks, drop nosebands, tiedowns or martingales (standing or running)

18.EQUIPMENT

- 18.1.** The driver must carry a whip that is long enough to reach the shoulder of the horse, when the vehicle is in motion. It must be in the driver's hand, not in the whipstock.
- 18.2. PROHIBITED:** Bandages or brushing boots EXCEPT for Games brushing boots allowed

19.BITS

- 19.1.** Traditional driving bits and snaffle bits are permitted.
- 19.2. PROHIBITED:** Twisted wire, burr or gag bits.

20.BC HERITAGE WORKING PLEASURE DRIVING

- 20.1.** Open to singles, pairs, or larger multiple hitches. Single hitches not to be combined with multiple hitches in the same class. All vehicles shall be of good appearance, in good repair, and of safe stability.
- 20.2.** To be shown both ways of the ring at a walk, slow trot, working trot and strong trot. To stand quietly and to back readily.
- 20.3.** Drivers may use either a two handed or one handed method of driving.
- 20.4.** Entries will be judged:
 - 70% - performance, way of going, and ability to show that the horse is a pleasure to drive
 - 20% - condition and proper fit of harness and vehicle to the horse
 - 10% - neatness and appropriateness of attire of driver and groom/header.
- 20.5.** Consideration shall be given to the fact that a pleasure driving horse is just that, a horse that is pleasurable and enjoyable to drive.
- 20.6.** Maximum credit should be given to a horse that moves straight with free movement, manners and a bright expression.

21.FAULTS:

- 21.1.1.** Any excessive speed at any required gait or any exaggerated animation will be penalized.
- 21.1.2.** Horses breaking into a canter or gallop will be penalized for doing so or for breaking from the gait requested.
- 21.2.** The horse shall be severely penalized if:
 - 21.2.1.** It carries its head behind the vertical.
 - 21.2.2.** It is over-flexed.
 - 21.2.3.** It is excessively nosed-out.
 - 21.2.4.** The poll is below the withers.
 - 21.2.5.** Horses to be penalized for pulling on the bit, tossing of head, breaking stride, going sideways, and excessive switching of the tail

22.BC HERITAGE DRIVING REINMANSHIP

- 22.1.** Open to singles, pairs, or multiple hitches. All vehicles shall be of good appearance, in good repair, and of safe stability.
- 22.2.** To be shown both ways of the ring at a walk, slow trot, working trot and strong trot, to stand quietly and

back readily.

22.3. Drivers may use either a two handed or one handed method of driving.

22.4. Drivers may be requested to perform a test individually, to show their skill.

22.5. They may also be asked to perform a test driving with one hand.

22.6. Entries will be judged on the skill and ability of the driver

22.6.1. Entries will be judged:

75% - handling and control of the reins, whip, use of voice commands, posture and the skill of the driver, 25% - on the driver's attire and the condition of the vehicle and harness.

23.BC HERITAGE COMMAND DRIVING

23.1. Open to singles, pairs or multiple hitches. All vehicles shall be of good appearance, in good repair, and of safe stability.

23.2. To be shown both ways of the ring at a walk, slow trot, working trot, strong trot, halt and the reinback.

23.3. This is a competition to show the abilities of a well-trained, responsive driving horse.

23.4. Entries are at no time judged individually.

23.5. The call to halt on the rail may only be given once each direction. When asking for a reinback, drivers must first be requested to pull away from the rail a minimum of four feet and to space themselves sufficiently from each other. A reinback of no more than three steps shall be requested.

23.6. When a reverse on the rail is requested, judges are to ensure that drivers are spaced well enough to not interfere with any other driver when executing the command.

23.7. Entries are eliminated one at a time at the discretion of the judge when commands are not executed correctly. Once the judge has eliminated an entry that entry will no longer be judged but will remain on the rail. Drivers may be eliminated for:

23.7.1. Failure to execute the command correctly,

23.7.2. Lack of immobility at the halt,

23.7.3. Taking too long to execute the command,

23.7.4. Breaking gait,

23.7.5. Resistance from the horse on the reinback.

24.BC HERITAGE DRIVING POLE BENDING

24.1. This is a timed event that is run the same as ridden pole bending. All vehicles shall be of good appearance, in good repair, and of safe stability

24.2. Poles must be a minimum of 8m apart.

24.3. Canter may be allowed if the arena is secured and all gates kept closed during the competitor's time in the ring.

25.BC HERITAGE DRIVING BARRELS

25.1. This is a timed event that is run the same as ridden barrels. All vehicles shall be of good appearance, in good repair, and of safe stability. Barrels must be a minimum of 8m from the arena rail.

25.2. Canter may be allowed if the arena is secured and all gates kept closed during the competitor's time in the ring.

26.ARENA DRIVING TRIALS

26.1. GENERAL PRINCIPLES

26.1.1. The Arena Driving Trial may be held in a suitable sized arena or outdoors in an enclosed area.

26.1.2. Rules for Arena Driving are based upon proven practices from past events. Certain modifications will be required to accommodate facility dimensions. Competition rules so modified are noted in specifications.

26.1.3. FACILITIES

26.1.3.1. Size of the arena will be at the discretion of the organizers.

26.1.4. OFFICIALS

26.1.4.1. HCBC Driving Judges and General Performance Judges may be used. A Certified Coach, or experienced individual from the Driving Discipline may be used with a Guest Card. One judge is required.

26.1.5. PRIZE LIST

26.1.5.1. HCBC shall approve the prize list.

26.1.6. PACE:

- 26.1.6.1. Canter limitations in the Cones or Obstacle sections will be at the discretion of the organizer and official and must be published in the prize list.

26.1.7. SAFETY CHECK

- 26.1.7.1. Recommended prior to the first class.

26.1.8. PRESENTATION

- 26.1.8.1. Will not be scored.

26.1.9. DRESS

- 26.1.9.1. Clean, neat marathon attire may be worn during all three sections of competition. An approved equestrian helmet must be worn by all drivers and grooms while on a vehicle.

26.1.10. DRIVERS AND GROOMS

- 26.1.10.1. May participate on more than one entry. During Dressage or Cones competitions, grooms giving verbal or physical directions to the driver or sliding, lifting or moving the vehicle in any way will incur immediate elimination for the entry. One groom is required for single hitches, pairs and tandems. Four in hand require two grooms. Four in hand VSE require one groom. Single VSEs do not require a groom.

26.1.11. VEHICLES

- 26.1.11.1. Two or four wheeled vehicles are permitted. At Level 1 pneumatic tires are allowed.

26.1.12. LEVELS

- 26.1.12.1. Organizers may choose to offer one or two levels of competition.
- 26.1.12.2. **Level One:** suitable for beginner drivers or horses.
- 26.1.12.3. **Level Two:** suitable for competitors with more experience.
- 26.1.12.4. The prize list shall indicate if one or both levels are offered. Where the prize list is silent it shall be presumed that only Level One is offered.

26.1.13. CLASSES

- 26.1.13.1. At the discretion of the organizer, classes may be divided by horse/pony/donkey/mule size; single, multiple turnout; two or four wheeled vehicles; competitor experience; or by the dressage test. Classes may be split or combined as entries warrant.

26.1.14. CLASSIFICATION

- 26.1.14.1. Competitors will be ranked by class in reverse order of total penalty points accumulated in all three competitions.

27. DRIVEN DRESSAGE

- 27.1.** Letters A and C will be at the mid-point of the short side of the arena. Letters B and E will be at the mid-point of the long side of the arena. Letters H, M, K, and F will be measured 10 meters from the corners of the arena.
- 27.2.** Test of Choice may be used.
- 27.3.** The Judge's scores will be recorded by the scribe at the end of each movement.
- 27.4.** When sufficient room is not available for warm up outside the perimeter of the arena, the Organizer may choose to offer, with the approval of the Judge, either:
The opportunity to warm up inside the arena before the class starts, or
Approximately one minute to warm up inside the arena after the previous competitor has exited. The competitors must be notified prior to the class.
- 27.5.** Scoring will be as indicated on the dressage test and converted to penalty points.
- 27.6.** Presentation is not scored.

28. OBSTACLE CONES

28.1. THE COURSE:

- 28.1.1.** The dressage arena or an adjacent arena may be used.
- 28.1.2.** The number of cones gates used will be at the discretion of the organizer based on the ability of the course to flow well within the space available but will not exceed 14 obstacles.
- 28.1.3.** One multiple obstacle may be used.

- 28.1.4.** The start line may not be less than 5 meters from the first gate. The finish line may not be less than 5 meters from the last gate.
- 28.1.5.** There is no set distance required between gates but the design of the course should enable drivers to maintain an even pace throughout the majority of the course.
- 28.1.6.** The course shall be open to inspection by the drivers and trainers at an announced time prior to the start of the competition.
- 28.1.7.** It is recommended to provide each competitor with their own copy of the course map. A map must be posted prior to course inspection, showing the distance, speed and time allowed per hitch and level of competitor.
- 28.1.8.** When cantering on course is not allowed (as stated in the prize list), the penalty shall be 1 penalty point for the first 5 seconds then 1 penalty point for every subsequent 5 second period.

28.2. OBSTACLE CONES MAY BE SET AS FOLLOWS:

- 28.2.1.** Using the following clearance for each Level and reset between competitors: Horses/Ponies/VSE
 – Level One: 40cm + track width Horses/Ponies/VSE
 – Level Two: 35 cm + track width * increase settings by 10 cm for tandems and four-in-hands
- 28.2.2.** At the discretion of the organizer, Level One may use one clearance for all competitors. Clearance will be based upon the largest track width vehicle entered plus 40 cm.
- 28.2.3.** At the discretion of the organizer, Level Two may use one clearance for all competitors. Clearance will be based upon the largest track width vehicle entered plus 35 cm.
- 28.2.4.** At the discretion of the organizer, gates may be numbered with red and white markers placed on the cones themselves in lieu of markers on the ground in front of each cone. Wherever possible, one of the numbers should be positioned in such a way as to allow the competitor to see it from the previous gate.
- 28.2.5.** Track width shall be the distance measured between the outside edge of the wheels on a two wheeled vehicle and between the outside edges of the rear wheels of a four wheeled vehicle.
- 28.2.6.** A ball shall be placed on the top of each cone in each gate.
- 28.2.7.** The course shall be measured with a measuring wheel from the middle of the start gate, through the center of each gate on course via the shortest drivable route, and through the center of the finish gate. This measurement shall be used to determine the time allowed for each competitor, based on the size of the equine in the hitch.

28.3. PENALTIES

- 28.3.1.** Dislodging a ball 3 penalties
- 28.3.2.** Disobedience 5 penalties
- 28.3.3.** Exceeding the time allowed 0.5 penalties per second
- 28.3.4.** Groom speaking to the competitor Elimination
- 28.3.5.** Missing a gate Elimination
- 28.3.6.** Missing either Start or Finish gate Elimination
- 28.3.7.** Driving a gate in the wrong direction or in the wrong order.....Elimination
- 28.3.8.** Cantering (if not allowed in prize list) 5 seconds for every intentional occurrence of more than 3 strides.

28.4. SPEEDS

Division	Single, Pair	Tandem, Four In Hand
Level One – VSE	160 mpm	150 mpm
Level One – Horse/Pony	180 mpm	170 mpm
Level Two – VSE	180 mpm	170 mpm
Level Two – Horse/Pony	200 mpm	190 mpm

28.5. TIME ALLOWED CALCULATION

Length of course = _____ meters
 Divided by speed in meters per minute = _____ minutes
 Remainder times 60 = _____ seconds
 Time Allowed = _____

28.6. EQUINE SIZE CLASSIFICATIONS

VSE (very small equine) – Up to 39"/9.3h/99cm
 Small Pony – Over 39"/9.3h/99cm Up To 12.0 h/127cm
 Medium Pony - Over 12.0 h/120 cm Up To 13.2 h/137 cm
 Large Pony – Over 13.2 h/137 cm Up To 14.2 h/148 cm
 Horse – Over 14.2 h/148 cm

28.7. MARATHON OBSTACLES

28.7.1. Course

- 28.7.1.1. The dressage/cones arena or an adjacent safe area may be used.
- 28.7.1.2. There shall be four obstacles: not more than two will be constructed in a conventional arena at one time. Level One shall have a maximum of 3 gates and Level Two shall have a maximum of 4 gates *per obstacle*. All gates in an obstacle shall be a minimum of 2.5 meters wide.
- 28.7.1.3. The course shall be open for inspection by drivers and grooms for 10 minutes prior to the start of competition. It is recommended that course maps be provided for each competitor.
- 28.7.1.4. One common entry/exit gate, 3 meters wide shall be used. A clearly defined course shall be used from the Start to each obstacle and to the Finish. Clearly numbered gates (cones) shall define the course from the Start to each obstacle and to the Finish.
- 28.7.1.5. At the discretion of the organizer, the course may be run either:
- 28.7.1.5.1. The course is run from Start to Finish (including the two obstacles known as Obstacle 1 and Obstacle 2 by all competitors, each Level passing through all of the required course gates and obstacle gates for that level in the correct order. The obstacles are then re-lettered in a different configuration and are now known as Obstacle 3 and Obstacle 4 and the course is run again by each competitor. Before starting the course, the Judge will signal the competitor with a bell or whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first. Timing will stop when the nose of the horse crossed the Finish gate.
- OR**
- 28.7.1.5.2. After completing the course, including Obstacle 1 and Obstacle 2, and going through the Finish gate, the driver immediately continues on the course and repeats it. In this method, two timers will be required. The Judge will signal the competitor to start with a bell or a whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first. Timing for the first round will stop when the nose of the horse crosses the Finish gate. Immediately, the second timer will start their watch and will time the competitor on the second round. Timing will stop when the nose of the horse crosses the Finish gate.
- OR**
- 28.7.1.5.3. Should a large enough, safe arena/area be available, four individual obstacles may be constructed and connected with course gates to be driven once from start to finish. The Judge will signal the competitor to start with a bell or a whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first. Timing will stop when the nose of the horse crosses the Finish gate.

28.8. PENALTIES

28.8.1. Penalties apply both on the perimeter course and in the obstacles.

- | | |
|---|---|
| 28.8.1.1. Time on course shall be converted to penalties at | 2 penalties per commenced second. |
| 28.8.1.2. Each element dislodged | 5 penalties |
| 28.8.1.3. Putting down the whip | 5 penalties |
| 28.8.1.4. Correcting a course | 20 penalties |
| 28.8.1.5. Failing to correct a course | Elimination |
| 28.8.1.6. Groom off the vehicle in an obstacle (both feet) | 10 penalties |
| 28.8.1.7. Driver off the vehicle in an obstacle | 30 penalties |
| 28.8.1.8. Overturned vehicle in an obstacle | 60 penalties (includes f & g above) |
| 28.8.1.9. Disconnecting and leading through an obstacle | Elimination |
| 28.8.1.10. Failing to pass through Start or Finish gates | Elimination |
| 28.8.1.11. Canter when not allowed | The penalty shall be 1 penalty point for the first 5 seconds then 1 penalty point for every subsequent 5 second period. |

28.9. TIME CALCULATION

- 28.9.1.** Time for each round of the Marathon course shall be recorded in minutes/seconds/hundredths of seconds. The minutes are then converted into seconds and added to the seconds and hundredths. eg. 1:20.56 becomes 80.56. The converted times are then added together and multiplied by .2 to arrive at the total time penalties for the course. Any other penalties are then added to the course penalties to arrive at the total penalties for the Marathon course.

28.10. FINAL CLASSIFICATION

- 28.10.1.** Penalties from the Dressage competition, Cones competition and Marathon competition are added together to give the competitors Total Penalties. Placings are awarded in reverse ranking (the lowest number of penalties is the winner) in each class per Level.

29.FIELD DRIVING TRIALS

29.1. PURPOSE

- 29.1.1.** To provide a bridge between Arena Driving Trials (held entirely in one enclosed area) and other forms of combined driving including Horse Driving Trials and Combined Driving 2 and 3 day events.

29.2. FORMAT

- 29.2.1.** Field Driving Trials (FDT) will consist of three phases of competition – a driven dressage test, a field marathon phase and an obstacle cones phase. Penalty points accumulated during each phase will be totaled at the end of the event. Competitors will be ranked by division and class in reverse order of penalty points.

29.3. RULES

- 29.3.1.** The rules as described shall be adhered to unless modifications are required to accommodate facilities or unusual circumstances. Such changes must be approved by the judge and must be published in the prize list. Changes must always be made with the safety of both participants and equines as the primary consideration.
- 29.3.2.** The HCBC rules pertaining to Arena Driving Trials shall be in effect at HCBC Recognized events. Local clubs or show organizers may use modified club rules, or tests provided the conditions are stated in the Prize list.

29.4. FACILITIES

- 29.4.1.** The dressage tests will be driven in an enclosed arena. The arena size will be determined by the event organizers.
- 29.4.2.** The marathon phase will be held in an area large enough to allow three to four natural or man-made obstacles to be included.
- 29.4.3.** The obstacles cones phase will be held in an area large enough to accommodate a maximum of 14 sets of gates that may include one multiple.

29.5. OFFICIALS

- 29.5.1.** HCBC Driving Officials or an HCBC General Performance Official may be used. An experienced person with driving history and knowledge of driving, may be used with an approved Guest Card. One judge is required but more than one judge may be used at the organizer's discretion. Technical Delegates and Course Designers are not required.

29.6. PRIZE LIST

- 29.6.1.** Must be available for review and approval by the Judge 60 days prior and license application to Horse Council BC 30 days prior to distribution.

29.7. PACES

- 29.7.1.** Canter limitations in the Marathon obstacles and Obstacle Cones shall be at the discretion of the organizers and Judge, and must be published in the prize list.
- 29.7.2.** It is recommended that Level 1 drivers be restricted to trot or walk only in the Field Marathon obstacle phase.
- 29.7.3.** Level 2 drivers will be allowed any pace in the obstacles in the Field Marathon.
- 29.7.4.** Level 1 and Level 2 drivers in the Field Marathon, must trot between the start and the first obstacle, between obstacles, and from the last obstacle to the finish line.

29.8. SAFETY CHECK

- 29.8.1.** The Safety Check will take place prior to the first class of the day.

29.9. DRESS

- 29.9.1.** Clean, neat marathon attire may be worn during all three phases of competition. An approved helmet designed specifically for equestrian activities must be worn by all drivers and by any passengers, grooms or navigators riding on turnouts during the competition. A whip long enough to reach the shoulder of the horse (or the horse furthest from the driver in the case of multiples) must be carried in-hand throughout all phase of competition. If dress other than marathon attire is required, this must be published in the prize list.

29.10. DRIVERS & GROOMS

- 29.10.1.** At the discretion of the event organizer, both drivers and grooms may participate with more than one entry. If multiple entries are allowed, this must be indicated in the prize list. Single entries require

a groom/navigator for the marathon phase only. Pairs and tandems require a groom/navigator for all phases; multiples require two grooms/navigators for all phases. VSE single turnouts do not require a groom/navigator for any phase.

29.11. VEHICLES & HARNESS

- 29.11.1.** Two or four wheeled vehicles are permitted. Pneumatic tires are allowed in all phase in Level 1 only. Vehicles must be in safe condition. Any safe harness in good condition may be used. Breeching must be used if the vehicle is not equipped with brakes. The harness must fit the equine properly with the animal's comfort and safety being paramount. The organizer or Judge has the authority to disallow a competitor to participate in an event if they determine the harness or vehicle being used is unsafe or unsuitable.

29.12. LEVELS/CLASSES

- 29.12.1.** Organizers may choose to offer one or two levels of competition.
- 29.12.1.1. Level 1: Suitable for beginner drivers and or equines.
 - 29.12.1.2. Level 2: Suitable for competitors and or equines with experience driving in competitions.
 - 29.12.1.3. Organizers may divide classes by equine size (ie. horse/pony/VSE), by single, pair or multiple turn out, by competitor experience or by the dressage test used. Classes may be split or combined at the discretion of the organizer or Judge.
- 29.12.2.** The Judge must check the course and facilities for safety and adherence to rules prior to the start of each phase of competition.

29.13. COMPETITION A – DRIVEN DRESSAGE

- 29.13.1.** The arena shall ideally be standard size (40 meters x 80 meters). If the standard arena is used, the lettering spacing will also be standard. Should a smaller area be used, the letters H, M, K, & F will be situated 10 meters from the corners.
- 29.13.2.** Show Organizers may offer Tests of Choice. Training level tests will be used for Level 1 and Preliminary level tests will be used for Level 2.
- 29.13.3.** Where insufficient room exists to allow for warm-up outside of the arena, the judge may permit each competitor to individually warm up inside the confines of the arena for approximately 1 minute before signaling the start of the test. At that time competitors will exit the arena and re-enter at A to commence their test.

29.14. COMPETITION B – FIELD MARATHON

- 29.14.1.** The course will consist of 3 to 4 obstacles. Courses under 1.5 km will use 3 obstacles while those between 1.5 and 2.0 km will use a minimum of 3 and a maximum of 4 obstacles. The course will be run from start to finish once. The total time along with any accumulated penalties will form the score for this phase of competition.
- 29.14.2. Penalty points are assigned as follows:**
- 29.14.2.1. Every second or portion thereof on course +/- time allowed .25 penalties
 - 29.14.2.2. Each element dislodged 5 penalties
 - 29.14.2.3. Putting down the whip at any time on course 5 penalties
 - 29.14.2.4. Correcting a course 20 penalties
 - 29.14.2.5. Failing to correct a course Elimination
 - 29.14.2.6. Groom off of the vehicle in an obstacle (both feet) 10 penalties
 - 29.14.2.7. Driver off of the vehicle in an obstacle 20 penalties
 - 29.14.2.8. Overturned vehicle on course Elimination
 - 29.14.2.9. Disconnecting and leading through an obstacle Elimination
 - 29.14.2.10. Failing to pass through Start or Finish gates Elimination
 - 29.14.2.11. Canter when not allowed – 5 penalties for the first 5 canter strides taken; then 1 penalty for every subsequent canter stride.

29.15. TIME CALCULATION

- 29.15.1.** The time for the field marathon shall be recorded in minutes, seconds and hundredths of a second. Time shall be calculated for each equine size (VSE, SP, MP, LP, H) and a window of minus 30 seconds shall be allowed. Elapsed time + or – in seconds shall be converted to penalties. The total will be converted into seconds (i.e. 1:30:27 becomes 90.27 seconds). This number is then multiplied by 0.25 and any points for rule infractions are then added to that total. The resulting number forms the score for this phase of competition. Time allowed calculations shall be at the following speeds:

VSD	8
VSE	9 "
St D	9 "
SP	11
MP	12
LP	13
Drft	13
H	14

29.16. COURSE LENGTH

- 29.16.1.** The measurement of the course shall be from the start line to the finish line including the shortest drivable route through each obstacle. Slight deviations from this may be allowed, at the judge's discretion, to accommodate local conditions.
- 29.16.2.** Obstacles may be natural or man-made in construction. 3 gates, lettered A, B & C shall be used for Level 1. The gates will be marked with a red letter positioned to the right of the gate and a corresponding white letter to the left of the gate. Gates shall be a minimum of 3 meters wide. The lettered gates must be driving in alphabetical order. Letters A, B, C & D shall be used for Level 2.
- 29.16.3.** Obstacles should be constructed in a solid fashion so as to avoid disassembly of the elements should a turnout contact them. Obstacles must be constructed with the safety of the participants and equines in mind. Nothing may be placed in, on or around an obstacle with the intention of frightening a horse or pony.
- 29.16.4.** The course start/finish shall be marked with lettered signs. The route to, from and between obstacles shall be delineated with pairs of cones or other suitable markers. All gates on course including the start finish shall be a minimum of 3 meters wide and numbered sequentially.
- 29.16.5.** The distance from the starting line to the entry gate of the first obstacle, and from the exit gate of the last obstacle to the finish line must each be a minimum of 30 meters.
- 29.16.6.** The exit gate of an obstacle must be a minimum of 20 meters from the entry gate of the subsequent obstacle.

29.17. COMPETITION C – OBSTACLE CONES

- 29.17.1.** The cones course will consist of pairs of numbered cones, to a maximum of 14 obstacles. One obstacle may be a "multiple".
- 29.17.2.** Pairs of cones will be numbered sequentially, with a red number on the right-hand cone and a white number on the left-hand cone of each pair. Free-standing numbers may be used, or numbered "sleeves" may be placed over the cones themselves. Where appropriate, letters will be used to designate the elements of a multiple obstacle.
- 29.17.3.** Wherever possible, the numbers should be positioned so that at least one number from each obstacle is visible from the previous obstacle.
- 29.17.4.** While no minimum distance between the sets of elements is required, the course must be designed in such a way as to allow competitors to drive in a smooth, forward and controlled fashion through the course.
- 29.17.5.** The minimum distance between the start line and the first obstacle and between the last obstacle and the finish line shall be a minimum of 5 meters.

29.18. TIME ALLOWED

- 29.18.1.** The time allowed for the course will be determined by measuring the shortest drivable distance (wheeled by the Judge or other official).
- 29.18.2. Time allowed is as follows:**
- Level 1** – VSE single, pairs: 160 mpm VSE tandem, fours: 160 mpm
- Level 1** – Horse/pony, single, pairs: 170 mpm Horse/pony tandem, fours: 160 mpm
- Level 2** – VSE single, pairs: 180 mpm VSE tandem, fours: 170 mpm
- Level 2** – Horse/pony, single, pairs: 200 mpm Horse/pony, tandem, fours: 190 mpm

29.19. WHEEL MEASUREMENT

- 29.19.1.** The outside wheel track of each vehicle will be measured prior to the beginning of competition. For Level 1, the distance between pairs of cones will be the wheel track plus 40 cm. For Level 2, the distance between pairs of cones will be the wheel track plus 35 cm. For VSE's in each division, these distances will be narrowed by 5 cm.

29.19.2. Cone pairs will be reset between each competitor however, at the discretion of the organizers, cone pair clearances may be ignored for differences of 5 cm or less between turnouts.

29.20. PENALTIES

29.20.1. Starting and passing through an Obstacle before the bell is rung	10 penalties and restart
29.20.2. Failing to start within 60 seconds of bell ring	5 penalties
29.20.3. Failing to pass through Start or Finish lines	Elimination
29.20.4. Dropping or putting down the whip	10 penalties
29.20.5. Knocking down one or two balls in the same single obstacle	3 penalties
29.20.6. Knocking down an element of a multiple obstacle	3 penalties
29.20.7. Knocking down any part of any obstacle after it has already been driven	3 penalties
29.20.8. If any part of an obstacle in advance of the one being driven is knocked down, the bell will be rung for the obstacle to be rebuilt	3 penalties and add 10 seconds
29.20.9. Taking an obstacle out of sequence or in wrong direction	Elimination
29.20.10. For exceeding Time Allowed: elapsed portion thereof.	0.5 points per second or

ENGLISH PERFORMANCE

30.GENERAL ENGLISH PERFORMANCE RULES

- 30.1.** In addition to General Performance Rules, the following rules will also apply to the following classes; English Pleasure Road Hack, Show Hack, Hunter Hack, Handy Horse, Hunt Seat Equitation, Hunt Seat Equitation Over Fences, Working Hunter, Jumper.
- 30.2.** The Tests and or courses must be posted at least one hour before scheduled time of class.
- 30.3.** It is mandatory that a schooling area with at least two practice jumps or practice time in the arena be provided.
- 30.4.** Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by show management

31.REQUIRED ATTIRE

- 31.1.** Coats of any tweed or material suitable for hunting in a dark or conservative solid colour.
- 31.2.** Breeches or jodhpurs of light shades
- 31.3.** High English Boots or Jodhpur/paddock boots, conservative dark coloured half chaps with jodhpur/paddock boots.
- 31.4.** Dark or conservative safety approved hard hat. Derby or bowler hat may be worn by adults only.
- 31.5.** Stock tie or choker.
- 31.6.** In any class over fences and in the warm up ring ALL competitors must wear properly fitted, approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted.
- 31.7.** Youth and or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety Harness correctly secured at all times while mounted, on the competition or event grounds at all times.

32.OPTIONAL ATTIRE

- 32.1.** Spurs that are blunt, round, roweled and no longer than 5cm (2").
- 32.2.** Gloves
- 32.3.** Braiding is optional

33.PROHIBITED ATTIRE

- 33.1.** Clip on spurs or spurs longer than 5cm (2")

34.REQUIRED EQUIPMENT

- 34.1.** The saddle must be of English type and be black or brown and may have a suede seat and/or suede inserts on the skirts.
- 34.2.** The girth may be of leather, web, cord, or linen and of a natural or conservative colour.
- 34.3.** The bridle must be of snaffle, hunting, or double type and of plain uncolored leather including a plain brow band and cavesson type noseband.
- 34.4.** Bits may be conventional O ring, D ring, egg butt snaffle or full cheeked snaffle with broken mouth piece and rings not larger than 10cm (4") and not smaller than 5cm (2"), Pelham, Kimberwick, or in the case of a full bridle, a Weymouth bit with Bridoon.
 - 34.4.1.** If a Pelham bit is used, two reins must be used. Youth exhibitors may be allowed to use a converter in

the interest of safety.

34.4.2. Bits must be metal, hard plastic (happy mouth), or rubber over metal.

34.4.3. Nothing may protrude below the mouthpiece (bar).

34.4.4. Solid and broken mouthpieces may have a port no higher than 1 ½”.

34.4.5. On broken mouthpieces only, connecting rings of 3cm (1 ¼”) or less in diameter or connecting flat bar of 3/8” to ¾” (measured top to bottom with a maximum length of 5cm - 2”) and lie flat in the horse’s mouth are acceptable.

34.4.6. All mouthpieces must be a minimum of 5/16” in diameter with snaffles to be measured 2.5cm (1”) in from the cheek ring.

34.4.7. Mouthpieces may be smooth, round, oval or egg-shaped, slow twist, straight bar or solid mouthpieces with a maximum port.

35.OPTIONAL EQUIPMENT

35.1. Saddle pads or numnahs appropriate to the saddle and if used should be white, natural, or of a conservative color.

35.2. Whips if allowed (see class specific rules), must be no longer than 75cm (30”) from top of handle to end of tassel and be unweighted.

35.3. English-type breastplate

35.4. Braiding or banding of the horses mane or tail suitable to class or breed.

36.PROHIBITED EQUIPMENT

36.1. Draw Reins

36.2. Straight rubber bits. Twisted wire bits.

36.3. Square stock, metal wrapped or polo bits.

36.4. Dropped noseband of any type.

36.5. Flash or Figure eight noseband

37.ELIMINATION

37.1. Any exhibitor being assisted by a second person inside or outside the arena may be eliminated.

37.2. Any exhibitor striking a horse forwards of the girth with any object including the hands may be eliminated.

37.3. Exhibitors failing to wear correct number in a visible manner may be eliminated.

38.HACK DIVISION RULES

38.1. Classes may be held for horses or ponies and may be combined at the discretion of Show Management.

When classes for ponies are divided by height, such division must be made according to hunter pony heights.

38.2. When classes for horses are divided by height into two sections, they shall be:

Over 14.2 up to and including 15.3 hands

Over 15.3 hands

38.3. When classes for horses are divided by height into three sections, they shall be:

Over 14.2 up to and including 15.2 hands

Over 15.2 up to and including 16.0 hands

Over 16.0 hands

38.4. HACK DIVISION ATTIRE

38.4.1. Permitted attire: Black jacket or dark coat, top hat, bowler hat or ASTM approved helmet, white or light tan breeches, jodhpurs, white hunting stock or chokers, black boots. Tweed jackets are permitted at the option of the organizing committee. Youth or Junior riders must wear properly fitted, approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted on the competition or event grounds.

38.4.2. Spurs optional

38.4.3. Prohibited: saddle suits and/or Kentucky jodhpurs

38.5. HACK DIVISION TACK

38.5.1. English saddle of any type is required. Bridles may be double, Pelham or snaffle.

38.5.2. Snaffle bits allowed:

38.5.2.1. Loose ring snaffle,

38.5.2.2. Snaffle with jointed mouthpiece where middle piece is smooth,

38.5.2.3. Egg-butt snaffle,

38.5.2.4. Racing snaffle D-Ring,

38.5.2.5. Egg-butt snaffle with cheeks (fulmer),

38.5.2.6. Loose ring snaffle with cheeks,

38.5.2.7. Full cheek snaffles,

38.5.2.8. Snaffle with rotating mouthpiece,

38.5.2.9. Double jointed with roller in the centre section.

38.5.3. Double bride bits allowed:

- 38.5.3.1. Loose ring bridoon bits,
- 38.5.3.2. Bridoon bit with jointed mouthpiece,
- 38.5.3.3. Egg-butt bridoon bit.

38.5.4. Curb bits allowed:

- 38.5.4.1. Half-moon curb bits,
- 38.5.4.2. Curb bit with port and sliding mouthpiece (Weymouth),
- 38.5.4.3. Curb bit with straight cheeks and port Curb chain (metal or leather or a combination),
- 38.5.4.4. Leather or rubber cover for curb chain
 - 38.5.4.4.1. All metal bits must be smooth. The maximum inside diameter of the snaffle ring must be no larger than 10.16cm, or smaller than 3.5cm. Where the mouthpiece connects to the cheek or ring, the diameter of the snaffle must be such as not to hurt the horse. The lever arm of the curb but is limited to 10cm (length below the mouthpiece). The diameter of the mouthpiece of the bridoon must be thick enough not to hurt the horse. The inside diameter of the bridoon ring must not exceed 8cm.
 - 38.5.4.4.2. The Pelham must be equipped with two reins but may be equipped with a converter for Junior riders.
 - 38.5.4.4.3. Browbands shall be leather of any description but not solid white, coloured or sequined.

38.6. PROHIBITED EQUIPMENT

- 38.6.1.** Whips, bats, crops,
- 38.6.2.** Tie-downs, martingales, breastplates.
- 38.6.3.** Draw reins.
- 38.6.4.** Dropped of flash noseband of any type.
- 38.6.5.** Twisted wire bits
- 38.6.6.** Boots of any kind and/or bandages

39. ENGLISH PLEASURE HORSE OR HACK

- 39.1.** Classes may be divided into Saddle Seat or Hunter Seat. Tack and personal appointments to be appropriate to the seat being ridden.
- 39.2.** To be judged on 45% performance, 40% manners and 15% conformation
- 39.3.** To be shown both ways of the ring. Required gaits: a flat-footed walk, normal trot, canter, light contact to be maintained. Not to hand gallop.

40. ROAD HACK

- 40.1.** To be judged on 55% performance, 20% substance, 15% conformation and 10% manners
- 40.2.** Type and Characteristics: The horse and pony must present an appearance of overall substance with refinement. Head well shaped, attractive and proportionate; mane may be roached; natural (not set) tail; strong well shaped neck with good length; good strong sloping shoulders; medium high withers the same height as the croup; chest indicative of strength; moderately muscled forearm; back well proportioned with height; powerful across the loin; good depth of girth; well-shaped proportionate quarters showing strength sloping pasterns of good length; feet of proportionate size. Braiding of mane and tail is optional.
- 40.3.** Horses to enter ring at a walk. To be shown in both directions of the ring with a light contact at a flat footed walk, working trot, strong trot, canter, and hand gallop Only 8 horses to hand gallop at one time.
- 40.4.** Gaits:
 - 40.4.1.** The walk: straight, four beat and flat-footed with light contact.
 - 40.4.2.** The trot: straight and true; may be required as follows; working trot on light to medium contact, strong trot
 - 40.4.3.** The canter; working canter on light to medium contact
 - 40.4.4.** Hand gallop under control

41. SHOW HACK

- 41.1.** To be judged on 55% performance, 20% quality, 15% conformation and 10% manners
- 41.2.** Type and Characteristics; Must have vitality and animation; Head neat, finely drawn and elegant; Mane must not be roached and may be braided; neck of sufficient length with a trim throat-latch; neck to blend into shoulders which are medium width and not too heavily muscled; medium high and well defined withers the same height as croup; chest well developed but in proportion; forearm not too heavily muscled; back moderately short but well-proportioned with height; moderately deep girth and well shaped proportionate
- 41.3.** Horses to enter ring at a walk. To be shown at a walk, trot, canter and hand gallop; only 8 horses to hand gallop at one time. Collected and extended gaits to be called for in both directions. Horses to stand quietly and reinback readily
- 41.4.** Gaits:
 - 41.4.1.** The walk: straight, four beat and flat-footed

41.4.2. The trot: free, light and crisp, may be required as follows; on contact with upright frame, collected with rider sitting, extended with the rider posting or sitting.

41.4.3. The canter required as follows; collected, working, extended, hand gallop

42.HUNTER HACK

42.1. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. 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.

42.2. Horses are required to jump two fences, set to a maximum of 2'6", if the jumps are set on a line they are recommended to be in increments of 3.5m (12') but adjusted to no less than two strides.

42.3. Horses are to be shown at a walk, trot and canter both ways of the ring with light contact. At the discretion of the judge, contestants may be asked to hand gallop, pull up or back and stand quietly following the last fence.

42.4. Placing for the class shall be determined by allowing 70 percent for individual fence work and 30 percent for work on the flat. Faults over fences will be scored as in working hunter class.

42.5. FAULTS

42.5.1. Being on wrong lead and/or wrong diagonal at the trot

42.5.2. Excessive speed (any gait)

42.5.3. Excessive slowness (any gait)

42.5.4. Breaking gait

42.5.5. Failure to take gait when called

42.5.6. Head carried too low or too high

42.5.7. Nosing out or flexing behind the vertical

42.5.8. Opening mouth excessively

42.5.9. Stumbling

42.5.10. Switching leads.

42.5.11. Kicking out.

42.5.12. Adding a stride between jumps

42.5.13. Leaving a stride out between jumps.

42.5.14. Spooking or shying.

42.5.15. Pinning ears or wringing tail.

42.5.16. Knockdown of rail

42.5.17. Refusals.

43.HANDY HORSE

43.1. To be Judged on manners, quality of movement, and response to the rider over obstacles.

43.2. Course shall vary from the normal hunter class routine to include elements that show rideability and handiness.

43.3. It is recommended all three gaits, walk trot and canter are incorporated into the obstacle course.

43.4. Obstacles may include: small jumps, ground poles, back through, bridge, gate, sidepass.

43.5. Whips are not permitted.

43.6. ELIMINATION

43.6.1. Knocking over obstacle or going off pattern.

43.6.2. Excessive schooling or training.

44.HUNT SEAT EQUITATION

44.1. Exhibitors shall be judged on hands, seat, legs and basic position and on their ability to ride and control the horse correctly in a hunt or forward type seat. Horses must be shown in both directions of the ring at a walk, trot, and canter.

44.2. Exhibitors will line up on command and execute individual tests at the judge's discretion.

44.3. The judge may ask questions concerning horsemanship, anatomy of the horse, tack, stable management or Other at their discretion. The Judge must specify if a flying change of lead is required when changing direction at the canter. Exhibitors will not be required to mount and dismount.

45.HUNT SEAT EQUITATION OVER FENCES

45.1. Exhibitors shall be judged on their equitation style over a course of fences with emphasis on their hands, seat and legs, and ability to ride and control the horse. The exhibitors' position over fences is of utmost importance; the exhibitor looking forward and body inclined forward, more than when riding on the flat, with close contact to the horse and hands quiet and supporting.

45.2. Horses are to make a minimum of eight jumps and one change of direction is required. Each exhibitor may

circle once before approaching the first obstacle, then proceed around course, keeping an even pace throughout.

- 45.3.** Jump heights may be lowered at the consideration of the Judge and show committee in order to ensure safe, fair, and appropriate competition for the level of exhibitors. If a refusal occurs in a combination obstacle, the exhibitor must re-attempt all obstacles in the combination.
- 45.4.** Factors of weather, footing, and appropriateness of test, venue, design and the level of exhibitor's abilities will be taken into account as points for consideration. Safety of horses and exhibitors is paramount in this process of consideration. If the Judge and show committee agree that an unfair test or inappropriate conditions exist, they may lower all and or specific jumps to a base height of 2' to ensure all exhibitors have an opportunity to ride in equity.
- 45.5.** Minimum height for obstacles is 2'3". Maximum height is 2'9". Maximum spread is 3'. Any or all exhibitors may be called back to perform at a walk, trot, and canter, or to execute any appropriate test specified in section 38.1 at the Judges discretion.

45.6. TESTS

- 45.6.1.** The judge must choose a minimum of two individual hunter equitation tests. Tests chosen should reflect the ability of the exhibitors. Tests must be announced twice. No other tests may be used than those specified herein.
 - 45.6.1.1. Dismount and mount
 - 45.6.1.2. Rein back
 - 45.6.1.3. Individual performance
 - 45.6.1.4. Figure eight at trot, demonstrating change of diagonals
 - 45.6.1.5. figure eight at canter with simple change of leads through the walk or trot
 - 45.6.1.6. Extended trot
 - 45.6.1.7. Turn on haunches through the walk
 - 45.6.1.8. Change leads on a straight line down centre with simple change through the walk or trot
 - 45.6.1.9. Counter canter
 - 45.6.1.10. Demonstration of about one minute on own mount. Rider must advise the judge beforehand what he/she plans to demonstrate
 - 45.6.1.11. Pull up between fences except in a combination
 - 45.6.1.12. Jump low fences, at walk, trot or canter
 - 45.6.1.13. Change of leads with flying changes

45.7. ELIMINATION

- 45.7.1.** Fall of horse and or rider.
- 45.7.2.** Two refusals
- 45.7.3.** If elimination occurs during a ride-off the exhibitor is placed last of all those chosen for the ride-off.

46. HUNTER UNDER SADDLE

- 46.1.** Horses should be suitable to purpose. They should move with long low strides reaching forward with ease and smoothness, be able to lengthen their stride and cover ground with relaxed, free flowing movement, while exhibiting correct gaits that are of the proper cadence. Horses should be obedient, and should respond willingly to the rider with light leg and hand contact. The quality of the movement and consistency of the gaits is major consideration
- 46.2.** This class will be judged on performance, condition and conformation at the walk trot and canter both ways of the ring.
- 46.3.** Not to jump.
- 46.4.** At the option of the Judge, exhibitors may be asked to extend the walk or trot or be asked to hand gallop one or both ways of the ring. Horses may be asked to change to the canter from the walk or trot, or from the hand gallop be asked to halt and stand quietly on the rail
- 46.5.** Horses should back easily and stand quietly.

46.6. FAULTS

- 46.6.1.** Faults to be scored according to severity:
 - 46.6.1.1. Quick, short, or vertical strides
 - 46.6.1.2. Being on the wrong lead and/or wrong diagonal at the trot.
 - 46.6.1.3. Breaking gait.
 - 46.6.1.4. Excessive speed at any gait
 - 46.6.1.5. Excessive slowness in any gait, loss of forward movement
 - 46.6.1.6. Failure to take the appropriate gait when called for
 - 46.6.1.7. Head carried too high
 - 46.6.1.8. Head carried too low, such that poll is below withers
 - 46.6.1.9. Overflexing or straining neck in head carriage so the nose is carried behind the vertical.
 - 46.6.1.10. Excessive nosing out.

- 46.6.1.11. Failure to maintain light contact with horse's mouth
- 46.6.1.12. Stumbling.

47. WORKING HUNTER OVER FENCES

- 47.1.** To be judged on manners, way of going and style of jumping. Confirmation not considered. Manners shall be emphasized in Youth classes. Horses must enter and exit ring at the walk. All horses must be serviceably sound. Any horse showing lameness, broken wind, or impairment of vision shall be refused an award.
- 47.2.** The course shall consist of a minimum of six fences and horses shall make a minimum of eight jumps, with a minimum of one change of direction required.
- 47.3.** Fences shall simulate obstacles found in the hunting field, such as natural looking post and rail, brush, stone walls, coops, aiken (cross poles), hedge, and ascending oxers (not square), etc.
- 47.4.** Jumps such as triple bars, square oxers and hog backs are prohibited.
- 47.5.** Striped poles are not recommended; PVC poles used as rails are not permitted. Standards made of PVC material are not recommended but if used must be anchored or properly secured.
- 47.6.** The top element of all fences must be securely placed so that a slight rub will not cause a knockdown.
- 47.7.** Distance between fences is recommended to be in 10'-12' increments with the exception of some combinations: One stride in-and-out; two strides in-and-out; three strides.
- 47.8.** The minimum height for Working Hunter fences is 2' 3", except during inclement weather in which case the show management and/or the Judge may dictate lower heights.
- 47.9.** Maximum height for fences is 3' 6".
- 47.10.** Course designers must provide distances of lines and combinations on course map and posted.

47.11. FAULTS

- 47.11.1.** Being on wrong lead and/or wrong diagonal at the trot
- 47.11.2.** Excessive speed (any gait)
- 47.11.3.** Excessive slowness (any gait)
- 47.11.4.** Breaking gait
- 47.11.5.** Failure to take gait when called
- 47.11.6.** Head carried too low or too high
- 47.11.7.** Nosing out or flexing behind the vertical
- 47.11.8.** Opening mouth excessively
- 47.11.9.** Stumbling
- 47.11.10.** Switching leads.
- 47.11.11.** Kicking out.
- 47.11.12.** Adding a stride between jumps
- 47.11.13.** Leaving a stride out between jumps.
- 47.11.14.** Spooking or shying.
- 47.11.15.** Pinning ears or wringing tail.
- 47.11.16.** Knockdown of rail
- 47.11.17.** Refusals.
- 47.11.18.** Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, including twisting.
- 47.11.19.** A fence is considered knocked down when the height is lowered by the horse or rider through contact with fence or rail.

47.12. ELIMINATION

- 47.12.1.** Fall of horse and or rider. Rider may not remount and leave arena on foot or accompanied by a medic otherwise. A horse is considered to have fallen when the shoulder or the quarters have touched the ground at any given moment.
- 47.12.2.** Going off course
- 47.12.3.** Second cumulative refusal, run out or bolting on course.
- 47.12.4.** It shall be deemed a run-out or refusal when the horse avoids an obstacle it is presented to jump. The horse must be brought back and successfully jump the obstacle to avoid elimination.

48. JUMPER

- 48.1.** A jumper class is a timed event where horse and rider are tested over a designated course of obstacles. Horse is judged on performance only. Course should be designed to demonstrate the athletic ability and obedience of the horse and skill of the rider. Jumps are typically more airy than hunter fences.
- 48.2.** Safety is of utmost importance; all equipment should be in good working order.
- 48.3.** Courses and 'order of go' should be posted 60 minutes before class start
- 48.4.** The exhibitor must wait for an audible signal before proceeding across the starting line such as a bell, whistle or buzzer. The same audible signal is used to stop the exhibitor on course (i.e., to reset a fence, for elimination, or off course). A rider has 45 seconds after the bell to cross the start line in the correct direction or the time of round will start at 45 seconds.

- 48.5.** A schooling area must be provided for exhibitors with at least two practice jumps, one vertical and one oxer.
- 48.6.** It is recommended that electric timers be used and two stop watches used as a backup timing equipment.
- 48.7.** When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time. The median time is the time indicated by two of the three watches, if two agree. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest time
- 48.8.** Time allowed must be used in all classes in the Jumper Division; Time allowed is based upon course length measurement at the prescribed speed but the line of travel should be generous. Time limit is twice time allowed. Time is recorded in seconds and 1/100^{ths} of a second.
- 48.9.** Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line.
- 48.10.** Time shall be taken out while a knocked down jump is being replaced. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the competitor can continue the round. The competitor is penalized for a refusal and a time correction of **6 seconds** is added to the time taken by the competitor to complete his round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If disobedience with the knock-down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination. It shall be the exhibitor's responsibility to be ready to continue the course when the signal is given.
- 48.11.** In the event of broken equipment the rider may continue without penalty.

48.12. COURSE DESIGN

- 48.12.1.** The course will have a minimum of eight to ten obstacles.
- 48.12.2.** Factors of weather, footing, and appropriateness of test, venue, design, and the level of exhibitors' abilities should be taken into account as points for consideration. Safety of horses and exhibitors is paramount. Should conditions such as weather, warrant change the show committee in consultation with the judge and/or course designer may alter or adjust the course and speed.
- 48.12.3.** The length must be measured accurately taking into account the normal line to be taken by the horse. This line must pass through the center of the jump.
- 48.12.4.** Eighty feet is a recommended distance between obstacles in a well designed course. The total length of the course must never exceed the number of obstacles in a competition multiplied by 60.
- 48.12.5.** It is strongly recommended that breakaway cups be used on the top rail of all fences on the show grounds. Breakaway cups must be used on the back rail of all oxers. Plastics pins and cups are acceptable on warm up jumps.
- 48.12.6.** Flags are used on obstacles to indicate direction of approach; red flag on the right side and white on the left side.

48.13. SCORING

- 48.13.1.** Jumpers are scored on a mathematical basis of penalty faults, which include knockdowns, disobediences and time. The least faults indicate the better performance. Time taken is used as a deciding factor to separate penalty ties.

48.14. PENALTIES:

First Disobedience	4 Faults
Knock down	4 Faults
One or more touches in water jump or lathe	4 Faults
Refusal & Knock down	4 Faults + Time correction
Second refusal	Elimination
Exceeding time allowed	1 Fault for every 4 seconds of fraction over
Exceeding time limit	Elimination
Exceeding time allowed in Jump Off	1 Fault for each second or fraction over
Fall of horse or rider or both	Elimination

48.15. OPTIONAL EQUIPMENT

- 48.15.1.** Tie-downs or running martingales
- 48.15.2.** Boots
- 48.15.3.** Hackamore

48.15.4. Gag bits

48.15.5. Dropped noseband of any type.

49.LEADLINE HORSEMANSHIP/ EQUITATION

- 49.1.** This class is limited to youth aged six and under. The exhibitors are to be judged on their basic position in the Western or English saddle, seat and hands, and ability to control the horse. The class will enter at a walk and be worked both ways of the ring at a walk only. No entry in Lead line classes may be tied, buckled or fastened to the saddle in any manner. Riders in Lead line are not required to be Horse Council BC members.
- 49.2.** In the line-up, the Judge may ask the exhibitors to back the horse, and may ask simple questions to help assess the extent of the exhibitor's horsemanship.
- 49.3.** The horse must be lead by an adult aged 19 years or older. The adult shall only assure that the horse does not get out of control, and shall let the exhibitor attempt to cue and control the horse as much as possible.
- 49.4.** Youth entered in a Leadline Horsemanship class may not participate in any other class in that show except for Leadline Equitation, Showmanship.

49.5. ATTIRE

49.5.1. Attire is the same as for Western Horsemanship or Hunt Seat Equitation.

49.5.2. The adult leading the horse must also wear suitable Western or English attire.

49.6. REQUIRED EQUIPMENT

49.6.1. A lead shank is attached to a halter that is under the horses bridle, so that the adult can maintain control while the horse is on the rail

49.6.2. Equipment is the same as for Western Horsemanship or Hunt Seat Equitation, with the addition of the halter and lead shank.

50.SHOWMANSHIP- ENGLISH / WESTERN

- 50.1.** The horse is the means by which the exhibitor demonstrates his or her ability to show a horse at halter. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor, leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness, and precision. Conformation of the horse is not a factor in judging showmanship.
- 50.2.** It is recommended that the Judge post a pattern at least one hour prior to the commencement of the class
- 50.3.** The exhibitor will show the horse in the posted pattern. Each exhibitor will be required to present his or her horse individually. Exhibitors should be prepared to follow any request made by the Judge or the Ringmaster.
- 50.4.** The exhibitor should attempt at all times to keep an unobstructed view of the Judge, must always be presenting the horse, and always know what his or her horse is doing. The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set up.
- 50.5.** It is permissible for a Judge to ask the exhibitor questions concerning horsemanship and conformation.
 - 50.5.1.** Questions should be in accordance with the exhibitor's age and knowledge potential.
- 50.6.** When leading the horse in a halter, the exhibitor's right hand should be on the lead shank and not on any part of the chain; about 8" – 12" from the halter (younger exhibitors may need to use a longer hold on the shank). The excess shank is held in the left hand, either coiled or in a figure eight at the discretion of the exhibitor.
- 50.7.** When showing the horse in a bridle in English attire, it is correct for the exhibitor to hold the bridle reins similarly to halter shank, that is, in the hands and not be leading the horse with the reins over the horse's neck UNLESS the bridle used has two reins, in which case one rein (curb rein) may remain over the neck.

50.8. SCORING

50.8.1. No consideration should be given to the conformation of the horse, other than fitting and grooming. The horse should be clean, well groomed and in excellent condition, with clean and well-fitted tack. The exhibitor should also be well groomed, neat and clean, and wearing appropriate attire for either English or Western depending on the class requirements.

50.9. FAULTS

50.9.1. The following shall be considered faults:

- 50.9.1.1. Failure to recognize and attempt to correct faults in the horse's position
- 50.9.1.2. Visiting or conversing with other exhibitors or with spectators during the judging of the class.
- 50.9.1.3. Failure of the horse to lead properly.
- 50.9.1.4. Kicking or placing the horse's legs into position by hand (actual contact).
- 50.9.1.5. Failure to stop turning when showing at a walk or trot.
- 50.9.1.6. Improper or ill-fitting equipment or attire.
- 50.9.1.7. Over showing through unnecessary actions.
- 50.9.1.8. Failure to follow the Judge's instructions.
- 50.9.1.9. Blocking the Judge's view of the horse.

- 50.9.1.10. Loud voice commands to the horse.
- 50.9.1.11. Causing the Judge to move to avoid being bumped or stepped on by the horse.
- 50.9.1.12. Losing control of the horse.
- 50.9.1.13. Turning the horse the wrong direction.
- 50.9.1.14. Failure to back when necessary.
- 50.9.1.15. Failure to complete pattern.

50.10. REQUIRED ATTIRE

- 50.10.1.** In English Showmanship, English attire is correct, either Hunt Seat or Saddle Seat.
- 50.10.2.** In Western Showmanship, Western attire is correct.

50.11. PROHIBITED ATTIRE

- 50.11.1.** Spurs.
- 50.11.2.** Chaps.

50.12. REQUIRED EQUIPMENT

- 50.12.1.** The halter or bridle may be of leather, rope or nylon and as close to proper class appointments as possible. Silver shall not count over a neat, clean working piece of equipment.
- 50.12.2.** If a lead shank is used on the halter, it should be at least six feet long
- 50.12.3.** In English Showmanship, the horse should be shown in the bridle

50.13. OPTIONAL EQUIPMENT

- 50.13.1.** If a chain is part of the lead shank, the Judge shall not penalize an exhibitor for the use of a chain either over the horse's nose or under the jaw as a restraint.
- 50.13.1.1. The use of the chain is not cause for elimination

50.14. PROHIBITED EQUIPMENT

- 50.14.1.** Whips, crops or bats.
- 50.14.2.** Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs
- 50.14.3.** Soft leg wraps.

50.15. DISQUALIFICATIONS

- 50.15.1.** Any exhibitor being assisted by a second person inside the arena
- 50.15.2.** Loss of control of horse that endangers exhibitor, other horses or exhibitors, or Judge including the horse escaping from the exhibitor.
- 50.15.3.** Failure of exhibitor to wear correct number in a visible manner.
- 50.15.4.** Willful abuse
- 50.15.5.** Excessive schooling or training, or use of artificial aids.

ENDURANCE TRIALS

51. THE COMPETITION

- 51.1.** Endurance Trial rides must be between 40 and 56 km. Ride distances shorter than 20 miles may be offered as "fun rides", although ERABC and Endurance Canada do not include these distances in mileage tracking.
- 51.2.** Mileage will be rounded to the nearest whole number divisible by 5. For example, 38 and 42 km would be rounded to 40; 43 and 47 km would be rounded to 45.
- 51.3.** Endurance Trial competitors must be offered a specific briefing on the special features and requirements of Endurance Trial Rides.
- 51.4.** Riders must wear an approved helmet.
- 51.5.** Junior riders (15 years and under at Dec 31 the current year) must be accompanied by a sponsor rider (21 years or older) throughout the ride.

52. VETERINARIANS

- 52.1.** The equines must be under the control of veterinarian(s) experienced with equines or endurance rides.
- 52.2.** The ride must employ at least one veterinarian whose services will be exclusive to that event pre-ride, during the ride, and post-ride. At least one ride veterinarian must be at the ride site for at least one hour after the last equine crosses the finish line or has returned to camp.
- 52.3.** Rules must be provided to the veterinarians prior to the ride.
- 52.4.** A veterinarian who is serving as a ride manager is prohibited from serving that same event as a veterinary

control official.

- 52.5.** Each equine will receive a substantive physical examination of metabolic and mechanical parameters before the ride, at a minimum of one veterinary control point located at or near the halfway point of the ride, and after the ride. All control points for limited distance rides must incorporate gate into hold criteria. Veterinary control points are mandatory during the course of all limited distance rides.
- 52.6.** The veterinarians' decisions regarding disqualification must be final and ride management must stand behind the veterinarians' decisions.
- 52.7.** A Ride Manager may not overrule a vet decision on a veterinary matter. Equines disqualified by the vets must not continue on. This practice by a rider is considered grounds for barring that rider from future rides.
- 52.8.** The rider/owner of an equine disqualified by a ride veterinarian should be notified immediately by that veterinarian or the ride manager.
- 52.9.** Management must be confident that there is complete understanding with the veterinarian(s) regarding pulse criteria, any other disqualification criteria, and particularly post-ride criteria for completion.
- 52.10.** The veterinarian shall determine the setting of veterinary parameters, including but not limited to pulse and respiration. Since the ambient weather conditions are of prime concern in the setting of parameters, these parameters should not be finalized more than 24 hours prior to ride start.
- 52.11.** A veterinarian who will provide the required control must staff all veterinary control checkpoints. The type of checkpoint and duration of the hold will, in all cases, be designated by the head veterinarian (generally 45 minutes). It is recommended that all checkpoints be of the "gate into a hold" type.

53.EQUINES

- 53.1.** The ride must be open to any breed or type of equine.
- 53.2.** Equines must be at least 48 months old at the time of the ride.
- 53.3.** Age is determined from the actual date of birth. In cases of no papers on an equine, a ride veterinarian's opinion and discretion must prevail.
- 53.4.** Rides may limit the number of competitors provided that prior publicity states the limitation and that all spaces and vacancies are filled on a first come, first served basis.
- 53.5.** The ride manager or ride veterinarian may disqualify an equine that constitutes a clear danger to other equines and / or persons, at any time, from competition.

54.ENTRY

- 54.1.** Entry to a ride may be refused for cause.
- 54.2.** Cause is defined as a specific occurrence, substantiated by direct and corroborated evidence of, including but not limited to, one of the following:
 - 54.2.1.** Non-payment of ride fees, such as insufficient funds cheque not made good.
 - 54.2.2.** Abuse of an equine, such as drugging or continuing to ride after being pulled without the specific permission of a ride vet.
 - 54.2.3.** Abusive harassment of ride personnel, other riders or crews, such as arguing with the veterinarians, breaking in line at vet gates, or deliberately blocking other riders on trail.
 - 54.2.4.** Removing or altering trail markers.
 - 54.2.5.** Cheating, such as deliberate short cuts or deliberately leaving timed holds early.
 - 54.2.6.** An equine determined to be unruly or dangerous may be denied entry

55.TIMING

- 55.1.** The ride must provide a specific amount of time (total completion time) which will include all stops and holds, and within which competitors must complete the ride to qualify for placing or completion.
- 55.2.** There may be no minimum time limit for completion. Completion time will typically be a total of 6 hours for a 40 km ride.
- 55.3.** Riding time is the time used by competitors to complete the course and reach criteria, excluding all hold times. This is the time used for ERABC/Endurance Canada ride results.
- 55.4.** At the finish, ride time of the competitor continues until a preset veterinary criteria of 60 heartbeats per minute or less is met. (Finishing time is recorded as the time at which the rider asks for and subsequently meets this preset criterion). There is no marked finish line on the course that is used to determine placing or completion time.

56.COMPLETION

- 56.1.** Completion requires meeting all of the following criteria:
 - 56.1.1.** All riders and mounts must be present and accounted for at the start of the ride.
 - 56.1.2.** Properly entered in the ride
 - 56.1.3.** Obeying all the rules
 - 56.1.4.** Following the prescribed course, and doing multiple loops in the correct order
 - 56.1.5.** Passing all control points
 - 56.1.6.** Passing all veterinary requirements

- 56.1.7.** Finishing within the prescribed maximum time
- 56.1.8.** Not being disqualified
- 56.1.9.** Meeting criteria at post finish line check.
- 56.1.10.** Meeting any other criteria prescribed by ride management.
- 56.1.11.** Not having been paced or prompted by an un-entered, withdrawn, or otherwise unauthorized equine, vehicle or person other than another entrant. This does not preclude the ordinary support services of attendants or pit crews. A crew may accompany their rider down a public road in a support vehicle (unless there is a ride management prohibition against it) provided they do not push or haze the equine.
- 56.2.** A competitor must pass all veterinary criteria for completion. A competitor who fails any of the other completion criteria should be pulled from top ten placing, but may be allowed a completion, if in the opinion of ride management, the violation was not intentional and did not result in making the course easier or shorter.
- 56.3.** Each ERABC sanctioned ride must have a post-finishing veterinary examination that the equine must pass for a successful completion, the criteria to be announced prior to the ride.
- 56.4.** The minimum criteria for the post finish line vet check are as follows. *Any ride may adopt more stringent criteria but these must be provided to competitors before the ride in written form.* The post-finish-line vet check is where the final criteria for completion must be met; an equine has not completed the ride until he/she has passed this check. The post -finish-line vet check also serves as a safety check to monitor for late-developing problems (so that they can be treated if necessary) as well as extending veterinary control over the last leg of the ride.
- 56.5.** Time for Final Examination. All equines must stand a mandatory post ride evaluation within 30 mins of finishing the course. Riders may present their equines for the final examination at a time of their choosing during this period unless directed otherwise by the ride veterinarians. An equine that does not meet the established criteria within the 30 min. period shall be disqualified. Once a completed horse has passed the post ride examination, it may not be removed from completion for veterinary reasons.
- 56.6.** Time to Reach Pulse Criteria. The equine must meet a reasonable pulse recovery based on ambient weather conditions within 30 minutes of arrival at all control points. Maximum pulse criteria upon completion of the course is **60 beats per minute**, and must be met within 15 minutes of arrival at the finish in order to receive time placement (1st, 2nd, 3rd ,etc), or within 30 minutes of arrival at the finish to receive mileage and completion only (after 30 minutes, the horse/rider are disqualified). Respiration should be evaluated on its own merit. Ambient temperature and humidity effects need to be recognized and their effects considered.
- 56.7.** The equine must be metabolically stable, sufficient to demonstrate fitness to continue.
- 56.8.** There will be no gait aberration that is consistently observable under all circumstances that results in pain or threatens immediate athletic performance. This examination will be conducted at a trot, or equivalent gait, straight out and back, without prior flexion or palpation.
- 56.9.** Soreness, lacerations, and wounds on the limbs and body - including the mouth - must be noted on the veterinary examination card. Lesions that are aggravated to a degree that affects the equine's ability to continue may be a cause for failure to complete the ride. It must be recognized by veterinarians that lesions caused by tack and interference may be from mild to severe and need to be evaluated on their own merit.
- 56.10.** Evaluation of other monitoring parameters must indicate the equine is not in need of any medical treatment. It must be borne in mind that pulse, respiration, and soundness are but three of the important parameters considered in the state of condition evaluation
- 56.11.** The equine may not have received medical treatment by veterinarian or layman prior to the final examination. Any equine that a ride veterinarian advises should be treated for a metabolic or soundness problem, but treatment is refused by the rider or owner, shall be considered in the same light as a treated equine and will be disallowed a completion.
- 56.12.** All riders who successfully complete the ride must receive a completion award.

57.PLACEMENTS

- 57.1.** Placements shall be given, using the procedure described in 106.5, to those horses that pulse down within 15 minutes of arrival at the finish. Completion and mileage only shall be given to those horses that pulsed down from 16 to 30 minutes of arrival at the finish.

58.MILEAGE

- 58.1.** ERABC shall record mileage for members in Endurance Trial rides.
- 58.2.** Ride results list all finishing riders in order of finish. Riders who receive "completion only" will be listed after those who received time placement.

59.AWARDS

- 59.1.** An award or awards may be given for the horse(s) judged to have the highest vet score.
- 59.2.** The award does not have to be given.
- 59.3.** The veterinarian(s) may feel that none of the horses in contention for the award deserve to receive it.
- 59.4.** Ride management will use the ERABC point system developed for calculating high vet score. **See**

Appendix.

- 59.5.** Under the ERABC system, all horses that finish within the 15-minute optimal pulse-down time are eligible for consideration for high vet score(s), whether ridden by junior or senior riders. Keep in mind that the order of finish for Endurance Trial riders is determined using recovery time as described in rule 105.3.
- 59.6.** The Ride Veterinarian(s) assigned to judge Endurance Trial horses will be the sole judge of the veterinary portion of the award by assigning grades on the score sheet.
- 59.7.** Ride management will do the calculations required to arrive at total vet score.
- 59.8.** Procedure in the event of a tie (for high vet score): the rider among those tied with the highest weight (rider and tack) will break the tie. If there is still a tie, the equine among those still tied that finished ahead of the other(s) will break the tie. Ride management has the option of providing more than one high vet score award (e.g. 1st, 2nd, 3rd or 1st Senior and 1st Junior).

60. ENDURANCE TRIAL APPENDIX

- 60.1.** *CRI – Cardiac Recovery Index – This is an accepted exercise for use in assessing your horse's stress level and is conducted as follows: Horse's pulse is taken, and the time is noted (for example, pulse = 60 at 2:15 pm). The horse is trotted out 125 feet and back. One minute after the initial pulse taking (2:16 pm), the pulse is re-checked. Ideally, the pulse should be the same (or lower); increases over 4 bpm may be considered an indication that your horse is under some degree of stress. 1 Or lower after, e.g. 13/12 – receives same score as 13/13

APPENDIX – CALCULATION FOR HIGH VET SCORE AWARD – “A Deduction System” Maximum Score possible = 200 To be based on Final (Post-ride) Check Only			
Letter grade on Score Sheet			Post-arrival Pulse recovery time
A+, A =	No deduction	0 to 15 min	No deduction
A- =	-1	16+ mins	Not eligible
B+ =		-2	
B =		-3	
B- =		-4	
C+ =		-5	
C =		-6	
C- =		-7	
D+ or lower =		-8	
Lameness or metabolic issue		Not eligible	
Post-ride CRI*			
Same before & after trotout		No deduction	
1 Beat/15s		-3	
2 beats/15s		-10	
3+ beats/15s (equivalent to 12+ bpm)		Not eligible	

HORSE COUNCIL BC GENERAL RULES

61. ADMINISTRATION

- 61.1.** Any organization, club, or group of individuals may apply to Horse Council British Columbia (HCBC) to host a HCBC Recognized Event.
- 61.2.** Shows approved by HCBC must be named, called, advertised, listed and otherwise referred to as an HCBC Recognized Event.
- 61.3.** Shows approved by another discipline or breed may apply for HCBC Recognized Event sanctioning. Breed, discipline, or association rules will supersede HCBC rules at a dual sanctioned show. Clubs may include/apply their own rules in keeping with the integrity and safety of the competition and should be noted in the Prize list.
- 61.4.** An Approved HCBC show may also be designated as a BC Heritage Qualifier and/or a Summer Games Qualifier.
- 61.5.** To obtain approval for a show, the Horse Council BC Event Application form and the 'Horse Show Certificate of Insurance' must be filled out correctly and completely and submitted to the HCBC office minimum of 14

days prior to the proposed show date. Forms are available at www.hcbc.ca/competition or call the HCBC office and forms will be faxed or mailed.

- 61.6.** The show management must forward for approval a complete copy of the prize list and entry form, HCBC Certificate of Insurance completed to HCBC by email, mail, or fax before general distribution.
- 61.7.** The show management must also send a copy of the prize list to the Judge(s) for the show.
- 61.8.** If prize money is provided in any classes, it must be listed in the prize list with entry fee and distribution percentages.
- 61.9.** Show management must make the full payment listed in prize list for any class offering prize money.
- 61.10.** An HCBC Recognized Event shall not start earlier than the time appearing on the advertised schedule
- 61.11.** Exhibitors, judges, and show management are responsible for knowledge of all rules specific to the divisions of the HCBC Recognized Event.

62. PERMIT FEES

- 62.1.** Day rate of \$39.20 (includes GST) per day of competition. Payable 14 days before first day of competition
- 62.2.** Permit fees are not refundable.

63. LIABILITY

- 63.1.** The HCBC Competitions committee, HCBC and co-sponsoring organization, if any, will not be responsible for any accident, injury or loss that may occur to, or be caused by, any horse exhibited at the show; or any article of any kind or nature that may be lost or destroyed or in any way damaged.
- 63.2.** HCBC will not be responsible for any financial arrangements not completed between show management, exhibitors, owners, agents, or the Judges. However, any discrepancies should be reported to the HCBC before November 30th of the year the discrepancy occurred for possible disciplinary action.
- 63.3.** Each exhibitor or agent of same will be responsible for any injury that may be occasioned to any person or animal or damage to any property while on the grounds, by any horse owned, exhibited or in his custody or control and shall indemnify and hold harmless HCBC, its officials and Directors individually and collectively, and any co-sponsoring organization, from and against any and all claims, demands, cause of action costs, charges and expenses of every kind or nature whatsoever arising out of, or which may be caused by, or incurred by, reason of the ownership, exhibition, custody or control of any animal exhibited.
- 63.4.** Each show must obtain blanket liability insurance to cover suits, claims or judgment for bodily injury or property damage sustained by spectators, participants, or others arising out of the use of the show grounds or operation necessary or incidental to the show.
- 63.5.** All federal, provincial and city laws will be adhered to and shall supersede these rules.

64. ENTRIES

- 64.1.** It is required all exhibitors hold current Horse Council BC Membership when participating in HCBC approved events. **Exception; Lead Line Class** (6yrs and Under)
- 64.2.** Presentation of signed entry forms shall be deemed acceptance of these rules.
- 64.3.** In the event of failure to sign the entry form, the first entry into the ring as an exhibitor shall be deemed acceptance of these rules.

65. YOUTH

- 65.1.** All entry forms for a youth exhibitor must be signed by his or her parent or legal guardian.
- 65.2.** Youth and or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted on the competition or event grounds and in ALL classes and Performance Divisions. Exception: Vaulting Competitions
- 65.3.** All entry forms must have a release of liability clause and a place where parent or guardian sign.
- 65.4.** The Youth/junior need not own or lease the horse he or she is competing with to enter any class.
- 65.5.** The maximum age limit for a youth is 17 years of age or younger as of January 1st of the current year. The maximum age limit for a junior is 13 as of January 1st of the current year.
- 65.6.** A person born on January 1 shall assume the older age as of that date.
- 65.7.** No stallion regardless of the age of the horse may be shown by a Junior or Youth competitor in any class.
- 65.8.** A horse may be entered in any or all Youth/junior age divisions, but not more than once in each class.
- 65.9.** Proof of youth's age may be required at HCBC Recognized Events.

66. FIRST AID & EMERGENCY ACTION PLAN

- 66.1.** It is essential that every horse show have an emergency action plan in place for emergency medical help.
- 66.2.** A First Aid kit should be readily available at all times for minor incidents.
- 66.3.** A show must have an appointed person trained and knowledgeable in First Aid/Emergency medical treatment. Such a person may be a first responder, a certified coach, an EMT, a registered nurse or other knowledgeable individual.
- 66.4.** The event location address and phone number should be posted in a conspicuous place.
- 66.5.** Emergency phone numbers; veterinarian, farrier, and hospital name and address should be posted at the

show office and in other appropriate locations for the benefit of the exhibitors and public.

66.6. Accident report forms must be filled out and returned to HCBC where an accident occurs. Form posted at www.hcbc.ca

67.OFFICIALS

67.1. Horse Council BC Recognized Events may use licensed provincial officials, or uncertified knowledgeable officials with a Guest Card. A Guest Card Application must be completed and submitted with Event application for uncertified Officials. There is no fee for Guest Cards. All Officials must be listed by Name on HCBC Recognized Event Application Forms and be current members of Horse Council British Columbia.

67.2. In case of a valid emergency, a Guest Judge may be used and HCBC should be notified as soon as possible.

67.3. It is strongly recommended that for the protection of both the Judge and the show management, a written contract be completed between both parties. A sample contract is available at www.hcbc.ca

67.4. A Judge's decision will be considered as final in all classes.

67.5. A Judge should be on grounds at least 30 minutes before the judging is to begin.

68.GUEST CARDS

68.1. There is no fee for Guest Cards. Guest Card applications must accompany the HCBC Event Applications for uncertified Officials.

68.2. HCBC will approve a maximum of three Guest Cards to an uncertified Official.

68.3. Uncertified Officials may be used with the following conditions; Individuals must have extensive experience and knowledge of the discipline being judged and of the HCBC Rule Book. Uncertified Officials may be required to provide the HCBC office with a minimum of two references and a brief summary of related experience.

69.OFFICIALS PROTOCOL / CONFLICT OF INTEREST GUIDELINES

69.1. A Judge shall not discuss with any exhibitor the purchase, sale or lease of a horse during a show at which that Judge is officiating. A Judge shall not be an exhibitor, rider, driver, trainer, handler, steward, manager, or conditioner of any horse at any show or event at which he or she is judging.

69.2. Judges are prohibited from using tobacco and/or alcohol products, cellular phones, pagers or electronic communication devices in the arena or Judges Booth while judging at a recognized event.

69.3. The Judge must comply with class specifications and rules governing individual classes. Class specifications should be noted and included on all class judges cards.

69.4. No Judge nor any members of his or her immediate family shall exhibit, act as handlers, agents in any capacity, during any Recognized events at which the Judge is officiating. No horse may be shown under a Judge that has acted in the capacity as an owner, coach, trainer, agent, or conditioner of the horse, within 30 days prior to the event.

70.DISQUALIFICATIONS

70.1. After an entry enters the arena, if either the horse or the exhibitor becomes ill or is injured and cannot continue, the entry shall be disqualified for that class.

70.2. Lack of required appointments for a class will result in disqualification in any class specifying required appointments.

70.3. The Judge shall have the authority to dismiss any entry from competition if he or she deems that entry is not under sufficient control.

70.4. Any artificial appliance shall be prohibited in any class.

71.UNSPORTSMANLIKE CONDUCT

71.1. Any unsportsmanlike conduct by an owner, exhibitor, agent, or spectator including but not limited to abuse of one's horse, excessive use of foul language, intoxication anywhere on the grounds of the event, blatant disrespect for any other attendee at the event, or any other detrimental conduct shall jeopardize their right to further exhibit at the show.

71.2. At any time, the Judge, and/or show management, may issue a first warning to any exhibitor, owner, or agent for any unsportsmanlike conduct. Upon failure to comply with this warning, the exhibitor, owner, agent, or spectator shall be disqualified from any further competition in the show.

71.3. No points or awards may be given to any person or person's horses if that person is disqualified from a show for any unsportsmanlike conduct.

71.4. Any disqualification from a class for unsportsmanlike conduct by any person may be reviewed by the disciplinary committee of HCBC and or applicable breed or discipline association.

72.CRUELTY

72.1. Every horse at an HCBC approved event shall, at all times, be treated humanely and with dignity, respect, and compassion. The welfare of the horse is paramount. Any inhumane treatment or the abuse of a horse by any person at an approved HCBC show is forbidden.

- 72.2.** The Judge, and/or the show management, have the authority to disqualify from the class, and or from the event, any exhibitor, owner, or agent, for cruelty to or the abuse of a horse.
- 72.3.** Abuse is defined as an action, or failure to act, which a reasonable prudent person, informed and experienced in the practice of accepted training techniques, veterinary standards and exhibition procedures, would determine to be cruel, abusive, inhumane, or detrimental to the horses' health.
- 72.4.** It is recommended that show management publish a statement in the show program regarding the commitment to humane treatment of horses with the penalties to be imposed for confirmed abuse of horses at a recognized event.

73.LAMENESS

- 73.1.** Obvious lameness is cause for disqualification in all classes. The judge has the sole authority to make this decision this is final, with no right to appeal or protest.

74.PROTESTS/APEALS

- 74.1.** A protest at an approved show may be made by an exhibitor, owner, trainer, spectator, parent of a Youth exhibitor at that show for any violation of HCBC Recognized Event rules.
- 74.2.** The person lodging the protest shall do so in writing within 12 hours of the time of the cause of the protest, and submit the protest to the Show Secretary.
- 74.3.** No protest will be recognized unless it is accompanied by a deposit of \$50.00 in cash, which shall be forfeited if the protest is not sustained.
- 74.4.** Neither HCBC nor any organization committee of the show will recognize any protest that is not in writing, not signed, or not accompanied by the protest fee.
- 74.5.** Any protest shall be adjudicated by a Protest Committee, consisting of two show officials not involved in the dispute and a committee representative also not involved in the dispute.
- 74.6.** An official or Judge of the event, a Director of HCBC, or the head of the Officials Committee of HCBC may make a charge at a Recognized event to either the show committee or the Board of Directors of HCBC for any violation of HCBC Recognized event rules.
- 74.7.** A Judge's decision representing his or her individual preference is not protestable unless it is in clear violation of recognized Event rules. A Judge's decision will be considered final.

75.PROCEDURE

- 75.1.** The Protest Committee receiving a protest or a charge shall promptly hold a hearing and obtain from any witnesses, entry blanks, and other sources, all necessary information and evidence.
- 75.2.** All persons directly involved and concerned shall be immediately notified and given opportunity to appear at said hearing.
- 75.3.** The Committee shall then adjudicate the issue impartially, make effective its decision upon the parties of interest and report its decision to the parties of interest. A report of the decision shall also be given to the Vice President Competitions of HCBC.
- 75.4.** A Protest Committee may disqualify a person and/or his or her entries at a show.

76.APEALS

- 76.1.** An appeal of a Protest Committee's decision may be made to the HCBC Vice President of Competitions.
- 76.2.** Such appeal must be made in writing within 20 days of the date of the Protest Committee's decision, and must be accompanied by an appeal fee of \$300.00 payable to Horse Council BC
- 76.3.** The hearing on the appeal shall be heard within a 30 day period from date of filing.
- 76.4.** The Appeal Committee of the Board of Directors of HCBC shall consist of two members of the HCBC Board plus one member from the show committee.
- 76.5.** Shows sanctioned under NRHA and or WCRA will follow those respective rules and policies regarding protests. NRHA /WCRA will take precedence over the above protest rules.
- 76.6.** The show committee of a show at which a protest is lodged and upheld, must hold all awards, points and prize money for the protested classes in escrow for a placed horse and all following horses, until after a 20 day appeal deadline has passed.
- 76.7.** If no appeal is filed, then such awards, points and/or prize money will be awarded at the end of the appeal deadline.

77.AWARDS / PLACINGS

- 77.1.** If High Point Awards are to be presented at the show, the method of tabulating points for such awards is at the discretion of show management and stated in the prize list.
- 77.2.** The system of point tabulation for BC Heritage Finals awards and titles is given in this Rulebook and may be used as a guideline for individual events points tabulation.
- 77.3.** The following schedule of ribbons is recommended:
 - 1st – Red
 - 2nd – Blue

- 3rd – White
- 4th – Yellow
- 5th – Green
- 6th – Pink
- 7th – Purple
- 8th – Brown
- 9th – Grey
- 10th – Light Blue

GENERAL TIMED EVENTS AND GAMES

78. GENERAL TIMED EVENTS AND GAMES RULES

- 78.1.** These classes are: Barrel Race, Keyhole Race, Pole Bending, Stake Race (figure 8)
- 78.2.** The order of go in class competition may be by drawing order or be determined by computerized random sorting.
- 78.3.** Each contestant shall be ready when called, or may be eliminated at the Judge's discretion.
- 78.4.** Contestants must obey all starting signals designated by the organizing officials or may be eliminated.
- 78.5.** If there is an elimination heat or heats, each horse must be ridden in the main go-round by the same rider who rode it in the elimination. Substitution of horses between heats is not permitted.
- 78.6.** Ties will not be broken, except to determine class and Championship winners. Money will be split equally between tied entries. A coin will be flipped to determine allocation of ribbons or other awards.
- 78.7.** Where point's accumulation is a factor, they will accrue to horse/rider combinations only.
- 78.8.** The Judge, at his discretion, may eliminate a contestant for excessive use of a bat, crop, whip or rope in front of the cinch, or for excessive abusive behaviour.
- 78.9.** Junior or Youth riders must wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding or driving, on the competition or event grounds.
- 78.10.** In the interest of safety horses should be run individually
- 78.11.** Horses not under sufficient control may be disqualified at the judge's discretion from the class.
- 78.12.** In all games events, care should be taken to see that the ground surrounding the barrels or poles is safe and free of holes. Exhibitors may request that the area be raked and level before they compete.
- 78.13.** An exhibitor may exhibit more than one horse provided the other horses are saddled and ready to compete

79. TIMING

- 79.1.** It is recommended that electric timers be used as official timers in all timed events.
- 79.2.** When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time.
- 79.3.** The median time is the time indicated by two of the three watches, if two agree. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest
- 79.4.** In the case of mechanical failure of either an electrical timer or stop watch, an exhibitor may be given a re-run in any event where exhibitors are timed.
- 79.5.** Should the timing equipment fail when a reason exists to eliminate the contestant being timed (off course, etc.), he/she will not be allowed another run.
- 79.6.** If the electronic timing equipment should have a major failure, requiring that the entire class must be re-run, only those competitors that had "clean" runs will be allowed to run again.
- 79.7.** If an element of the pattern should fall down after the competitor completes his/her course (the timer has stopped), the pattern shall be judged as correct.
- 79.8.** Running over or striking the timing equipment, starting line markers or running into (correctly positioned) arena personnel while competing shall be cause for elimination.

80. ATTIRE

- 80.1.** Western hat for adults is permitted. Approved BSI or ASTM protective headgear is highly recommended. No rider will be penalized for wearing approved headgear.
- 80.2.** Youth or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
- 80.3.** Tidy western dress; Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants and Western boots with a 1" heel is required.

81.OPTIONAL EQUIPMENT

- 81.1.** Any humane equipment, including the use of a hackamore (including mechanical hackamore) or other type of bridle is the optional choice of the exhibitor; however the judge may prohibit the use of bits or equipment he or she may consider severe.
- 81.2.** Competitor may wear; Jacket, sweater, Tie, Gloves, Chaps, Spurs, Rain slicker.
- 81.3.** Whips if allowed (see class specific rules), must be no longer than 75cm (30") from top of handle to end of tassel and be un weighted

82.ELIMINATION

- 82.1.** Any exhibitor stepping on or crossing over the start/finish line before completing the pattern or course shall be considered off course and eliminated.
- 82.2.** At the Judge's discretion, abusive use of spurs or whips or excessive striking of horse in Timed Events and Games will result in elimination.
- 82.3.** Separation of rider and horse/pony during the timing period will result in elimination.
- 82.4.** Use of any equipment that the judge or show committee deems to severe or in humane will result in elimination for that run or class.
- 82.5.** Horse running off course will result in elimination
- 82.6.** Failure by exhibitors to wear correct number in a visible manner may result in elimination at the Judge's discretion.

83.PROHIBITED EQUIPMENT

- 83.1.** Draw Reins
- 83.2.** Whips or crops longer than 75cm (30")

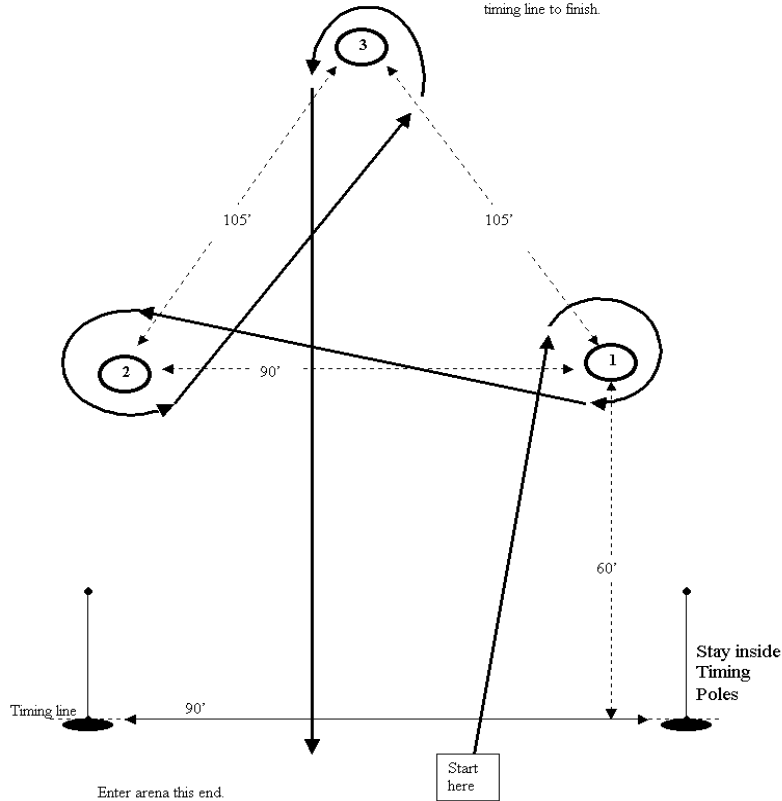
84.BARREL RACE

- 84.1.** The Barrel Race is a timed event; course consists of three barrels set in a triangular course. Horses shall race in a cloverleaf pattern around the barrels, individually timed and the fastest time wins.
- 84.2.** The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards (4.6 meters) at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet (13.5 meters) from the starting line to the end of the arena, at least 18 feet (5.4 meters) from barrels 1 and 2 to the fence and 36 feet (10.8 meters) from barrel 3 to the end of the arena.
- 84.3.** Large 55 gallon (200 litres) steel drums in good condition or heavily weighted plastic drums with both ends in must be used. The use of rubber or unweighted plastic barrels is not permitted.
- 84.4.** Starting line markers or electric timers, when possible, shall be placed against the arena fence. Electronic Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
- 84.5.** The contestant may be allowed a running start if arena conditions permit. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2. This barrel course may also be run to the left. For example, the contestants will start to barrel number 2, turning to left around this barrel, then to barrel number 1, turning to the right, and then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.
- 84.6.** Knocking over a barrel carries a five-second penalty.
- 84.7.** The contestant may touch the barrel with his or her hands in barrel racing.
- 84.8.** A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena in barrel racing.

Barrels

#1
2 second penalty
added for each barrel
knocked down.

Course Pattern: Go through timing
poles, go to barrel #1 making a right turn
then to #2 and #3 making left turns then
return through timing poles and across
timing line to finish.



85. FLAG RACE

- 85.1.** The object of this game is for the exhibitors to race individually while being timed, and the fastest time wins. The exhibitors will retrieve a flag from one place (or from a line) and place flag in another designated place.
- 85.2.** The three (3) barrels are placed in a triangle pattern. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line.
- 85.3.** Containers for the flags should be 45 gallon barrels Plastic or metal one end open. Flag sticks should be 36" in length with about 1" round dowel and blunt ends.
- 85.4.** The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
- 85.5.** The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.

85.6. ELIMINATION FROM FLAG RACE

- 85.6.1.** If a flag is dropped or missed, the exhibitor cannot dismount to pick it up, and is eliminated.
- 85.6.2.** Knocking over barrel or flag container or touching barrels with hand
- 85.6.3.** Flag not staying inside the container

86. KEYHOLE RACE

- 86.1.** Keyhole Race is a game with the starting line 50' – 100' from the entrance to the key. The entrance is 4' wide and 10' long, and the keyhole itself is 20' in diameter. Fastest time wins.
- 86.2.** At a signal to start, the exhibitor runs into the circle, turns left or right, and exits without touching or stepping out of the keyhole.

86.3. ELIMINATION

- 86.3.1.** The rider is not permitted to walk the horse into or out of the circle
- 86.3.2.** Stepping on or outside of the circle

Disqualification if horses hoof touches the ground on (or outside) any portion of the keyhole (circle or wings).

Diagram illustrating a dressage movement, likely a half pirouette, with the following specifications:

- Distance:** 100' (indicated by a vertical dashed line with arrows at both ends).
- Turn:** 20' (indicated by a horizontal dashed line with arrows at both ends, pointing towards the center of the turn).
- Turn Instruction:** Turn left or right here (indicated by an arrow pointing to the center of the turn).
- Turn Radius:** 10' (indicated by a vertical dashed line with arrows at both ends, pointing to the center of the turn).
- Turn Width:** 4' (indicated by a horizontal dashed line with arrows at both ends, pointing to the center of the turn).
- Distance to Poles:** 30' (indicated by a horizontal dashed line with arrows at both ends, pointing to the poles).
- Poles:** Two poles are shown, each with a vertical line and a dot at the top, representing the poles.
- Timing Line:** A horizontal dashed line with arrows at both ends, labeled "Timing line".
- Instruction:** Stay inside Timing Poles (indicated by an arrow pointing to the poles).
- Start:** ***Begin here*** (indicated by an arrow pointing to the start of the movement).

87.1. The course shall consist of one line of six poles with a common start- finish line. The first pole will be 21' from the start line and the other five poles in a line 21' apart.

87.2. Horses will begin down either side of the line of poles to the end, weave in and out through the poles and return to the start-finish line. A five second penalty shall be applied for each stake knocked down to the exhibitor's total time for the run. Fastest time wins.

87.3.1. Touching a pole with the exhibitor's hand.



added to the exhibitor's total time for each stake knocked over. Course may be run starting to the left or right of the figure eight pattern. The fastest time wins.

88.2. The stakes are to be set 150' apart. Course can be adjusted to 105' to accommodate smaller arenas.

88.3. A traditional Figure Eight Pattern with middle running start and finish should be used. End start and finish at the discretion of the organizing committee at Qualifier competitions.

88.4. ELIMINATION

88.4.1. Touching stake with hand.

REINING

89.CLASS DIVISIONS

89.1. BC Heritage Beginner Reiner Patterns (WCRA PATTERN B)

89.2. Youth 18 and Under

89.3. Non-Pro

89.4. Open Reining (Patterns 1-10)

90.RELATED RULES

90.1. National Reining Horse Association. NRHA rules supersede any conflicting rules in this Rulebook. For scoring see NRHA rulebook. Available on-line at www.nrha.com

91.GENERAL REINING JUDGING CRITERIA

91.1. For scoring see NRHA rulebook. Available on-line at www.nrha.com

91.2. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.

91.3. Any movement on his own must be considered a lack of control.

91.4. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and is therefore a fault that must be marked down according to the severity of the deviation.

91.5. After deducting all faults set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing the various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to the audience.

91.6. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.

91.7. When using a romal, no fingers between the reins are allowed.

91.7.1. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position.

91.7.2. Use of the free hand to while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be use of two hands, and a score of zero will be applied with the exception of any place a horse is allowed to be completely stopped during a pattern.

91.8. Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.

91.8.1. If a major penalty (a penalty which results in a No Score, a 0 score, or a five point penalty) is unclear, the Judge will submit his or her score and ask that the score be held, pending a conference or review of the official video at the next drag or as soon as practical.

91.8.2. Should the Judges then determine via conference or video replay that a penalty was incurred, it should be applied.

91.8.3. If, however, no penalty occurred, the score will be announced as originally submitted.

91.8.4. No Judge shall be required to change his or her score following a conference or video replay.

91.8.5. Each Judge's decision is an individual call and based on individual decision from a conference or video replay.

91.8.6. The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.

91.8.7. Judges shall be the sole person responsible to determine if an exhibitor has correctly completed the pattern as written.

91.8.8. The Judge has the option of awarding a re-ride to any exhibitor who, in the Judge's opinion, was unable to complete a pattern for reasons that are out of the exhibitor's control. In the instance where a re-ride is warranted in the judge's opinion, the judge should advise the NRHA Representative and/or horse show management of such as soon as possible.

91.8.9. All Judges' decisions are final.

92.CLASSES AND CONDITIONS

92.1. Beginner Reiner Pattern B - BC Heritage Beginner Reiner:

- 92.1.1.** May be ridden one- or 2- handed; running martingale optional, must be outfitted with rein stoppers; NRHA legal headgear; modified pattern with no lead changes.
- 92.2.** Restricted to riders who:
 - 92.2.1.** Meet the Non Pro criteria as set out in the current NRHA Rule Book,
 - 92.2.2.** Have not competed in a class that required a non-modified NRHA pattern (NRHA patterns 1 thru 10) to be ridden one- handed (youth class exempted),
 - 92.2.3.** Club level class; HCBC membership only required for this class
 - 92.2.4.** Have not won a High Point Championship or Reserve Championship in Beginner B, Beginner NRHA Pattern, Youth or Beginner Rider Open, and have not ridden a horse to a Championship or Reserve Championship in Beginner Horse Open
- 92.3.** May be ridden one- or 2- handed; running martingale optional, must be outfitted with rein stoppers; NRHA legal headgear; modified pattern with no lead changes.
- 92.4.** Youth 18 and Under; criteria as per current NRHA rule book- NRHA membership not required if offered at a non NRHA approved show
- 92.5.** Non-Pro; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show
- 92.6.** Open; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show

93. REINING GENERAL

- 93.1.** A rider may not show more than three (3) horses in a class.
 - 93.1.1.** Horse may be entered only once per class. In the instance where classes are run concurrent, a rider may show three horses in the class and a horse may only be shown once.
- 93.2.** The order of competition shall be determined by drawing lots or by random computer selection.
 - 93.2.1.** Horses will work in the order of draw.
 - 93.2.2.** It is the responsibility of the exhibitor to be prepared to work in that order.
 - 93.2.3.** If a rider has more than one horse in a class the show office should insure a spread of at least 8 horses between his/her runs. In a case where this is not possible then the spread should be the maximum possible. The alterations to the order of go are made by the show office, without any input from the rider or owner.
- 93.3.** All exhibitors must dismount and the horse must be presented and the bridle dropped by the rider or a designated representative, immediately after the performance.
 - 93.3.1.** The horse and equipment must be checked by the designated Judge in the arena or in close proximity to the arena.
- 93.4.** Patterns are to be worked as stated, not as drawn.
 - 93.4.1.** The drawn pattern is just to give the general idea of what the pattern will look like in the arena during a pre- or post- check.
- 93.5.** Markers will be placed on the wall or fence of the arena as follows; at the center of the arena, at least 50' (fifteen meters) from each end wall.
- 93.6.** Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
- 93.7.** Each pattern is drawn so that the bottom of the page represents the end of the arena entered by exhibitors and must be run as such.
- 93.8.** In the event that the arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
- 93.9.** All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging
- 93.10.** All horses are to be ridden astride.
- 93.11.** It is mandatory for all riders to use appropriate western tack and western attire while showing; this would include a long sleeve shirt, western hat or safety helmet, boots, western saddle, and western bridle. Western chaps are optional.
- 93.12.** Scores will be announced after each horse works.
- 93.13.** The name of the horse and rider are traditionally announced prior to, or during, the rider's entrance into the show arena.
- 93.14.** Whistles, cheers, clapping and coaching from the sidelines are all allowed during a competition
- 93.15.** Judges must use the current National Reining Horse Association (NRHA) Reining score sheet.
 - 93.15.1.** Score sheets shall be made available for viewing after the class.
- 93.16.** Exhibitors tied for 1st place have the option of participating in a run-off or agreeing not to run-off and to be named co- champion.
 - 93.16.1.** Ties that are worked off will use the same pattern and order of go as was used during the event; there will not be more than one run-off
 - 93.16.2.** A horse not returning for a run-off without an agreement will forfeit 1st place prize money and awards.
 - 93.16.3.** If a tie occurs after the run-off the exhibitors would be named co-champions

93.16.4. In the case of co-champions the winner of the awards would be determined by the flip of a coin.

93.16.5. All other ties are not worked off.

93.17. Neither a No Score nor a "0" are eligible to place in a go-round or class, but a "0" may advance in a multi-go event, while a No Score may not.

94. SCORING

94.1. The scoring of a Reining horse shall be on a basis of 0 to infinity, with 70 denoting an average performance.

94.2. The individual maneuvers are scored in ½ point increments from a low of -1 ½ to a high of +1 ½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.

94.3. Neither a No Score nor a "0" are eligible to place in a go-round or class, but a "0" may advance in a multi-go event, while a no Score may not.

94.4. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver.

94.4.1. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

95. PENALTIES

95.1. The following will result in no score:

95.1.1. Infraction of any provincial or federal law which exists pertaining to the exhibition, care, and custody of horses within the State or country where an NRHA reining is being held;

95.1.2. Abuse of an animal in the show arena and/ or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;

95.1.3. Use of illegal equipment, including:

95.1.3.1. Wire on bits, bosals or curb chains;

95.1.3.2. Use of illegal bits, bosals or curb chains;

95.1.3.3. Use of tack collars, tie downs or nose bands;

95.1.3.4. Use of whips or bats;

95.1.3.5. Use of any attachment which alters the movement of or circulation to the tail;

95.1.3.6. Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.

95.1.4. Disrespect or misconduct by the exhibitor.

95.1.5. The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or rider.

95.1.6. Closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed and in the Youth 10 & Under Short Stirrup class where closed reins are allowed.

95.1.7. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.

95.1.8. When using a romal, no fingers between the reins are allowed. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position. Use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands, and a score of 0 will be applied with the exception of any place a horse is allowed to be completely stopped during a pattern.

95.2. THE FOLLOWING WILL RESULT IN A SCORE OF 0:

95.2.1. Use of more than index or first finger between reins;

95.2.2. Use of two hands (exception in Snaffle Bit or Hackamore classes designated for two hands) or changing hands;

95.2.3. Use of romal other than as outlined in #43.6;

95.2.4. Failure to complete pattern as written;

95.2.5. Performing the manoeuvres other than in specified order;

95.2.6. The inclusion of manoeuvres not specified, including, but not limited to;

95.2.6.1. Backing more than 2 strides

95.2.6.2. Turning more than 90 degrees (Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of manoeuvre; a 2 point break of gait penalty will apply.)

95.2.7. Equipment failure that delays completion of pattern;

95.2.8. Balking or refusal of command where performance is delayed;

95.2.9. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;

95.2.10. Jogging in excess of one-half circle or one-half the length of the arena

95.2.11. Overspins of more than 1/4 turn;

95.2.12. Fall to the ground by horse or rider. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground;

95.2.13. Dropping a rein that contacts the ground while the horse is in motion;

95.2.14. Failure to wear appropriate western attire as outlined in the NRHA Handbook

95.2.14.1. NOTE: Neither a no score nor a 0 is eligible to place in a go round or class, but a 0 may advance in a multi-go event while a no score may not. In multi-go events, finals qualifying horses that get a 0 or scratch will still be eligible for payouts, with a 0 placing higher than a scratch. In the event not enough horses qualify for total purse distribution, the undistributed portion of the purse will be retained by show management.

95.3. THE FOLLOWING WILL RESULT IN A PENALTY OF 5 POINTS:

95.3.1. Spurring in front of cinch;

95.3.2. Use of either hand to instil fear or praise:

95.3.2.1. Holding saddle with either hand, except in the Youth 10 & Under Short Stirrup class where holding the saddle is allowed;

95.3.2.2. Blatant disobedience including kicking, biting, bucking, rearing and striking.

95.4. THE FOLLOWING WILL RESULT IN A 2 POINT PENALTY:

95.4.1. Break of gait;

95.4.2. Freezing up in spins or rollbacks;

95.4.3. On walk in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure;

95.4.3.1. On run in patterns, failure to be in a canter prior to reaching the first marker.

95.4.3.2. If a horse does not completely pass the specified marker before initiating a stop position.

95.5. STARTING OR PERFORMING CIRCLES OR EIGHTS OUT OF LEAD WILL BE JUDGED AS FOLLOWS:

95.5.1. Each time a horse is out of lead, a judge is required to penalize by 1 point. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.

95.5.2. A judge is required to penalize a horse 1/2 of a point for a delayed change of lead by 1 stride where the lead change is required by the pattern description.

95.5.3. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides.

95.5.4. Jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.

96. Deduct 1/2 point for over or under spinning up to 1/8 of a turn; deduct 1 point for over or under spinning up to 1/4 of a turn.

97. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for 1/2 the turn or less, 1 point; for more than 1/2 turn, 2 points.

98. There will be a 1/2 point penalty for failure to remain a minimum of 20 feet from the side of the arena when approaching a stop and/or rollback.

99. Judges may not confer on any penalty or manoeuvre score prior to submitting a score. If a major penalty (a penalty which results in a no score, a 0, or a 5 point penalty) is unclear, a judge will submit his/her score and ask that the score be held, pending a conference or review of the official video at the next drag or as soon as practical. Should the judges determine via conference or video replay that a penalty was incurred, it should be applied. If, however, no penalty occurred, the score will be announced as originally submitted. No judge shall be required to change his/her score following a conference or video replay. Each judge's decision is an individual call and based on individual decision from a conference or video replay. The use of video equipment by the judges is only permissible if the judge has reason to believe that all entries have been videotaped.

100. The judge shall have the authority to remove any contestant from a show he is judging, should said contestant show any disrespect or misconduct so as to render himself or the show in an unprofessional manner.

101. All riders must dismount and the horse must be and the horse must be presented and the bridle dropped by the rider or a designated representative.

101.1. The horse and equipment must be checked by the designated judge in the arena or in close proximity to the arena during a pre- or post-check.

101.2. Should the equipment judge detect cause for a no score the exhibitor or his/her representative, trainer or guardian may at that time accept the no score and allow the equipment judge to cause the appropriate changes to all score cards or request the other judges confer on the appropriate call.

101.2.1. In the case of a youth exhibitor, should a parent, trainer or guardian not be present, it will be assumed that all parties are aware of this rule and agree to abide by the exhibitor's decision.

101.3. If requested, the equipment judge will confer with the other judges as soon as practical.

101.4. Failure to comply with this rule shall result in a no score.

102. OPTIONAL EQUIPMENT

102.1. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.

103. PROHIBITED EQUIPMENT

103.1. Wire on bits, bosals or curb chains;

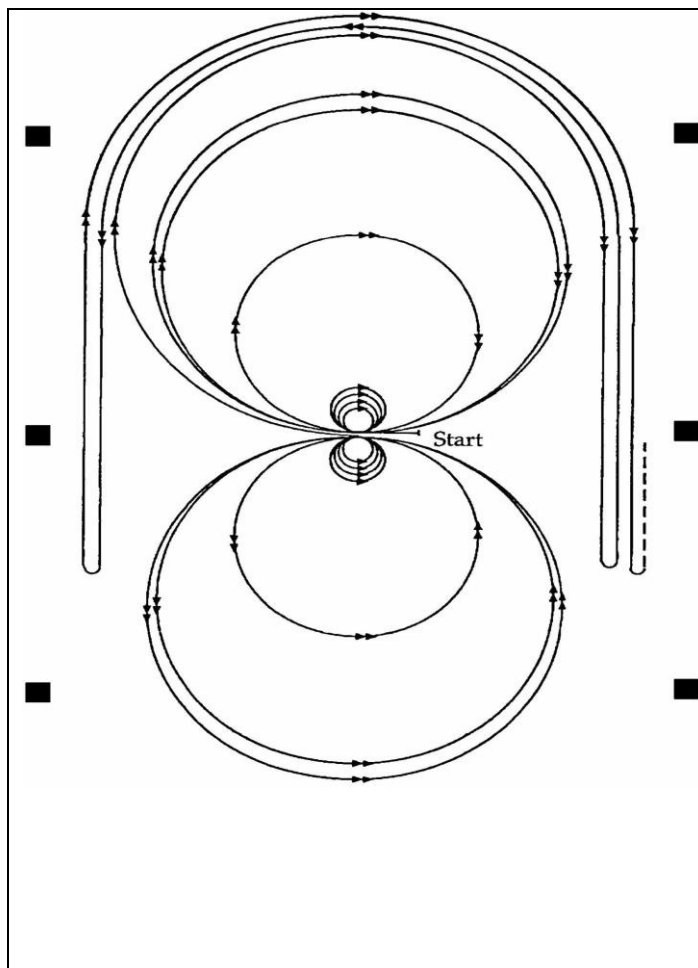
103.2. Use of any attachment which alters the movement of or circulation to the tail;

- 103.3.** Closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed and in the Youth 10 & Under Short Stirrup class where closed reins are allowed.
- 103.4.** A bosal without reins attached and used as a noseband
- 103.5.** Whips, bats, quirts.
- 103.6.** Mechanical hackamores.
- 103.7.** Twisted wire mouthpiece.
- 103.8.** Standing or running martingales, nosebands on bridles, or tiedowns
- 103.9.** Gag bits
- 103.10.** Horsehair bosals

104. EQUIPMENT

- 104.1.** References to hackamore mean the use of a flexible, braided, rawhide, leather, or rope bosal, the core of which may be either rawhide or flexible cable with a maximum diameter of 3/4" at the cheek.
 - 104.1.1.** Absolutely no rigid material will be permitted under the jaws or on the noseband in connection with the bosal, regardless of how padded or covered.
 - 104.1.2.** This rule does not refer to the so-called mechanical hackamore which is illegal.
- 104.2.** References to snaffle bits mean conventional O-ring, egg-butt, or D-ring with a ring no larger than 10cm (4") and no smaller than 5cm (2").
 - 104.2.1.** The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage.
 - 104.2.2.** The mouthpiece should be round, oval or egg-shaped, smooth and free of wire. It may be inlaid, but smooth and/or latex wrapped.
 - 104.2.3.** The bars must be a minimum of 5/16" in diameter, measured 1" in from the cheek with a gradual decrease to center of the snaffle.
 - 104.2.4.** Optional curb strap is acceptable however curb chains are not acceptable. These requirements remain the same for all classes in which a rider may use a snaffle bit.
- 104.3.** References to a bit means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage.
 - 104.3.1.** All curb bits must be free of mechanical device and should be considered a standard western bit.
 - 104.3.2.** A standard western bit includes: 8 1/2" maximum length shank to be measured as indicated in the judge's guide. Shanks may be fixed or loose.
 - 104.3.3.** Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and free of wire of 5/16" to 3/4" in diameter, measured 1" from the cheek.
 - 104.3.4.** They may be inlaid, but must be smooth or latex wrapped.
 - 104.3.5.** Nothing may protrude more than 1/8" below the mouthpiece (bar).
 - 104.3.6.** The port must be no higher than 3 1/2" maximum, with rollers and covers acceptable.
 - 104.3.7.** Broken mouthpieces, half-breeds, and spades are standard.
 - 104.3.8.** When a curb bit is used, a curb strap or curb chain is required, which must be at least 1/2" in width, lie flat against the jaw, and be free of barbs, wire, and/or twists.
- 104.4.** Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.
- 104.5.** Except for Snaffle Bit and Freestyle Classes, only one hand may be used on the reins, and the hand must not be changed.
 - 104.5.1.** The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule results in a penalty score of zero (0).

105. REINING PATTERNS

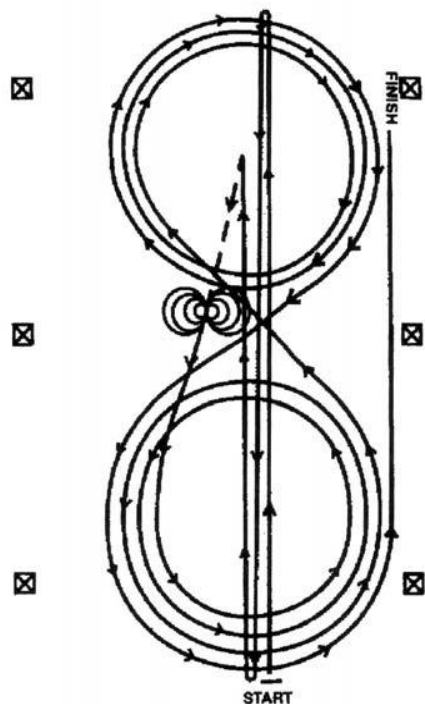


WCRA Beginner Reiner Pattern B

Beginning at the center of the arena face the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: The first two large and fast, the third circle small slow. Stop at the center of the arena.
2. Beginning on the left lead, complete three circles to the left: The first two large and fast, the third circle small and slow. Stop at the center of the arena.
3. Complete four spins to the left. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Begin a large circle to the right, but do not close this circle, run down the right side of the arena, past the center marker, staying at least 20 feet (six meters) from the wall or fence and do a left roll back.
6. Continue around previous circle to the left. Run down the left side of the arena, past the center marker, staying at least 20 feet (six meters) from the wall or fence, and do a right roll back.
7. Continue around previous circle. Run down the right side of the arena, staying at least 20 feet (six meters) from the wall or fence, past the center marker, stop and back up.
8. Hesitate to demonstrate completion of the pattern.

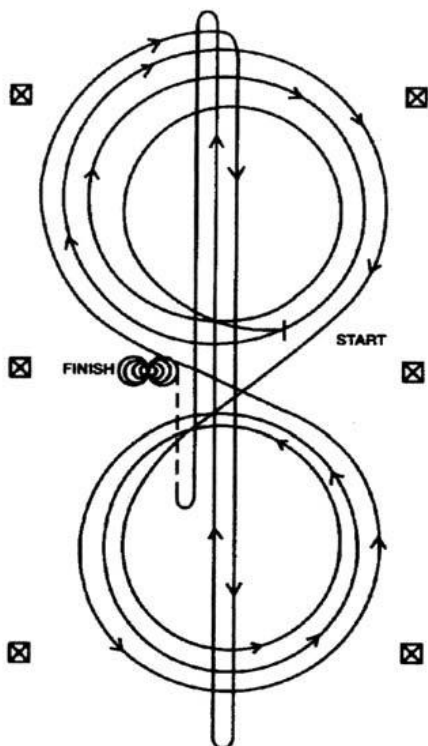
Rider must dismount and drop bridle to the designated judge.



PATTERN 1

Pattern 1

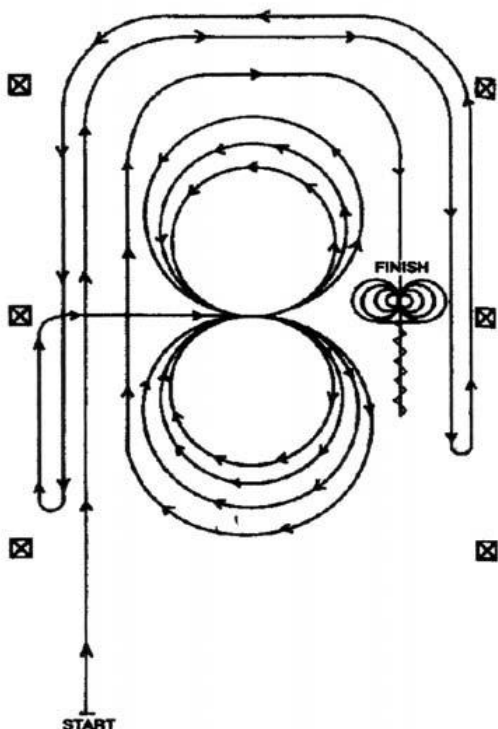
1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback – no hesitation.
3. Run past center of the arena, do a sliding stop, back up to the center of the arena at least 10' (three meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one quarter spins to the left, so that the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20' (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern. Exhibitor must dismount and drop bridle to the designated Judge.



PATTERN 2

Pattern 2

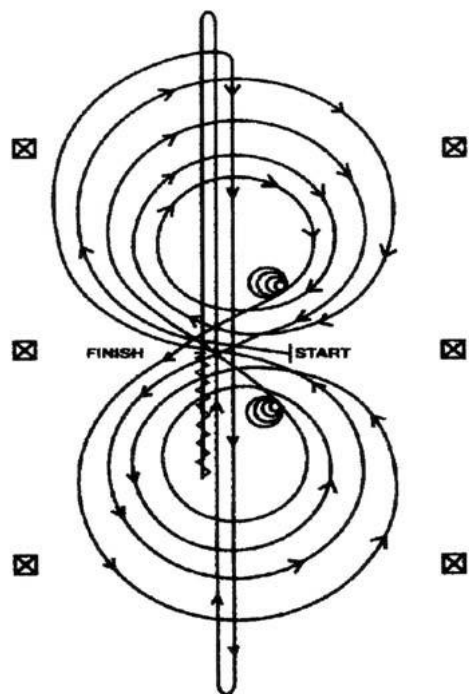
- Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern. Beginning at the centre of the arena facing the left wall or fence.
1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
 2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
 3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
 4. Run up the middle to the opposite end of the arena past the end marker and do left rollback – no hesitation.
 5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate.
 6. Complete four spins to the right. Hesitate
 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern. Exhibitor must dismount and drop bridle to the designated Judge.



PATTERN 3

Pattern 3

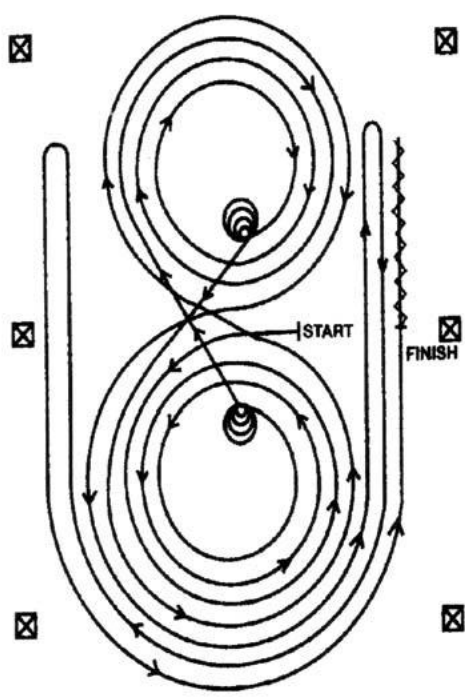
1. Beginning, and staying at least 20' (six meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
 2. Continue straight up the right side of the arena staying at least 20' (six meters) from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation
 3. Continue up the left side of the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 4. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads in the centre of the arena
 5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20' (six meters) from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10' (three meters). Hesitate.
 6. Complete four spins to the right. Hesitate
 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated Judge.

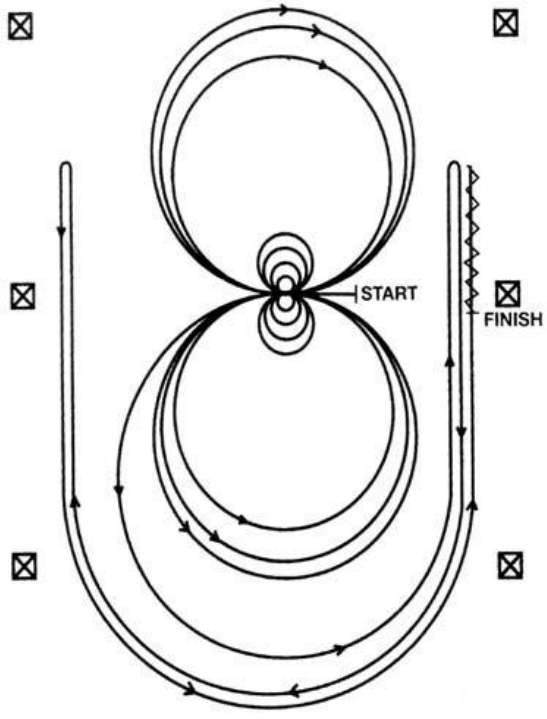


PATTERN 4

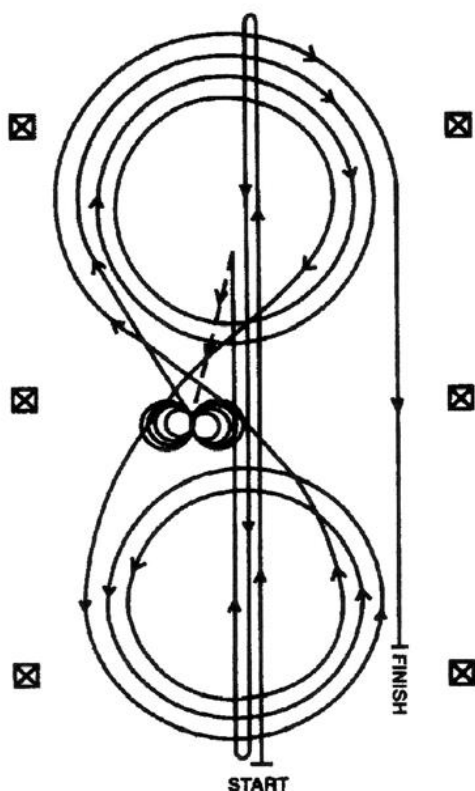
Pattern 4

- Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing left wall or fence.
1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate
 4. Complete four spins to the left. Hesitate
 5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena
 6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
 7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation
 8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate to demonstrate completion of the

	<p>pattern. Exhibitor must dismount and drop bridle to the designated Judge.</p>
 <p style="text-align: center;">PATTERN 5</p>	<p>Pattern 5 Horse may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the centre of the arena facing the left wall or fence.</p> <ol style="list-style-type: none"> 1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate. 2. Complete four spins to the left. Hesitate. 3. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the centre of the arena. Hesitate. 4. Complete four spins to the right. Hesitate. 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the centre of the arena. 6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20' (six meters) from the wall or fence. 7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation. 8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.

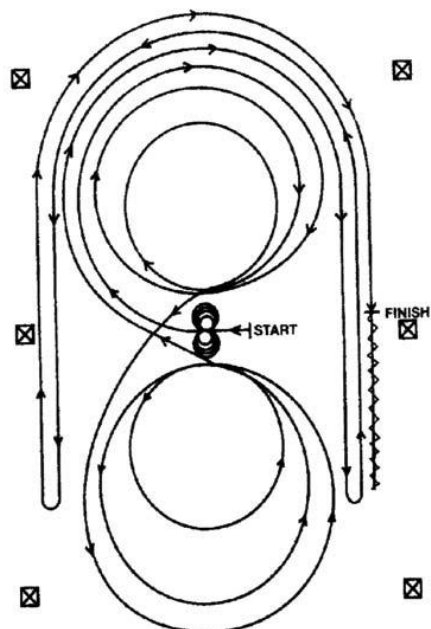
 <p style="text-align: center;">PATTERN 6</p>	<p>Pattern 6 Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.</p> <ol style="list-style-type: none"> 1. Complete four spins to the right. Hesitate. 2. Complete four spins to the left. Hesitate. 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena. 5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right roll back at least 20' (six meters) from the wall or fence – no hesitation. 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left roll back at least 20' (six meters) from the wall or fence. No Hesitation 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.
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Exhibitor must dismount and drop bridle to the designated Judge.



Pattern 7

1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
 2. Run to the opposite end of the arena past end marker and do a right rollback – no hesitation.
 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate
 4. Complete four spins to the right. Hesitate.
 5. Complete four and one-quarter spins to the left so that the horse is facing left wall or fence. Hesitate.
 6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
 7. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
 8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated Judge.

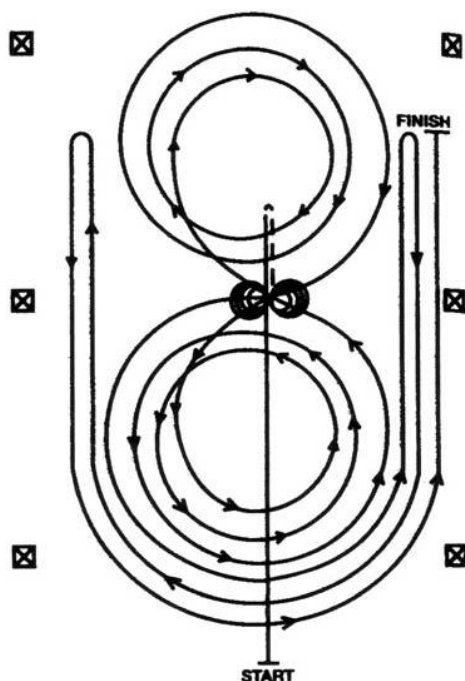


PATTERN 8

Pattern 8

Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing left wall or fence.

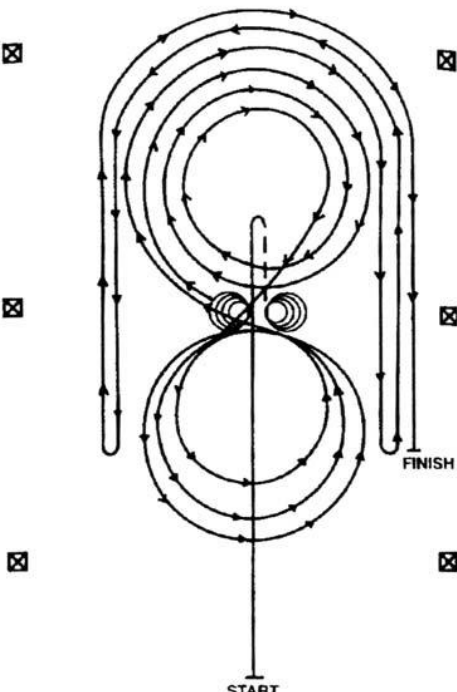
1. Complete four spins to the left. Hesitate
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the right lead complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center
 4. Complete three circles to the left: the first circle large and fast; the second circle small and slow, the third circle large and fast. Change leads at the center of the arena
 5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation.
 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20' (six meters) from wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated Judge



PATTERN 9

Pattern 9

1. Run past center marker and do a sliding stop. Back up to the center of the arena or at least 10'. Hesitate
 2. Complete four spins to the right. Hesitate.
 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
 4. Beginning on the left lead, complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
 5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
 6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20' from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left roll back at least 20' (six meters) from the wall or fence- no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to show completion of pattern.
- Exhibitor must dismount and drop bridle to the designated Judge.

 <p style="text-align: center;">PATTERN 10</p>	<p>Pattern 10</p> <ol style="list-style-type: none"> 1. Run past center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate 2. Complete four spins to the right. Hesitate. 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate 4. Beginning on the right lead complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena. 5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena. 6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation. 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20' (six meters) from the wall or fence – no hesitation. 8. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to demonstrate completion of pattern. <p>Exhibitor must dismount and drop the bridle to the designated Judge</p>
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SADDLESEAT EQUITATION

106. GENERAL SPECIFICATIONS

- 106.1.** The Judge must eliminate and order from the ring any unruly horse whose actions threaten to endanger the rider or other exhibitors.
- 106.2.** The Judge must eliminate any competitor who receives any unauthorized assistance from outside the arena during any class.
- 106.3.** The required Equitation seat should in no way be exaggerated, but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. In Saddle Seat Equitation classes, riders should convey the impression of effective and easy control. Ring generalship must be taken into consideration by the Judge. A complete picture of the whole is of major importance.

107. SADDLE SEAT POSITION

- 107.1.** Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle, and should show sympathy, adaptability and control. The height that the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional, except that both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side.
- 107.2.** Proper riding position should be similar to correct posture, in which the head, shoulder, hip, and ankle are all on the same perpendicular line. To obtain proper position, the rider should place himself comfortably in the saddle and find his center of gravity by sitting with a slight bend at the knees. Irons should be placed under the ball of the foot with even pressure on entire width of sole and center of the iron. Foot position should be natural (neither extremely in nor out).
- 107.3.** The head should be carried high but in no way stiff or tilted to either side. The head is the highest point of balance and should be directly over the midpoint of the shoulders. The line of the rider's back should be straight and perpendicular to the saddle. Elbows should not be pinched into the body nor pointing out to the side. The lower arm to the wrist may be raised higher than the elbow. The upper body, including the arms and hands, should give the appearance of elegant style and complete control, but without the impression of stiffness, posing, or exaggeration.
- 107.4.** The Lower Body: With the seat firmly in the center of the saddle, the inner thigh should be secure against the saddle; the legs should lie easily along the saddle with a slight bend to the knee. The ball of the foot sits firmly in the iron foot position should be natural (neither extremely in nor out) with heels down. The length of the stirrup is determined by this proper leg position.

108. POSITION WHILE MOVING

108.1. WALK: slight motion in saddle

108.2. TROT: slight elevation in saddle when posting; hips under body, not mechanical up-and-down nor swinging forward and backward.

108.3. CANTER: close seat, going with the horse, not rocking

108.4. SLOW GAIT: steady in saddle, no slap or twist; legs straight down, intermittent calf pressure permissible; hands slightly raised, flexible contact, no sawing of reins. 5. RACK: Seat smooth in saddle; legs down and slightly back, not thrust forward; hands low in motion with gait, not sawing but placement optional to individual rider and horse.

109. RIDING PERSONAL APPOINTMENTS

109.1. Riding habits will consist of jacket with collars and lapels of the same conservative color, with matching jodhpurs, a collared shirt, tie, vest and complementary gloves, Jodhpur boots, and a derby or soft hat for senior competitors. Protective headgear may be worn without penalty. **All Youth competitors must wear approved protective headgear at all times when mounted on the competition grounds.** Conservative colors for informal riding habits include black, blue, grey, burgundy, green, beige, or brown and may contain herringbone, pin stripes, and other combinations of colors that appear solid. Colors not included in this list are not acceptable and must be penalized.

110. SADDLE SEAT MANDATORY TACK

110.1. Bridle: Entries must be shown in full double bridle (curb and snaffle). Pelham bits are permitted in Pleasure Equitation classes.

110.2. Flat English-type saddles are required. Blunt spurs, whips, or crops are optional. Protective headgear may be worn without penalty in all Saddle Seat Classes. Approved SEI /ASTM protective headgear is mandatory for all youth competitors at all times when mounted on the competition grounds.

111. TACK

111.1. English-type Cut Back flat seat or deep seat saddle. Entries will be shown in full bridles only.

111.2. Forward seat, dressage, western and side-saddles, are all prohibited. A single snaffle, hackamore, Electronic devices of any kind, Martingales, or similar tie-downs are all prohibited.

112. CLASS ROUTINE SPECIFICATIONS

112.1. Exhibitors enter the arena at a trot, proceeding to the right in a counter clockwise direction. Exhibitors must be worked equally in both directions of the arena at the walk, trot and canter, reverse, and repeat on command from the judge. The canter must be called for from the walk. The command to reverse may be executed by turning either direction towards or away from the rail. Exhibitors must line up on command and stand quietly. An equitation test pattern performed individually will be called for with test pattern to be determined and announced on command at the sole discretion of the judge. All exhibitors must perform the same individual test pattern for the class. Saddle Seat Equitation classes may be split or combined by BC Heritage Circuit age categories specifications for Junior, Youth, Senior, Select, subject to entries and at sole the discretion of organizing committee to determine. To be judged on saddle seat equitation of the rider and overall performance of rail and individual work.

113. SADDLE SEAT ENGLISH PLEASURE HORSE

113.1. Exhibitors enter the arena at a trot, tracking to the right proceeding to the right in a counter clockwise direction. To be shown at the flat footed walk, normal trot and easy canter, shown in both directions of the arena. Horse to be judged on manners, performance, quality, and confirmation with weighting of (45%) performance (40%) manners (15%) conformation. Classes may be split or combined by BC Heritage Age Categories at the discretion of the organizing committee and subject to entries.

113.2. Tack and personal appointments as specified in Saddle Seat Equitation (Articles 1.3, 1.4, 1.5) are required for Saddle Seat English Pleasure classes.

VAULTING

114. INTRODUCTION

114.1. This document sets out Rules for equestrian vaulting events in Canada British Columbia. Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, it is the duty of the Judge to make a decision in a sporting spirit, by approaching as nearly as possible the intention of these Rules and of the rules of Horse Council BC.

115. RULE CHANGES

- 115.1.** Any and all changes to these rules must be approved by the EVA of BC Board of Directors and only after providing the EVA of BC general Membership with a minimum of 30 days notice.

116. REQUIREMENTS

- 116.1.** Memberships: HCBC with EVA or comparable Provincial or State
116.2. Insurance: Mandatory
116.3. Onsite Medical Safety Plan: Mandatory
116.4. Judge: HCBC Approved, National, FEI

117. VAULTING CODE OF CONDUCT

- 117.1.** The welfare of the horse is paramount in and out of competition.
117.2. Horses and competitors must be fit, capable and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.
117.3. Events must not compromise horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, diet, site safety, and fitness of the horse for travel.
117.4. At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes; sound horse management, non-abusive training methods, proper farrier and veterinary care, well fitted tack, and safe transportation.
117.5. Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.
117.6. The Equine Code of Practice found at <http://www.nfacc.ca/codes-of-practice/equine> outlines acceptable industry standards for the proper care of horses.

118. CLASSES AND DIVISIONS

- 118.1.** In all British Columbia vaulting events:

- 118.1.1.** Classes of the following Individual Divisions may be offered:

- 118.1.1.1. Canter D
- 118.1.1.2. Trot B, C, D Walk B, C, D
- 118.1.1.3. Walk D Under 10yrs
- 118.1.1.4. Walk Fundamentals

- 118.1.2.** Classes of the following Pairs and Team Divisions may be offered:

- 118.1.2.1. Beginner Canter Team (D Canter Compulsories, Walk Freeestyle)
- 118.1.2.2. Trot B
- 118.1.2.3. Walk B

- 118.1.3.** Other classes may be offered but will not count for official scoring ie: Adult Individual Walk, Costume Team

119. ELIGIBILITY FOR CLASSES

- 119.1.** In all Provincial classes, male and female vaulters may participate in the same Team.
119.2. There are no minimum or maximum age limits for any classes unless otherwise noted in the Competitions' Invitation.

119.3. MOVING UP A DIVISION

- 119.3.1.** Scores received during a Sanctioned Competition will be used to determine which classes an Individual vaulter may enter in the future years. This does not apply to Pairs or Teams. On January 1st of each year, the scores attained in the previous year will be used to classify Individual vaulters for the new year. Vaulters who "score out" of a division at any time during the season are permitted to complete the season at the lower level.
119.3.2. Vaulters may start in division D if they have not yet reached a final average score of 5.5 or higher twice in D. Vaulters must start in division C if they have reached the final average score of 5.5 or higher twice in D. Vaulters must start in division B if they have reached the final average score of 5.5 or higher twice in C.

119.4. DOWNGRADING TO LOWER DIVISIONS

- 119.4.1.** Automatically Approved Downgrades:

119.4.1.1. From Division C a vaulter may downgrade to Division D if he/she did not score out of Division D and has not yet scored above 5.0 in Division C.

119.4.1.2. From Division B a vaulter may downgrade to Division C if he/she did not score out of Division C and has not yet scored above 5.0 in Division B.

119.4.2. Other Downgrades may granted by request to Vault Canada.

120. ENTRIES

- 120.1.** The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition.
- 120.2.** Once approved by HCBC, the Prize List must be posted as an Invitation on the VaultCanada website as soon as possible.
- 120.3.** If the VaultCanada Online Competition management system is not used by the Event Organizers for Entries, Scoring, and Results, the Competition Organizers will be responsible for entering the information within 7 days after the completion of the competition.
- 120.4.** By the Entry Deadline each club must provide the names of Individuals, Pairs, and Teams, along with the names of the horses and the lungers. The names of the vaulters constituting a Team may include up to eight vaulters. The names of the six definite team members, plus an optional seventh vaulter, must be supplied to the organizing committee by the Final Changes Deadline.
- 120.5.** In all Divisions, different Horses and/or Lungers may be used for each test. Wherever possible, horse and/or lunger changes should be supplied to the organizing committee by the Final Changes Deadline.
- 120.6.** Changes at or during the Competition for all Divisions, horse(s) and/or lunger(s) may be changed at any time with the permission of the show office.

121. VAULTERS

- 121.1.** A vaulter may enter two different gaits, provided that the slower gait is entered in a higher Division (ie Walk B and Canter D.)
- 121.2.** Vaulters may compete Individually, in Pairs and in Team at the same event.
- 121.3.** In all Divisions a vaulter may enter with two Teams or two Pairs, provided they are in different Divisions (ie Walk C and Beginner Canter.) However, no more than two members of a Team may be entered in another Team. Each class may not have more than two tests scheduled per day.
- 121.4.** The use of competitor numbers for vaulters is at the discretion of the Event Organizers. When used, competitor numbers must not compromise the safety of the vaulter. When competitor numbers are not used, the announcer must name each vaulter prior to them mounting the horse.

122. VAULTER'S ATTIRE

- 122.1.** Team vaulters must wear numbers on the right arm or leg or on the back. These numbers should be 10 to 12 cm in height and must be of plain design and easily visible.
- 122.2.** The attire of Team vaulters should give the obvious effect of uniformity.
- 122.3.** Attire of Team, Individual, and Pairs vaulters must not hinder the movement of the vaulter or the safe interaction between vaulters during the performance: the attire must in no way compromise the safety of either vaulter or horse.
- 122.4.** Attire must not conceal the form and line of the vaulter's body during the performance in order not to hinder the judging of the exercises.
- 122.5.** Attire must not give the effect of nudity.
- 122.6.** Attire must be formfitting and all articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times. Decorative accessories (not limited to but including belts, masks, jewellery) and props (not limited to but including hats, capes, canes, gadgets) are strictly forbidden in the arena.
- 122.7.** Trousers must be secured to the foot and skirts may only be worn over tights or leggings. Only soft soled shoes are permitted.
- 122.8.** Helmets are not permitted while vaulting. However, helmets (protective headgear) are required at all times when riding (for example, but not limited to, during warm up, exercise, or schooling.)
- 122.9.** Protective headgear must be certified under one of the following standards:
 - ASTM (American Society for Testing Materials)
 - SEI (Safety Equipment Institute, Inc.)
 - BSI/BS EN (British Standards Institution)
 - EN (European Union Standards)
 - AS/NZS (Australian/New Zealand Standards)
- 122.10.** In order to be allowed to participate at award presentations, the attire of vaulters and lungers must be neat and dignified. Club attire should be worn if possible.

123. LUNGER

- 123.1.** Lungers must be at least 18 years of age. The lunger does not need to be from the same club as the vaulter(s).
- 123.2.** The lunger's attire should not distract from the performance, should be safe, and respectful.

124. VAULTING HORSES

- 124.1.** Vaulting horses or ponies in Canter Divisions must be at least seven years old, and in Walk and Trot Divisions must be at least five years old.
- 124.2.** In all classes, the horse may travel to the left or the right on the circle. Stallions are prohibited. The horse does not need to be from the same club as the vaulter(s).
- 124.3.** A Judge may eliminate any horse which shows signs of being overworked or overloaded at any time. These rules are not meant to suggest that every horse is capable of carrying the maximum number of competitors. Horse owners and lungers are compelled to make the welfare of the horse paramount when deciding on appropriate use during competition.
- 124.4.** Competition organizers are encouraged where possible to schedule the classes in such a way that it will minimize the number of run-ins per day. This may involve scheduling classes so that a horse can carry more than one level during a single run-in, thereby reducing the total number of run-ins required each day.
- 124.5.** As the length of vaulting competitions, and the type of classes offered each day may vary, rules governing permissible use of the horse stipulate the maximum number of times a horse may be used on a single day. These entries are accumulative per day and may be a combination of team, individual and pairs.
- 124.6.** Horses may be used for a maximum of 24 units each day. The following table shows how many units a single test uses for each particular type of test.

	Compulsories	Freestyle
Canter Team	8	8
Canter Pair	4	4
Canter Individual	2	2
Trot Team	6	6
Trot Pair	3	3
Trot Individual	1	1
Walk Team	4	4
Walk Pair	2	2
Walk Individual	.5	.5

125. HORSE EQUIPMENT

- 125.1.** All equipment must be used in its manufactured state. The use of any other equipment and any other way of attachment of the equipment than described here, will entail elimination.
- 125.2.** The equipment of the Horse in the Competition Arena will be as follows
- 125.2.1.** Bridle with smooth snaffle bit, with no less than 2 joints. Rubber guards are permitted. If an unjointed rubber snaffle is used, the bit must be flexible.
- 125.2.2.** The use of a lunge cavesson, with or without a bit, instead of a bridle is allowed.
- 125.2.3.** Two side reins. Standing reins or auxiliary reins are not permitted.
- 125.2.4.** Lunge line and lunge whip.
- 125.2.5.** Vaulting surcingle with underpad and girth. The surcingle has two solid handles (grips, the shape of which is not defined) and with two loops (one on each side). One short extra strap made of leather may be fixed between the inner edges of the right and left handles.
- 125.2.6.** Bandages and/or brushing/overreach boots are optional.
- 125.2.7.** Ear muffs and plugs are allowed.
- 125.2.8.** Back Pad is compulsory. Gel Pads are allowed.
- 125.3.** The Back Pad, which may be checked by the Judge at any time on the horse must have the following dimensions:
- 125.3.1.** Max 80 cm from back edge of the surcingle to the back of the pad
- 125.3.2.** Max 30 cm from the front edge of the surcingle to the neck

125.3.3. Max 90 cm from side to side, the lowest point to the lowest point. If checked on the horse, the allowable tolerance may not exceed 3 cm (ie Max 93 cm)

125.3.4. Max 3 cm thick including cover

125.3.5. Max total length 1.10 m with no more than 30 cm in front of the surcingle

125.4. The surcingle and the back pad may be changed from test to test, time permitting.

125.5. The Judge is authorized to check the equipment of any horse at any time. If checked immediately after the horse leaves the arena any discrepancy could entail elimination.

125.6. Side Reins must not be fastened in place for an excessive period. After such they must be unfastened and the horse allowed to move freely for a period of time before the side reins are reattached.

125.7. When warming up, training or exercising horses under saddle, riding must only be in a designated riding ring. Suitable footwear and CSA approved headgear secured by a three point retention harness is mandatory

126. ENTRY AND EXIT

126.1. Upon entering, and before exiting the competition arena, the vaulter(s) and lunger must salute the Judge as a matter of courtesy. The Judge shall acknowledge the salutes.

126.2. Entry, exit, and the formation of the salute are left to the discretion of the vaulters but should be dignified. Entry and exit may be accompanied by music at the discretion of competition organizing committee.

126.3. Immediately upon exiting the arena the side reins must be unfastened. Failure to do so will be deemed to be abuse of the Horse.

127. ARENA

127.1. The competition space in the arena must be at least 20 m. for Canter Classes and 17.5m for Walk/Trot Classes. The arena must be soft and it may include springy material. In the case of a competition held indoors the height to the ceiling must be at least 4.5 m for Individual, 5 m for Team/Pairs. The public must be at least 1 m, but preferably 3 m away from the edge of the competition circle.

127.2. The centre of the competition circle must be marked.

127.3. A warm up circle is compulsory and must be as described above. It is recommended that there be three or more warm up circles. If the competition takes place indoors at least one indoor warm up circle must be available.

127.4. It is recommended that the Judge is seated on a raised Judge's stand. This should be about 50-60 cm above the ground in order to give the judge a good view of the arena.

127.5. The Judge's table should be at least 11 m, but preferable 13-15 m, away from the centre of the lunging circle. The public should be at an adequate distance from the Judge to prevent distraction.

128. ABUSE OF HORSES

128.1. The Rules of Horse Council BC apply.

129. OFFICIALS

129.1. All events and classes must be judged by at least one official having credentials allowing them to judge at vaulting events in their own country or province.

129.2. Each Judge must be assisted by a secretary who speaks and writes the same official language as the Judge (either English or French).

129.3. There must be a timekeeper who is to be placed next to the Judge for tests that have a time limit

130. FIRST AID

130.1. In case of an emergency, one of the designated First Aid Attendants is to take charge of the scene and become the Person in Charge.

130.2. Unless requested by the person in charge, the only other people who may approach the scene are other designated First Aid Attendants, one coach of the participant, and one member of the organizing committee. The coach and the member of the organizing committee in this case are to help by providing information and facilitating communication; they are under the direction of the Person in Charge.

131. APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS

131.1. The rules of Horse Council BC apply.

132. PENALTIES

132.1. The rules of Horse Council BC apply .

133. GENERAL

- 133.1.** During the Walk and Trot tests the horse moves on a circle with a minimum radius of 6 m, preferably more. During the Canter test the horse moves on a circle with a minimum radius of 7.5 m, preferably more.
- 133.2.** All tests must be executed in the correct gait (and not in counter canter) In the Compulsories, the vaulters must show the defined exercises
- 133.3.** In the freestyle vaulters have the opportunity to show their artistry. They may plan an original program around their own capabilities, ideas and specialties.
- 133.4.** It is recommended that the Compulsories be performed with music.
- 133.5.** The Freestyle must be performed with music. Music with words is permitted. The music must be provided as stipulated in the Invitation.
- 133.6.** The performance is to take place with the horse and therefore no exercises or dance moves on the ground are allowed. Elimination for noncompliance in this instance is at the discretion of the Judge.

134. TYPES OF COMPETITION

134.1. INDIVIDUAL VAULTING COMPETITION

- 134.1.1.** The Individual competition is composed of one vaulter, the lunger and the vaulting horse.
- 134.1.2.** The Individual vaulting competition consists of different tests in one or two rounds. All Divisions include Compulsories and Freestyle in one or two Rounds.

134.2. PAIRS VAULTING COMPETITION

- 134.2.1.** The Pairs competition is composed of two vaulters, the lunger and the vaulting horse. In Pairs competitions any combination of gender is allowed.

134.3. TEAM VAULTING COMPETITION

- 134.3.1.** A vaulting Team is composed of the lunger, horse and six vaulters plus an optional seventh vaulter.
- 134.3.2.** All six or seven vaulters must perform the Compulsories. If less than six vaulters perform in the Compulsories, all exercises not shown will receive a zero. In the Freestyle, six vaulters are to perform and only those six may enter the arena. When a seventh vaulter is used in the Compulsories, the Team will choose any one of those seven to not perform in the Freestyle. If less than six vaulters perform the Freestyle a deduction will be given (see FEI Handbook).
- 134.3.3.** The Team vaulting competition consists of Compulsories and Freestyle in Round One. An optional Round Two includes only a Freestyle.

135. COMPULSORIES

- 135.1.** Individual, Pairs, and Team all use the same Compulsories at each level.

Division D	Division C & B (Same as FEI Comp 1)
Vault on	Vault on
Basic Seat (arms out)	Basic Seat
Flag (leg only)	Flag
Kneel (body straight, slight bend at hip)	Stand
FW Swing (legs closed)	FW Swing (legs closed)
FW Half Mill (inside, astride, outside, astride), Leg Pass Dismount to Inside	Half Mill (inside, reverse)
	RV Swing (legs open), Leg Pass Dismount to Inside

- 135.2.** Each static exercise (Basic Seat, Flag, Kneel, and Stand) must be held for at least four strides. In Mill exercises, each leg pass must occur for exactly four strides.

136. PERMITTED ASSISTANCE

- 136.1.** Delivery of a reserve lunging whip
- 136.2.** Any assistance from the outside necessary to avoid an accident.
- 136.3.** Vaulters requiring an assisted mounts onto the horse in the compulsories will receive a deduction from the mount score as follows:

Walk D: 1 point	Trot D: 1.5 points	Canter D: 2 points
Walk C: 1.5 points	Trot C: 2 points	
Walk B: 2 points	Trot B: 3 points	

136.4. All assisted mounts in the freestyle may be considered in the Performance and Artistry scores.

136.5. In Pairs and Team, the above deductions will occur when any assistance is provided from the ground.

However, a vaulter who is already on the horse may assist another vaulter in mounting without a deduction.

136.6. Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

137. ASSISTANCE FOR VAULTERS WITH A DISABILITY

137.1. Vaulters with a disability needing extra consideration during a competition must identify themselves upon submitting their entry form. Vaulters with special needs may submit a letter to the show committee outlining their disability and the adaptations they will require. The show committee will contact them if necessary for clarification and proof of their disability may be required from a physician and submitted before the start of the competition.

138. ELIMINATION FROM TEST

138.1. Unless otherwise specified in the rules or in the conditions for the competition, elimination means that the vaulter and/or the horse in question may not continue in the current test.

138.2. The following paragraphs lay down the reasons for which vaulters and/or horses are eliminated in all vaulting tests.

138.3. The Judge in the following cases may apply elimination or deduction:

138.3.1. Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)

138.3.2. Equipment other than what is permitted in these rules (eliminates the vaulter or the horse depending on if the equipment is on the vaulter or the horse.)

138.3.3. Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)

138.3.4. Vaulter and/or horse leaving the arena without permission of the Judge, including prior to starting (eliminates the vaulter and/or horse depending on who left)

138.3.5. An accident to a vaulter or to a horse which prevents either from completing the test. In a Team test however, this does not apply when only a single Team member has been injured (eliminates the vaulter and/or the horse depending on who is injured.)

138.4. Elimination of the vaulter and/or horse is left to the discretion of the Judge in the following cases:

138.4.1. Not entering the arena within 30 seconds after the bell

138.4.2. Taking more than 30 seconds after the bell following the trot, to commence the first exercise

138.4.3. All physical unauthorized assistance

138.4.4. Not stopping when the bell is rung during the test

138.4.5. After an interruption of the test in unforeseen circumstances taking more than 30 seconds to continue the test after the signal to resume was given

138.4.6. If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test

138.4.7. Exercises or dance moves on the ground

138.4.8. Exceeding the time limit and staying on the Horse for more than 10 seconds

139. DISQUALIFICATION FROM EVENT

139.1. Disqualification means that a vaulter and/or the horse or horses are disqualified for the entire Event. Disqualification may also be retroactive.

139.2. The Judge may disqualify a vaulter and/or a horse in the following cases:

139.2.1. Exercising horses in the arena without the permission of the Judge

139.2.2. All cases of abuse and/or ill treatment reported by the Judge

139.2.3. All cases laid down in the FEI's Veterinary Regulations

139.2.4. Horse bleeding on the flank(s), in the mouth or nose or marks indicating excessive use of the whip anywhere on the Horse (in minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, officials may authorize the rinsing or wiping of the mouth and allow the lunger to continue. If there is any further evidence of blood in the mouth the horse will be disqualified

139.2.5. Improperly registered vaulters, lungers and/or horses will result in the disqualification of the competitive unit. This refers to all required memberships and/or licenses outlined elsewhere in the rules and may include any further requirements indicated in the Competition Invitation (such as releases, waivers etc)

140. TIMING / BELL

140.1. The time for the Test begins at the moment the first Vaulter touches the grips, the pad or the Horse and ends with the time limit. The maximum time for each test is in sections 29-31 below.

140.2. A bell is used by the Judge to signal the Athletes. It is used on the following occasions:

140.2.1. To give the signal to enter the arena

140.2.2. To give the signal to start the Test.

140.2.3. To announce the end of the time

140.2.4. To signal that the time and music is stopped after a fall and the Vaulter is unable to continue immediately or to return to the line. The Test must be continued within 30 seconds after the signal to resume

140.2.5. To give the signal to stop an Athlete or Performance when the Horse shows any signs of irregularity, is out of control or dangerous to the Vaulters

140.2.6. To give the signal to stop an Athlete or Performance in unforeseen circumstance which includes repair or adjustment of equipment or any other situation requiring immediate attention. The timing and the music is stopped. The Test must be continued within 30 seconds after the signal to resume

140.3. After an interruption the clock is started again when the Vaulter touches the grip, the pad or the Horse. In unclear situations the Judge and/or Lunger/Vaulter may communicate.

140.4. If an exercise has begun just before the time limit, the exercise or combination in progress may be finished. If the dismounts are commenced immediately without further intermediate exercises, the dismounts will be included in the evaluation for the Technique or Artistic scores without penalty. If other exercises or combinations are commenced after the exercise or combination in progress at the time of the bell, other than the final dismounts, there will be a deduction from the Artistic score and all exercises after the bell, including the dismounts, will not be scored for the Technical or Artistic scores. No more static exercises may be performed after the bell.

141. SCORING

141.1. COMPULSORIES

141.1.1. The Compulsory tests are scored with 25% assigned to the Horse Score, and 75% assigned to the Exercises.

141.1.2. The scores for the Exercises are added together then the sum is divided by the number of Exercises.

141.1.3. For Pairs and Team, the number of Exercises is determined by the number of vaulters multiplied by the number of Exercises required to be shown. In Team, if a seventh vaulter competes, the seventh vaulter's scores are included and will not be removed at any time.

141.2. FREESTYLE

141.2.1. Major Inputs

141.2.1.1. The Freestyle tests are scored with 25% assigned to the Horse Score, 50% assigned to the Technique Score, and 25% assigned to the Artistic Score.

141.3. TECHNIQUE SCORE BREAKDOWN

141.3.1. The Technique Score is only based on Performance. Thus, Difficulty is not considered.

141.4. PERFORMANCE CALCULATIONS

141.4.1. The average of the deductions for every exercise and transition is deducted from the maximum score of 10. For scoring criteria see the FEI Guidelines.

141.5. ARTISTIC SCORE BREAKDOWN

141.5.1. In the Artistic Score, 50% is assigned to Structure of the Freestyle, and 50% is assigned to Choreography. For scoring criteria see FEI Guidelines.

141.6. HORSE SCORE

141.6.1. Judging of the Horse Score begins with entering the arena and ends with the exit.

141.6.2. If more than one Individual Vaulters or Pair is on one horse, the General Impression of the entry, salute and exit will be taken into account for all vaulters on that horse.

141.7. Final Score For each Round, the Round Score is the average of all tests in that Round.

10	excellent	4	insufficient
9	very good	3	fairly bad
8	good	2	bad
7	fairly good	1	very bad
6	satisfactory	0	not executed or "as a result of deductions"
5	sufficient		

141.7.1. The Final Score is the average of all tests.

141.7.2. In case of a tie, the higher mark from the first test will be used to determine placing. If those marks are also equal, the mark from the Vault On (in Compulsories) or the Performance (in Freestyle) will be used. If those marks are also equal, both vaulters will receive the higher placing and the lower placing will be skipped.

142. MARKING

142.1. The maximum score is 10.0. Decimals are allowed. The following marks are applicable for all marks:

142.2. All calculated intermediate and final results will be rounded off to the third decimal using the common "Round half up" tie breaking rule: 0.0011-0.0014 down/ 0.0015-0.0019 up

143. JUDGE'S SCORE SHEETS

143.1. Judges will give marks according to the test's score sheet.

143.2. Any corrected score must be initialed by the Judge having made the correction. Judges must sign off the score sheets in ink.

143.3. There is also a column for the Judge's comments which should be used by the Judge whenever possible; providing comments when the score is 5 or below is strongly recommended.

143.4. The official VaultCanada score sheets can be printed directly from the VaultCanada Online Competition Management system.

143.5. INDIVIDUAL

143.5.1. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

143.6. COMPULSORIES

143.6.1. The Compulsory exercises that will be shown are detailed for each Division in Section 20. There is no Time Limit for the Compulsory test.

143.7. FREESTYLE

143.7.1. A Freestyle consists of static and dynamic exercises. A static exercise must be held for at least three strides.

143.7.2. Each vaulter must wait for the bell before beginning their performance. There is a Time Limit of 1.0 minutes

143.7.3. The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed.

144. FUNDAMENTALS

- 144.1.** In FUNDamentals, the participants are not placed, and there are no requirements beyond demonstrating a safe routine to the Judge.
- 144.2.** Spotting, prompting, and/or any other assistance may be used providing it is safe in the Judge's opinion.
- 144.3.** The Judge's Score Sheets should be prepared the same as Division Walk D, and if the vaulter demonstrates the correct exercises for Walk D, accurate scores should be provided to help asses if this vaulter is ready to enter Walk D.
- 144.4.** In all cases, Judge's comments are required and should focus on strengths more than any weakness. There is a Time Limit of 1.0 minutes.

144.5. PAIRS

- 144.5.1.** All vaulters performing on the same Horse enter the arena together. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

144.6. COMPULSORIES

- 144.6.1.** The Compulsory exercises that will be shown are detailed for each Division in Section
- 144.6.2.** The second Vaulter must perform the Compulsory Exercises immediately without waiting for the bell. There is no Time Limit in the Compulsory test

144.7. FREESTYLE

- 144.7.1.** The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.
- 144.7.2.** The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed. There is a Time Limit of 2.0 minutes.

145. TEAM

- 145.1.** All vaulters on the Team enter the arena together. If required and allowed by the rules of that Division, a booster may enter the arena with the vaulters. No one else may enter the arena.

145.2. COMPULSORIES

- 145.2.1.** The Compulsory exercises that will be shown are detailed for each Division in Section
- 145.2.2.** The Vaulter with the number 1 begins, number 2 follows, etc. All six or seven vaulters show the Compulsories in one. The second Vaulter must perform the Compulsory Exercises immediately without waiting for the bell. There is a Time Limit of 6.0 minutes.

145.3. FREESTYLE

- 145.3.1.** Each Vaulter must perform at least one exercise.
- 145.3.2.** No more than 3 Vaulters may be on the Horse at one time. At least two of the Vaulters must remain in contact with the horse; otherwise these elements of the exercises are not scored. The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.
- 145.3.3.** There is a Time Limit of 4.0 minutes.

WESTERN DRESSAGE

146. WESTERN DRESSAGE RULES

- 146.1.** The FEI (Federation Equestrian Internationale) rules describe dressage as: *"the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with his rider."*
- 146.2.** The Western Dressage Horse should travel in a balanced, natural way. The horse should engage the hind quarters and use his back in accordance with its level of training. The horse should show correct bending in the figures of the test, maintain a light contact with the rider. The gaits should be neither too slow (which interrupts the rhythm, balance and flow of the gait) nor travel too quickly and appear to be rushing or tense.
- 146.3.** The rider may ride with two hands with a snaffle or curb bit. The rider has the option to ride with one hand but shall not change to two hands during the test.

147. PURPOSE OF LEVELS / DRESSAGE TESTS

- 147.1.** At all times the training should be in compliance with the training scale, the basis of which is three pure gaits.
- 147.1.1. Training Level** – The purpose of training level is to confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting a light contact with the bit. The balance need only be level. But not on the forehand.
- 147.1.2. First Level** – The purpose of First Level is to confirm that the horse, in addition to the requirements of Training Level, has developed the ability to be reliably on the bit, lengthen the strides without losing rhythm or tempo. The balance need only be level but not on the forehand.
- 147.1.3. Second Level** – From this level on, the horse must be reliably on the bit. The purpose of second level is to confirm that the horse, having developed the requirements of First Level, now shows that through additional training it accepts more weight on the hindquarters (collection) and can elevate the forehand sufficiently to execute balanced medium gaits and transitions. Self-carriage is required. Walk turns on haunches, simple changes (through walk), and lateral movements are an integral part of the development within this level.
- 147.1.4. Third Level** – The purpose of this level is to demonstrate all the requirements of the previous levels plus the ability to execute more difficult trot and canter lateral movements with the addition of correct flying changes (calm, straight, clean, and not in two parts). Transitions must be done without interruptions in rhythm. The horse must, at all times, be reliably on the bit.
- 147.1.5. Fourth Level** – In addition to the requirements of the previous levels the horse must show increased suppleness, collection and lightness of the forehand while always remaining reliably on the bit; and that its movements are straight, enabling it to develop toward canter pirouettes and straight flying changes on a diagonal line every 4th stride. The horse must be reliably on the bit.
- 147.2.** HCBC Western Dressage Tests may be used at HCBC Recognized Events at no charge.
- 147.3.** HCBC Recognized Events may offer Test of Choice Classes, other tests and or apply local club rules however, these specifications must be stated in the Prize list.

148. ARENA

- 148.1.** The footing in the arena should be flat and level.
- 148.2.** Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- 148.3.** The arena size may be 20m x 40m or 20m X 60m for Training Level. First Level through Fourth levels must be ridden in 20m x 60m arena. It is recommended the competition arena should be separated from the public by a minimum distance of 10 meters for outdoor rings and 5 meters for indoor rings. If there is one Judge they should be positioned 5m from 'C' and elevated for a good view of the whole ring.
- 148.4.** If self-supporting letter markers are used they should be placed outside the ring about 0.50 meters away from the fence and clearly marked.
- 148.5.** The ring fence may remain open at A during competition. The letter A must be placed at least 5 meters away from the arena and a distance of up to 15 meters is permitted.
- 148.6.** Arena fence conditions must be the same for all competitors in a class.

149. DRESS

- 149.1.** At HCBC Recognized Events all competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
- 149.2.** Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants Western boots with a 1" heel. No rider will be penalized for wearing an approved helmet in any class.

150. OPTIONAL ATTIRE

- 150.1.** Spurs are optional; rowel spurs must be free to rotate and not sharp.
- 150.2.** Jacket or sweater, Tie, Gloves, Vests, Chaps
- 150.3.** In case of inclement weather riders may wear a suitable warm or waterproof jacket.

151. TACK

- 151.1.** Western style saddle. Any horse can compete with a snaffle bit with two hands, western curb bits with two hands or western curb bit with one hand (however when riding with one hand you can not change to two hands in the test). Split or romel type reins may be used. The curb strap may be of leather or chain, must be at least ½" in width, and must lie flat against the jaw of the horse.

151.2. CURB

- 151.2.1.** A solid or broken mouthpiece has shanks and acts as leverage. Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose. Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20

mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1-1/4" (32 mm) measured top to bottom with a maximum length of 2" (50 mm) which lies flat in the horse's mouth is acceptable. The port must be no higher than 3-1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half- breeds and spades are standard. The curb strap may be of leather or chain, must be at least 1/2" in width, and must lie flat against the jaw of the horse.

151.3. SNAFFLE BITS

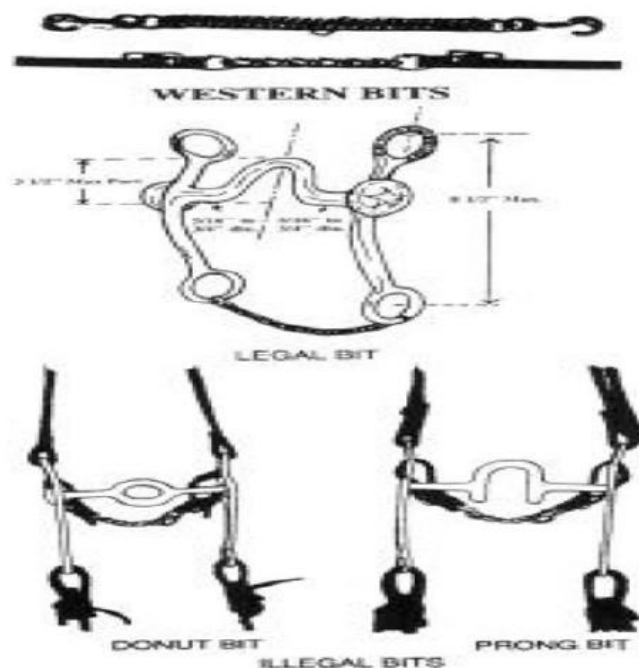
151.3.1. Are the conventional; (O-ring, egg-butt, D-ring, full cheek, etc.) with a ring no larger than 4" 100 mm). The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

151.4. HACKAMORE

151.4.1. Refers to the use of a braided rawhide or leather bosal (noseband) which is used in lieu of a regulation snaffle bit. It does not refer to a mechanical hackamore. There must be a minimum of a two finger (approximately 1 1/2") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband.

151.5. WHIPS

151.5.1. No longer than 120 cm including the last, are permits in all tests.



152. PROHIBITED EQUIPMENT

152.1. Draw Reins

152.2. Tapaderos

152.3. Bits with sharp edges, gag bits and donut and flat polo mouthpieces.

152.4. A wire curb bit, regardless of how padded.

152.5. Any chin strap narrower than 1/2" inch.

152.6. Standing or running martingales, nosebands on bridles, or tiedowns

152.7. Bosal without reins attached and used as a noseband

152.8. Mechanical hackamores.

152.9. Horsehair Bosals

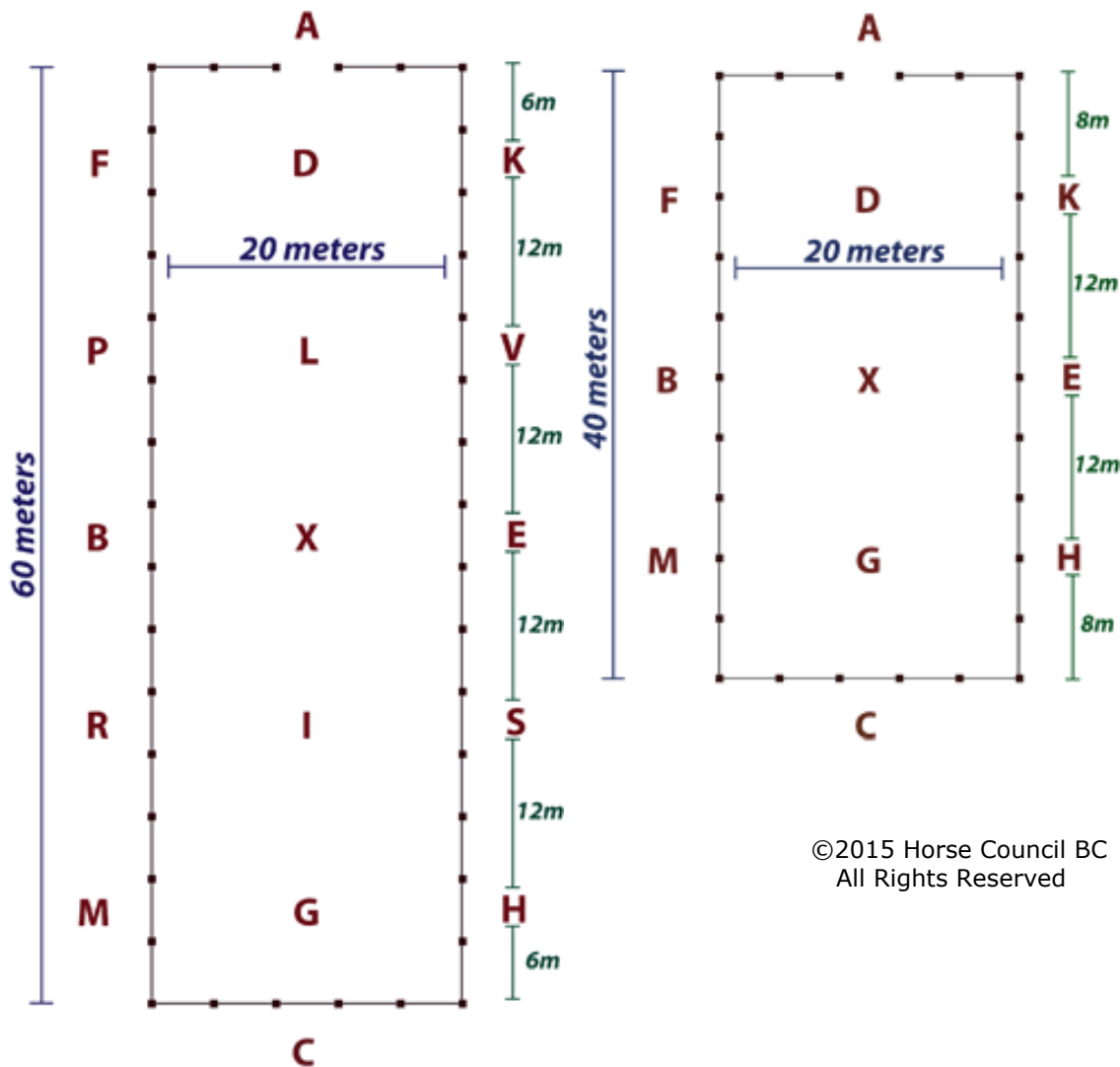
152.10. Twisted wire mouthpiece.

152.11. Ropes halters/bridles

153. ELIMINATIONS

153.1. An entry shall be eliminated under the following circumstances:

- 153.1.1.** Evidence of blood on the horse
- 153.1.2.** Use of illegal equipment
- 153.1.3.** Contravention of dress rules
- 153.1.4.** Unauthorized assistance
- 153.1.5.** Three errors of course
- 153.1.6.** Resistance of more than 20 seconds in a test
- 153.1.7.** Fall of horse or rider during the test
- 153.1.8.** Dangerous/unruly behavior of horse
- 153.1.9.** All four feet of the horse leave the arena
- 153.1.10.** Dismounting during a dressage test
- 153.1.11.** Lameness. Judges decision is final with no appeal
- 153.1.12.** Taking more than 45 seconds to enter the arena at A after the start signal
- 153.1.13.** Entering the arena in a rope halter bridle



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WESTERN PERFORMANCE

154. GENERAL WESTERN PERFORMANCE RULES

154.1. In addition to the General Performance Rules, the following rules will also apply to the following classes; Trail, Western Equitation, Western Horsemanship, Western Pleasure, Western Riding, Command Class. Class specific rules may differ slightly and will supersede general performance rules

155. REQUIRED ATTIRE:

155.1. Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants Western boots with a 1" heel. Western hat or approved riding helmet for adults. Youth or Junior competitors must wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding or driving on the competition or event grounds. No rider will be penalized for wearing an approved helmet in any class.

156. OPTIONAL ATTIRE

156.1. Jacket or sweater, Tie, Gloves, Chaps, Spurs, Rain slicker.

157. HORSE

157.1. A horse shall be considered to be one year of age on the first of January following the actual date of foaling. Junior Horses are five years of age or younger as of January 1 of the calendar year. Junior horses

may compete in a regulation snaffle bit or bosal-type hackamore; Junior horses may compete with a western curb bit using one hand only. Senior horses are six years of age or older as of January 1 of the calendar year. Senior horses must compete in Western style bridle and western curb bit

158. REQUIRED EQUIPMENT

158.1. Western style saddle. Senior horses must compete in Western style bridle and western curb bit. Split or romel type reins. One hand only to be used to hold reins. The curb strap may be of leather or chain, must be at least ½" in width, and must lie flat against the jaw of the horse. Junior horses may compete in a regulation snaffle bit or bosal-type hackamore; Junior horses may compete with a western curb bit using one hand only

158.2. CURB

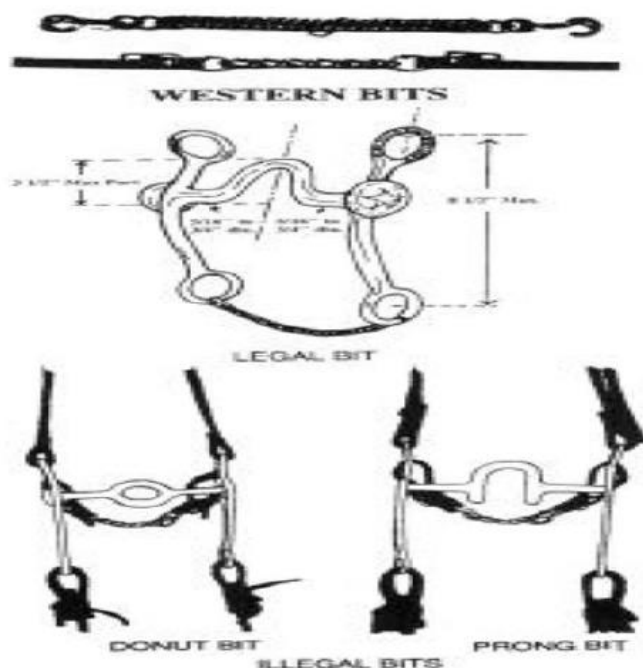
158.2.1. A solid or broken mouthpiece has shanks and acts as leverage. Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose. Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1-1/4" (32 mm) measured top to bottom with a maximum length of 2" (50 mm) which lies flat in the horse's mouth is acceptable. The port must be no higher than 3-1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half- breeds and spades are standard.

158.3. SNAFFLE BITS

158.3.1. Are the conventional O-ring, egg-butt, D-ring, full cheek, etc. with a ring no larger than 4" (100 mm). The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

158.4. HACKAMORE

158.4.1. Refers to the use of a braided rawhide or leather bosal (noseband) which is used in lieu of a regulation snaffle bit. It does not refer to a mechanical hackamore. There must be a minimum of a two finger (approximately 1 ½") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband.



159. PROHIBITED EQUIPMENT

- 159.1.** Draw Reins
- 159.2.** Tapaderos
- 159.3.** Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
- 159.4.** A wire curb bit, regardless of how padded.
- 159.5.** Any chin strap narrower than ½" inch.
- 159.6.** Standing or running martingales, nosebands on bridles, or tiedowns - EXCEPTION for SPEED EVENTS
- 159.7.** Bosal without reins attached and used as a noseband
- 159.8.** Whips, bats, quirts. EXCEPTION SPEED EVENTS
- 159.9.** Mechanical hackamores.
- 159.10.** Horsehair Bosals
- 159.11.** Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
EXCEPTION: Reining, Western Horsemanship, Western Equitation, Speed Events
- 159.12.** Soft leg wraps.
- 159.13.** Twisted wire mouthpiece.

160. ELIMINATIONS

- 160.1.** Any exhibitor being assisted by a second person inside or outside the arena.
- 160.2.** Any exhibitor striking, touching a horse forwards of the cinch with any object including the hands.
- 160.3.** Failure by exhibitors to wear correct number in a visible manner.
- 160.4.** Knocking over the cone or going off pattern.
- 160.5.** Excessive schooling or training.
- 160.6.** Illegal use of hands on reins.

161. TRAIL

- 161.1.** This class is judged on the performance of the horse over and through obstacles, with emphasis on manners, response to the exhibitor, and attitude. A good trail horse is a pleasure horse with the ability to navigate obstacles with safety, alertness and caution.
- 161.2.** A trail course should consist of a minimum of six obstacles; three mandatory and at least three optional. The walk, jog and lope must be incorporated into the Trail pattern of suitable duration to determine a horse's way of going. Flying change of lead is not an obstacle and is optional. Horse must be worked on an individual basis, and rail work as an entire class is not allowed
- 161.3.** The course pattern shall be posted a minimum of one hour prior to the start time of the event. The judge should walk the course prior to the start of the event, and has the right to adjust the course and/or to remove any obstacle deemed unsafe.

161.4. SCORING

- 161.4.1.** Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted.
- 161.4.2.** Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½; - 1½ extremely poor, -1 very poor, - ½ poor, 0 correct, ½ good; +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.

161.4.3. ½ POINT PENALTIES

- 161.4.3.1. Each tick of log, pole, cone or obstacle.

161.4.4. ONE POINT PENALTIES

- 161.4.4.1. Each bite of or hit of or stepping on a log, pole, cone or any component of the obstacle.
- 161.4.4.2. Incorrect gait (including break of gait) at a walk or jog for two strides or less.
- 161.4.4.3. Both front or hind feet in a single-stride slot or space.
- 161.4.4.4. Skipping over or failing to step into required space.
- 161.4.4.5. Split pole in lope-over
- 161.4.4.6. Failure to meet the correct strides on trot-over and lope-over obstacles

161.4.5. THREE POINT PENALTIES

- 161.4.5.1. Break of gait or incorrect gait at walk or jog for more than two strides.
- 161.4.5.2. Out of lead or break of gait at lope (except when correcting an incorrect lead).
- 161.4.5.3. Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle.
- 161.4.5.4. Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot.

161.4.6. FIVE POINT PENALTIES

- 161.4.6.1. Dropping slicker or object required to be carried on course.
- 161.4.6.2. First refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away.
- 161.4.6.3. Stepping outside the confined of, falling or jumping off or out of an obstacle with more than one foot.
- 161.4.6.4. Loss of control or letting go of gate or dropping rope gate
- 161.4.6.5. Blatant disobedience (kicking out, biting, rearing, striking)
- 161.4.6.6. Second refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away. After the second refusal, the Judge shall direct the exhibitor to move to the next obstacle.
- 161.4.6.7. Failure to complete obstacle

161.4.7. NO (ZERO) SCORE

- 161.4.7.1. Use of more than one finger between reins.
- 161.4.7.2. Use of romals other than as outlined in rule.
- 161.4.7.3. Performing the obstacles incorrectly or other than in specified order
- 161.4.7.4. No attempt to perform an obstacle
- 161.4.7.5. Equipment failure that delays completion of pattern.
- 161.4.7.6. Excessively or repeatedly touching the horse on the neck to lower the head.
- 161.4.7.7. Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than ¼ turn.
- 161.4.7.8. Failure to work an obstacle as described by the course.
- 161.4.7.9. Riding outside designated boundary of the arena or course area.
- 161.4.7.10. Fall of horse and/or exhibitor on course
- 161.4.7.11. Use of prohibited appointments.
- 161.4.7.12. Two hands on the reins (except on a Junior horse shown in two hands).
- 161.4.7.13. Changing hands on reins, when riding in one hand, except to negotiate an obstacle.
- 161.4.7.14. Third refusal, balk, or evading an obstacle by shying or backing anywhere on course.
- 161.4.7.15. Failure to ever demonstrate correct gait between obstacles as required.
- 161.4.7.16. Failure to follow the correct line of travel between obstacles.

161.5. OBSTACLES MANDATORY (NOT LIMITED TO):

- 161.5.1.** Gate; Open, pass through, and close a gate. Any gate should be solid, safe and swing both ways, not likely to fall over or with any protruding parts, nails, etc. that could cause injury.
- 161.5.2.** Four Logs (Poles); no rolling poles, can be straight, zigzag or raised. Elevated poles must be secure and not able to easily roll.
 - 161.5.2.1. Walk-overs: spacing minimum 40cm- 60cm at ground level; 30cm elevated
 - 161.5.2.2. Jog-overs (cavelleti); spacing minimum 90cm – 105cm and may be elevated to a height of 20cm
 - 161.5.2.3. Lope-overs. Spacing minimum 4.8m -2.1m not elevated.
- 161.5.3.** Side Pass: (over obstacle, optional maximum 12" if elevated)
- 161.5.4.** Backing Obstacle; minimum spacing of 70cm (28") ground level, 77cm (30") if elevated, OR Back through and around three markers, OR Back through L, V straight or similar shaped course, if elevated must be maximum of 60cm (24").

161.6. OPTIONAL OBSTACLES

- 161.6.1.** Bridge; Care must be taken that any bridge is solid and safe.
- 161.6.2.** Serpentine (jog around).
- 161.6.3.** Water hazard
- 161.6.4.** Carrying and placing an item
- 161.6.5.** Coat – put on and remove
- 161.6.6.** Square – rider enters square and executes turn
- 161.6.7.** Mailbox

161.7. PROHIBITED OBSTACLES

- 161.7.1.** Tires.
- 161.7.2.** Animals.
- 161.7.3.** Hide.
- 161.7.4.** PVC pipe.
- 161.7.5.** Jumps over 45cm (18").
- 161.7.6.** Rocking or moving bridges.
- 161.7.7.** Water boxes with floating or moving parts.
- 161.7.8.** Flames, dry ice, fire extinguishers, etc.

161.7.9. Logs or poles elevated in a manner that permits such to roll.

162. WESTERN EQUITATION

- 162.1.** Riders will be judged on seat, hands, performance of horse, appointments of horse and rider, and suitability of horse to rider. Rider should appear comfortable, relaxed with good posture. Overall appearance should be of a well-groomed horse, clean equipment, and rider's apparel suitable to the western discipline. Gaits should be consistent and horse manageable and under control. Results as shown by performance of the horse are NOT to be considered more important than the method used in obtaining them.
- 162.2.** Riders enter the ring at a walk or jog and are judged at a flat-footed four-beat walk, two-beat jog and a three-beat lope both ways of the ring. All competitors are required to back in a straight line during the line up in all classes.
- 162.3.** Judges are encouraged to call for at least two tests included in the requirements for specific classes to be performed by competitors being considered for an award. Exhibitors will not be required to mount and dismount and will not be asked to change horses.
- 162.4.** In Western Equitation classes where a (pattern) routine is required, the use of shin, bell boots and/or protective bandages on the front legs and standard sliding or rundown boots on the rear fetlocks are permitted.

162.5. SCORING

162.5.1. Minor Faults:

- 162.5.1.1. Seat; sitting off center, losing center of balance, sway back, or round back
- 162.5.1.2. Hands; unsteadiness, incorrect position
- 162.5.1.3. Legs; uneven stirrups, motion in legs, insufficient weight in stirrups, incorrect position
- 162.5.1.4. Control; breaking gait, improper halt or backing
- 162.5.1.5. General; equipment not fitting horse, and /or not clean, failure to use corners and rail, poor suitability of horse and rider overall appearance untidy, horse not groomed.

162.5.2. Major Faults

- 162.5.2.1. Seat; excessive body motion, popping out of saddle
- 162.5.2.2. Hands; heavy hands, constant bumping, horse's mouth open, restrictions causing less than 16" of rein slack between hands, touching saddle to prevent fall
- 162.5.2.3. Legs; excessive spurring, loss of contact between legs and saddle, foot and stirrup, loss of stirrup
- 162.5.2.4. Control; breaking gait, allowing horse to back crooked, missing leads, failure to back
- 162.5.2.5. General; improper appointments, excessive voice commands, excessive circling, major delays in transitions

162.5.3. ELIMINATION:

- 162.5.3.1. Seat; falling off horse
- 162.5.3.2. Hands; two handing reins, finger between romal reins, more than one finger between split reins
- 162.5.3.3. Legs; touching in front of cinch
- 162.5.3.4. General; fall of horse, going off pattern

162.6. WESTERN EQUITATION TESTS

- 162.6.1.** The following are tests from which Judges must choose. Tests can be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. If a pattern is used, it must be posted at least one hour before the class. A pattern is defined as two or more tests.
- 162.6.1.1. Back
 - 162.6.1.2. Individual performance on the rail
 - 162.6.1.3. Figure Eight at the jog
 - 162.6.1.4. Lope and stop
 - 162.6.1.5. Figure Eight at lope on correct lead, demonstrating simple change of lead (this is a change whereby the horse is brought back into walk or jog and restarted into a lope on the opposite lead). One Figure Eight demonstrates two changes of lead and is completed by closing up the last circle and stopping in the center of the eight.
 - 162.6.1.6. Figure Eight at lope on correct lead, demonstrating flying change of lead
 - 162.6.1.7. Change leads down center of ring, demonstrating simple change of lead
 - 162.6.1.8. Ride serpentine course, demonstrating flying change of lead at each change of direction
 - 162.6.1.9. Demonstrate sliding stop
 - 162.6.1.10. Execute 360 degree turns (spins)
 - 162.6.1.11. Roll backs

163. WESTERN HORSEMANSHIP

- 163.1.** The exhibitor is judged on his or her ability to ride and control a horse correctly. Good hands are

paramount. The exhibitor's seat, hands and basic position are of most importance. The horsemanship class is to determine the riding ability of the rider and the judge will bear this in mind at all times. Results as shown by the horse's performance are not to be considered more important than the method used in obtaining them.

163.2. All exhibitors may enter the ring and then work individually, or each exhibitor may be worked from the gate individually. The whole class, or just the finalists, must work on the rail at all three gaits; walk, jog, lope, at least one direction of the arena. The judge will use the tests to determine the top riders to be called back for rail work.

163.3. The pattern that will be used must be posted at least one hour prior to the class starting.

163.4. HORSEMANSHIP TESTS

163.4.1. Walk, jog, trot, lope, or gallop in a straight line, curve, or circle, or any combination of these gaits and patterns, such as a figure eight, etc.

163.4.2. Halt

163.4.3. Back

163.4.4. Turn on the haunches, including spins and rollbacks, or on the forehand

163.4.5. Sidepass

163.4.6. Simple change of lead through the trot, walk or halt, in a straight line, figure 8 or any other pattern

163.4.7. Flying change of lead in a straight line, figure 8, or any other pattern

163.4.8. Dismount and mount

163.4.9. Ride without stirrups; Markers helps to standardize a pattern and guide riders, but can also increase the degree of difficulty, so their placement should be carefully planned and indicated in the posted pattern.

163.4.10. Failure to complete the pattern will not constitute elimination.

164. WESTERN PLEASURE

164.1. Western Pleasure horses are to be judged on performance, manners, conformation, quality and substance. A good pleasure horse is responsive, and gives the appearance of being fit and a pleasure to ride. Maximum credit should be given to the flowing, balanced and willing horse. A minimum of 20% of the judging shall be placed on condition and conformation.

164.2. Horses to be shown at a walk jog and lope on a reasonably loose rein or light contact with undue restraint. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads and gaits. Horses may be asked to extend the walk, jog, or lope, one or both ways of the ring. A moderate extension of the jog is a definite two beat lengthening of stride.

164.3. At the option of the Judge, the top eight horses may be required to perform an extended lope collectively one or both ways of the ring, but no more than eight horses may extend lope at one time.

164.4. At the Judge's discretion, all horses, or just the finalists, will be required to back. Horses are required to back easily and stand quietly.

164.5. Exhibitors shall not be asked to dismount except in the event the Judge wishes to check equipment

164.6. The Judge may ask for additional work of the same nature from any horse.

164.7. FAULTS (SCORED ACCORDING TO SEVERITY):

164.7.1. Head carried too low, the poll below the withers, severity to be considered the same as a wrong lead.

164.7.2. Over flexing or straining neck in the head carriage so the nose is carried behind the vertical.

164.7.3. Excessive speed (any gait).

164.7.4. Being on the wrong lead.

164.7.5. Breaking gait (including not walking when called for).

164.7.6. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)

164.7.7. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).

164.7.8. Touching horse or saddle with free hand

164.7.9. Head carried too high.

164.7.10. Excessive nosing out.

164.7.11. Opening mouth excessively.

165. WESTERN RIDING

165.1. Western Riding is based on the performance of a sensible, well-mannered, free and easy moving horse.

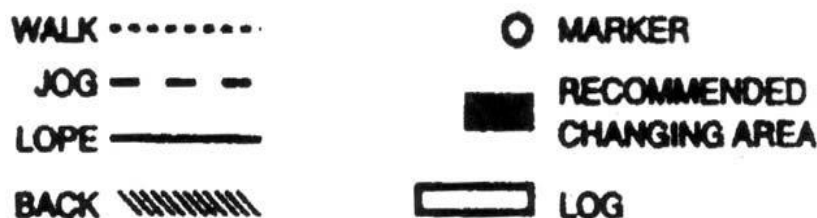
The horses should perform at a reasonable speed and are judged on the riding qualities of the required gaits, change of leads, and response to the exhibitor, manners, disposition and intelligence.

165.2. The judge will select one of the three patterns to be performed. The judge is responsible for the pattern being correctly set.

165.3. On the pattern: The eight small circles represent pylon markers, which are recommended a) These should

be separated by a uniform measured distance of not less than 9m (30') or more than 15m (50') on the side with five markers (see diagram). It is recommended that markers be set a minimum of 4.5m (15') from the fence. The rectangle represents an obstacle (one small log recommended), minimum of 2.5m (8') in length. The long or serpentine line indicates the direction of travel and the gaits at which the horse is to move.

- 165.4.** Except for junior horses shown with a hackamore or snaffle bit, only one hand must be used and not be changed, it is permissible to change hands when opening gate if the gate is in such a position as to require the change.
- 165.5.** It is important the horse changes leads correctly, executing flying changes with said changes being made as nearly as possible to a mid-way point between markers. Eight or ten markers are required (cones or pylons are recommended).



165.6. SCORING

165.6.1. Scoring will be on the basis of 0 to 100 with 70 denoting an average score. Points will be added or subtracted from the man s on the following basis, ranging from -1 ½ to +1 ½:

- 165.6.1.1.1.1. -1 ½ extremely poor
 165.6.1.1.1.1.2. -1 very poor
 165.6.1.1.1.1.3. -1/2 poor
 165.6.1.1.1.1.4. 0 average
 165.6.1.1.1.1.5. +1/2 good
 165.6.1.1.1.1.6. +1 very good
 165.6.1.1.1.1.7. +1 ½ excellent

165.7. CREDITS

- 165.7.1.** Change of leads, hind and front simultaneously.
165.7.2. Changes at designated point.
165.7.3. Accurate and smooth pattern.
165.7.4. Even pace throughout.
165.7.5. Easy to guide and control with rein and leg.
165.7.6. Manners and disposition.
165.7.7. Conformation and fitness.

165.8. FAULTS (TO BE PENALIZED ACCORDINGLY)

- 165.8.1.** Opening mouth excessively or raising head on maneuvers.
165.8.2. Anticipating signals or lead changes.
165.8.3. Stumbling.
165.8.4. Losing of stirrup or holding on.
165.8.5. Any unnecessary aid given by the exhibitor, such as talking petting, or any spurring, quirting or jerking of reins.

165.9. PENALTIES

165.9.1. ½ Point Penalties:

- 165.9.1.1. Ticking (light touch) log.
 165.9.1.2. Hind legs skipping or coming together during lead change
 165.9.1.3. Out of lead from ½ to one stride.

165.9.2. One Point Penalties:

- 165.9.2.1. Breaking gait at walk or jog up to two strides.
 165.9.2.2. Hitting the log.
 165.9.2.3. Out of lead for more than one stride to the cone
 165.9.2.4. Splitting the log (log between the two front or two hind feet) at a lope.

165.9.3. Three Point Penalties:

- 165.9.3.1. Breaking gait at lope.
 165.9.3.2. Simple lead change.
 165.9.3.3. Additional lead changes anywhere on the course.
 165.9.3.4. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within

10' of the designated area.

165.9.3.5. Break of gait at walk or jog for two or more strides.

165.9.3.6. Out of lead prior to the designated change from the cone to the previous change area or out of lead after designated change from the cone to the next designated change area.

165.9.3.7. In patterns 1 and 3, failure to start the lope within 30' after crossing the log at the jog.

165.9.4. Five Point Penalties:

165.9.4.1. Use of the free hand to instill fear in a horse.

165.9.4.2. Failure to change leads (including cross cantering).

165.9.4.3. Failures to change, including cross cantering, at two consecutive change areas would result in 10 penalty points.

165.9.4.4. Kicking out.

165.9.4.5. Blatant disobedience.

165.9.5. Score 0 ELIMINATED

165.9.5.1. An incomplete pattern.

165.9.5.2. Incorrect order of maneuvers.

165.9.5.3. Knocking over markers.

165.9.5.4. Passing on the wrong side of markers.

165.9.5.5. Missing the log.

165.9.5.6. Fall of horse or rider.

165.9.5.7. Use of two hands (except if a Junior horse ridden in hackamore or bosal or snaffle bit).

165.9.5.8. Changing hands on reins if riding in one hand.

165.9.5.9. Use of prohibited appointments.

165.9.5.10. Off pattern.

165.9.5.11. Willful abuse.

165.9.5.12. Major refusal – stop and back two strides or four steps with front legs.

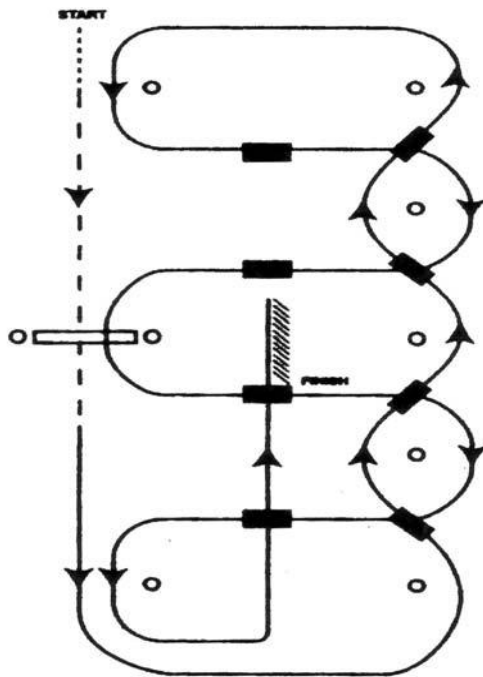
165.9.5.13. Major disobedience – rearing, schooling.

165.9.5.14. Failure to start lope prior to end cone in pattern 1.

165.9.5.15. Failure to change leads and/or performance of four or more simple lead changes.

166. WESTERN RIDING PATTERNS

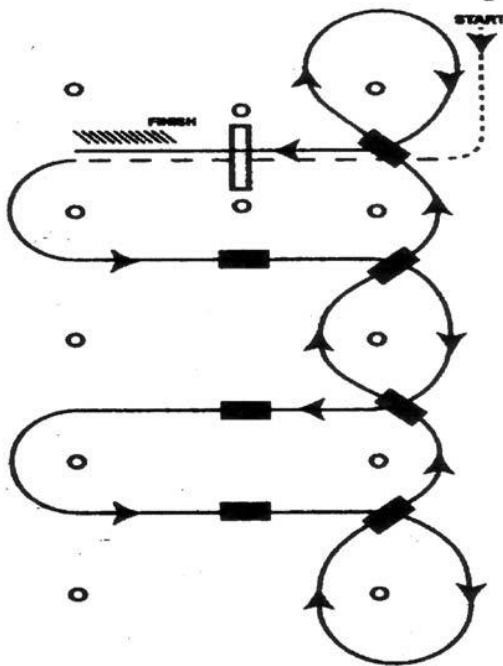
WESTERN RIDING PATTERN #1



Pattern 1

1. Walk and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up center, stop and back.

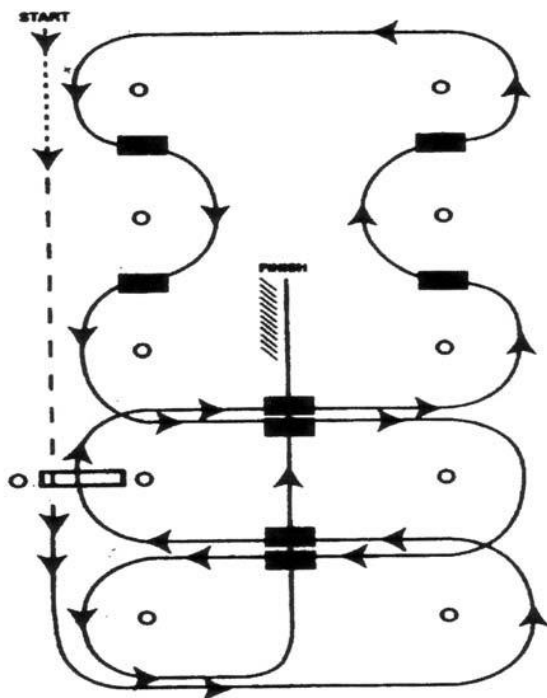
WESTERN RIDING PATTERN #2



Pattern 2

1. Walk, transition to jog, jog over log.
2. Transition to left lead.
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change.
7. Second line change
8. Third line change.
9. Fourth line change and circle
10. Lope over log.
11. Lope, stop and back.

WESTERN RIDING PATTERN #3



Pattern 3

1. Walk, transition to jog, jog over log.
2. Transition to left lead.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.