



Rule Book 2018

HORSE COUNCIL BRITISH COLUMBIA
27336 FRASER HWY ALDERGROVE BC V4W 3N5
Ph. 604-856-4304 / 1-800-345-8055 fax 604-856-4302
www.hcbc.ca

Supported by;



HORSE COUNCIL BC GRATEFULLY ACKNOWLEDGES THE FINANCIAL SUPPORT OF THE PROVINCE OF BRITISH COLUMBIA THROUGH THE MINISTRY OF TOURISM, ARTS & CULTURE

©2018 Horse Council BC
All Rights Reserved.

TABLE OF CONTENTS

TABLE OF CONTENTS.....	1
DRESSAGE.....	7
5. DRESSAGE RULES.....	7
6. PURPOSE OF LEVELS/DRESSAGE TESTS.....	7
7. ARENA.....	7
8. DRESS.....	7
9. TACK.....	8
10. PROHIBITED EQUIPMENT.....	8
11. ELIMINATIONS.....	8
DRIVING.....	10
12. GENERAL DRIVING RULES.....	10
13. CLASSES.....	10
14. DRIVERS.....	10
15. ATTIRE.....	10
16. HEADERS.....	10
17. VEHICLE.....	11
18. HARNESS.....	11
19. EQUIPMENT.....	11
20. BITS.....	11
21. BC HERITAGE WORKING PLEASURE DRIVING.....	11
22. FAULTS:.....	11
23. BC HERITAGE DRIVING REINMANSHIP.....	11
24. BC HERITAGE COMMAND DRIVING.....	12
25. BC HERITAGE DRIVING POLE BENDING.....	12
26. BC HERITAGE DRIVING BARRELS.....	12
27. ARENA DRIVING TRIALS.....	12
27.1. GENERAL PRINCIPLES.....	12
27.1.3. Facilities.....	12
27.1.4. Officials.....	12
27.1.5. Prize List.....	12
27.1.6. Pace:.....	12
27.1.7. Safety Check.....	13
27.1.8. Presentation.....	13
27.1.9. Dress.....	13
27.1.10. Drivers and Grooms.....	13
27.1.11. Vehicles.....	13
27.1.12. Levels.....	13
27.1.13. Classes.....	13
27.1.14. Classification.....	13
28. DRIVEN DRESSAGE.....	13
29. OBSTACLE CONES.....	13
29.1. The Course:.....	13
29.2. Obstacle Cones may be set as follows:.....	14
29.3. Penalties.....	14
29.4. Speeds.....	14
29.5. Time Allowed Calculation.....	14
29.6. Equine Size Classifications.....	14
29.7. MARATHON OBSTACLES.....	15
29.8. Penalties.....	15
29.9. Time Calculation.....	15
29.10. Final Classification.....	15
30. FIELD DRIVING TRIALS.....	16
30.1. PURPOSE.....	16
30.2. FORMAT.....	16
30.3. RULES.....	16
30.4. FACILITIES.....	16
30.5. OFFICIALS.....	16
30.6. PRIZE LIST.....	16
30.7. PACES.....	16
30.8. SAFETY CHECK.....	16
30.9. DRESS.....	16
30.10. DRIVERS & GROOMS.....	16
30.11. VEHICLES & HARNESS.....	17
30.12. LEVELS/CLASSES.....	17

30.13. COMPETITION A – DRIVEN DRESSAGE.....	17
30.14. COMPETITION B – FIELD MARATHON	17
30.15. TIME CALCULATION.....	17
30.16. COURSE LENGTH	18
30.17. COMPETITION C – OBSTACLE CONES	18
30.18. TIME ALLOWED	18
30.19. WHEEL MEASUREMENT.....	18
30.20. PENALTIES.....	19
31. COMBINED DRIVING DERBY	19
ENGLISH PERFORMANCE.....	19
32. GENERAL ENGLISH PERFORMANCE RULES	19
33. REQUIRED ATTIRE	20
34. OPTIONAL ATTIRE	20
35. PROHIBITED ATTIRE.....	20
36. REQUIRED EQUIPMENT.....	20
37. OPTIONAL EQUIPMENT	20
38. PROHIBITED EQUIPMENT.....	20
39. ELIMINATION.....	20
40. HACK DIVISION RULES.....	21
40.4. HACK DIVISION ATTIRE	21
40.5. HACK DIVISION TACK.....	21
40.6. PROHIBITED EQUIPMENT	21
41. ENGLISH PLEASURE HORSE or HACK.....	21
42. ROAD HACK.....	22
43. SHOW HACK	22
44. HUNTER HACK.....	22
44.5. FAULTS	22
45. HANDY HORSE	23
45.6. ELIMINATION	23
46. HUNT SEAT EQUITATION	23
47. HUNT SEAT EQUITATION OVER FENCES.....	23
47.6. TESTS.....	23
47.7. ELIMINATION	24
48. HUNTER UNDER SADDLE.....	24
48.6. FAULTS	24
49. WORKING HUNTER OVER FENCES.....	24
49.11. FAULTS	24
49.12. ELIMINATION	25
50. JUMPER.....	25
50.12. COURSE DESIGN	25
50.13. SCORING	26
50.14. PENALTIES.....	26
50.15. OPTIONAL EQUIPMENT.....	26
51. LEADLINE HORSEMANSHIP/ EQUITATION.....	26
51.5. ATTIRE	26
51.6. REQUIRED EQUIPMENT	26
52. SHOWMANSHIP- ENGLISH / WESTERN	26
52.8. SCORING	27
52.9. FAULTS	27
52.10. REQUIRED ATTIRE.....	27
52.11. PROHIBITED ATTIRE.....	27
52.12. REQUIRED EQUIPMENT	27
52.13. OPTIONAL EQUIPMENT	27
52.14. PROHIBITED EQUIPMENT	27
52.15. DISQUALIFICATIONS	28
ENDURANCE TRIALS.....	28
53. THE COMPETITION.....	28
54. VETERINARIANS.....	28
55. EQUINES.....	28
56. ENTRY.....	28
57. TIMING	29
58. COMPLETION.....	29
59. PLACEMENTS	30
60. MILEAGE.....	30
61. AWARDS.....	30
62. ENDURANCE TRIAL APPENDIX.....	30
HORSE COUNCIL BC GENERAL RULES	31
63. ADMINISTRATION.....	31
64. PERMIT FEES.....	31

65.	LIABILITY	31
66.	ENTRIES	32
67.	YOUTH	32
68.	FIRST AID & EMERGENCY ACTION PLAN	32
69.	OFFICIALS	32
70.	GUEST CARDS	32
71.	OFFICIALS PROTOCOL / CONFLICT OF INTEREST GUIDELINES	32
72.	DISQUALIFICATIONS	33
73.	UNSPORTSMANLIKE CONDUCT	33
74.	CRUELTY	33
75.	LAMENESS	33
76.	PROTESTS/APEALS	33
77.	PROCEDURE	34
78.	APEALS	34
79.	AWARDS / PLACINGS	34
GENERAL TIMED EVENTS AND GYMKHANA		34
80.	GENERAL TIMED EVENTS AND GAMES RULES	34
81.	TIMING	35
82.	ATTIRE	35
83.	OPTIONAL EQUIPMENT	35
84.	ELIMINATION	35
85.	PROHIBITED EQUIPMENT	35
86.	BARREL RACE	35
87.	FLAG RACE	36
87.6.	ELIMINATION FROM FLAG RACE	37
88.	KEYHOLE RACE	37
88.3.	ELIMINATION	37
89.	POLE BENDING	38
89.3.	ELIMINATION	38
90.	STAKE RACE	38
90.4.	ELIMINATION	38
REINING		38
91.	CLASS DIVISIONS	38
92.	RELATED RULES	38
93.	GENERAL REINING JUDGING CRITERIA	38
94.	CLASSES AND CONDITIONS	39
95.	REINING GENERAL	39
96.	SCORING	40
97.	PENALTIES	40
97.2.	The following will result in a score of 0:	41
97.3.	The following will result in a penalty of 5 points:	41
97.4.	The following will result in a 2 point penalty:	41
97.5.	Starting or performing circles or eights out of lead will be judged as follows:	41
104.	OPTIONAL EQUIPMENT	42
105.	PROHIBITED EQUIPMENT	42
106.	EQUIPMENT	42
107.	REINING PATTERNS	43
SADDLESEAT EQUITATION		49
108.	GENERAL SPECIFICATIONS	49
109.	Saddle Seat Position	49
110.	Position While Moving	50
111.	Riding Personal Appointments	50
112.	Saddle Seat Mandatory Tack	50
113.	Tack	50
114.	Class Routine Specifications	50
115.	Saddle Seat English Pleasure Horse	50
VAULTING		50
116.	INTRODUCTION	50
117.	RULE CHANGES	51
118.	REQUIREMENTS	51
119.	VAULTING CODE OF CONDUCT	51
120.	CLASSES AND DIVISIONS	51
121.	ELIGIBILITY FOR CLASSES	51
121.3.	Moving Up a Division	51
121.4.	Downgrading to Lower Divisions	52
122.	ENTRIES	52
123.	VAULTERS	52
124.	VAULTER'S ATTIRE	52
125.	LUNGER	53

126.	VAULTING HORSES	53
127.	HORSE EQUIPMENT	53
128.	ENTRY AND EXIT	54
129.	ARENA	54
130.	ABUSE OF HORSES	54
131.	OFFICIALS	54
132.	FIRST AID	54
133.	APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS	54
134.	PENALTIES	54
135.	GENERAL COMPETITION RULES	54
136.	TYPES OF COMPETITION	55
136.1.	Individual Vaulting Competition	55
136.2.	Pairs Vaulting Competition	55
136.3.	Team Vaulting Competition	55
137.	COMPULSORIES	55
138.	PERMITTED ASSISTANCE	55
139.	ASSISTANCE FOR VAULTERS WITH A DISABILITY	56
140.	ELIMINATION FROM TEST	56
141.	DISQUALIFICATION FROM EVENT	56
142.	TIMING / BELL	57
143.	SCORING	57
144.	JUDGE'S SCORE SHEETS	57
144.5.	INDIVIDUAL	57
144.6.	INDIVIDUAL COMPULSORIES	57
144.7.	INDIVIDUAL FREESTYLE	57
145.	FUNDAMENTALS	58
145.5.	PAIRS	58
145.6.	PAIRS COMPULSORIES	58
145.7.	PAIRS FREESTYLE	58
146.	TEAM	58
146.2.	TEAM COMPULSORIES	58
146.3.	TEAM FREESTYLE	58
WESTERN DRESSAGE		58
147.	WESTERN DRESSAGE RULES	58
148.	PURPOSE OF LEVELS / DRESSAGE TESTS	59
149.	ARENA	59
150.	DRESS	59
151.	OPTIONAL ATTIRE	59
152.	TACK	59
152.2.	CURB	59
152.3.	SNAFFLE BITS	60
152.4.	HACKAMORE	60
152.5.	WHIPS	60
153.	PROHIBITED EQUIPMENT	60
154.	ELIMINATIONS	60
WESTERN PERFORMANCE		62
155.	GENERAL WESTERN PERFORMANCE RULES	62
156.	REQUIRED ATTIRE:	62
157.	OPTIONAL ATTIRE	62
158.	HORSE	62
159.	REQUIRED EQUIPMENT	62
159.2.	CURB	62
159.3.	SNAFFLE BITS	62
159.4.	HACKAMORE	62
160.	PROHIBITED EQUIPMENT	63
161.	ELIMINATIONS	63
162.	TRAIL	63
163.	SCORING	63
163.3.	½ Point Penalties	64
163.4.	One Point Penalties	64
163.5.	Three Point Penalties	64
163.6.	Five Point Penalties	64
163.7.	No (Zero) Score	64
164.	OBSTACLES Mandatory (not limited to):	64
165.	OPTIONAL OBSTACLES	65
166.	PROHIBITED OBSTACLES	65
167.	WESTERN EQUITATION	65
167.5.	SCORING	65
167.5.3.	ELIMINATION:	65

167.6. WESTERN EQUITATION TESTS	65
168. WESTERN HORSEMANSHIP	66
168.4. HORSEMANSHIP TESTS	66
169. WESTERN PLEASURE	66
169.7. FAULTS (scored according to severity):.....	66
170. WESTERN RIDING	67
170.6. SCORING	67
170.7. CREDITS	67
170.8. FAULTS (to be penalized accordingly).....	67
170.9. PENALTIES.....	68
171. WESTERN RIDING PATTERNS	68
172. RANCH RIDING HORSE.....	70
172.1. PURPOSE.....	70
172.2. GAITS	70
172.3. CLASS REQUIREMENTS.....	70
172.4. CLASS SCORING.....	71
172.5. PATTERNS	72
173.0 RANCH TRAIL HORSE.....	74
174.0 MOUNTAIN TRAIL	77

1. HORSE COUNCIL BC RECOGNIZED EVENTS

1.1. The following point scale may be used for tabulating High Point Awards:

# 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

DRESSAGE

2. DRESSAGE RULES

- 2.1. 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."

3. PURPOSE OF LEVELS/DRESSAGE TESTS

- 3.1. At all times the training should be in compliance with the training scale, the basis of which is three pure gaits.
- 3.2. **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.
- 3.3. **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.
- 3.4. **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.
- 3.5. **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.
- 3.6. **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.
- 3.7. **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.
- 3.8. **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>
- 3.9. **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.
- 3.10. **Combined Training Tests or Test of Choice Tests** - Specified may be offered in all events.

4. ARENA

- 4.1. The footing in the arena should be flat and level.
- 4.2. Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- 4.3. 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.
- 4.4. 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.
- 4.5. 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.
- 4.6. Arena fence conditions must be the same for all competitors in a class.
- 4.7. Test Callers are permitted at all levels except FEI levels must be ridden from memory.

5. DRESS

- 5.1. 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.

- 5.2.** 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.
- 5.2.1.** Gloves, half chaps are optional.
 - 5.2.2.** Spurs are optional; rowel spurs must be free to rotate and not sharp.
 - 5.2.3.** Whips may be carried at all levels. Total length of whip must not exceed 120cm for horses and 100cm for ponies.
- 5.3.** 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.

6. TACK

- 6.1.** English style saddle black or brown color only with stirrups. Side Saddles are permitted.
- 6.2.** English style correctly fitted bridles reins black or brown of any type (i.e. braided, rubber)
- 6.3.** 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.
- 6.4.** A horse or pony may wear boots or bandages anywhere on the competition grounds and in the competition arena.
- 6.5.** Cruppers, girth covers, fore girths, breastplates, and non-restrictive fly guards may be used.

7. PROHIBITED EQUIPMENT

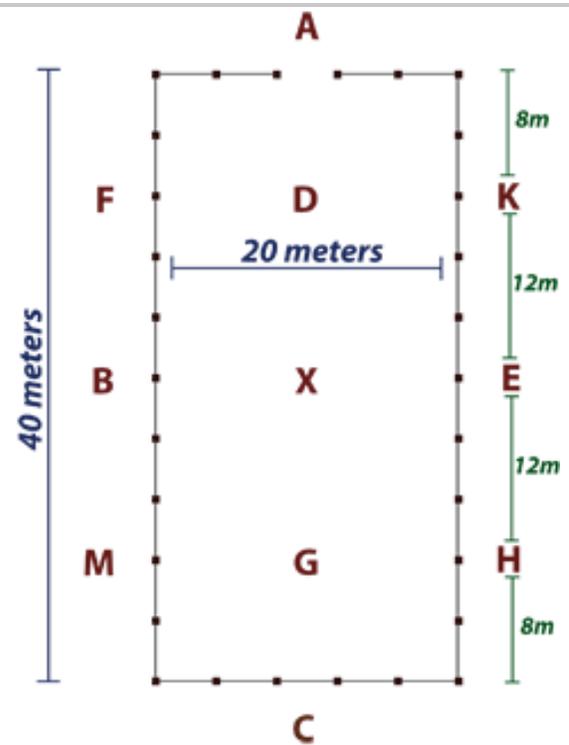
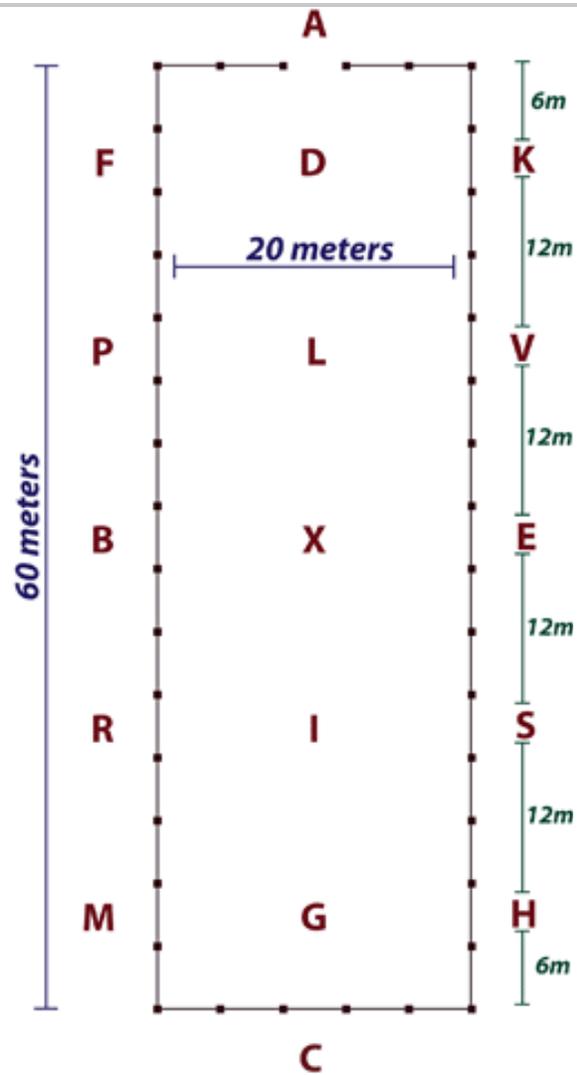
- 7.1.** Wire or Twisted wire bits, all martingales other than running, draw reins, bit guards, blinkers, ear plugs, hoods.

8. ELIMINATIONS

- 8.1.** An entry shall be eliminated under the following circumstances:
- 8.1.1.** Evidence of blood on the horse
 - 8.1.2.** Use of illegal equipment
 - 8.1.3.** Contravention of dress rules
 - 8.1.4.** Unauthorized assistance
 - 8.1.5.** Three errors of course
 - 8.1.6.** Resistance of more than 20 seconds in a test
 - 8.1.7.** Fall of horse or rider during the test
 - 8.1.8.** Dangerous/unruly behavior of horse
 - 8.1.9.** All four feet of the horse leave the arena
 - 8.1.10.** Dismounting during a dressage test
 - 8.1.11.** Lameness. Judges decision is final with no appeal
 - 8.1.12.** Taking more than 45 seconds to enter the arena at A after the start signal

20 x 60 meter
 40 Four-meter sections
 12 letters

20 x 40 meter
 30 Four-meter sections
 8 letters



DRIVING

9. GENERAL DRIVING RULES

- 9.1. All classes may be split/ divided based on the following:
 - 9.1.1. Junior/Youth and Senior
 - 9.1.2. Two wheel or four wheel vehicles
 - 9.1.3. Small pony (i.e. VSE) pony and horse
 - 9.1.4. Single, pairs, or larger multiple hitch(s)

10. CLASSES

- 10.1. Heritage Working Pleasure Driving
- 10.2. Heritage Driving Reinsmanship
- 10.3. Heritage Command Driving
- 10.4. Heritage Driving Pole Bending
- 10.5. Heritage Driving Barrels

11. DRIVERS

- 11.1. Drivers may be of any age.
- 11.2. Youth/Junior will be as follows:
 - 11.2.1. Junior A, B, C): The COMPETITION AGE of an individual will be the age reached during the current calendar year.
 - 11.2.2. 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.
 - 11.2.3. 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.
 - 11.2.4. 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.

12. ATTIRE

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

13. HEADERS

- 13.1. The use of a header is optional.
- 13.2. All headers and grooms shall be dressed appropriately in show attire to compliment the hitch they are groom/header for.
- 13.3. They may ride on the vehicle or wait outside the ring.
- 13.4. Headers may not enter the ring or dismount from the vehicle until instructed to do so by the ring steward.
 - 13.4.1. 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.
 - 13.4.2. Should it become necessary to restrain a horse prior to the completion of judging, the judge shall penalize that entry.
- 13.5. Judges shall also penalize an entry whose header disturbs or distracts any other horse.

14.VEHICLE

- 14.1. All vehicles must be in safe and good working condition.
- 14.2. Any two or four-wheeled vehicle will be permitted.
- 14.3. Marathon vehicles will be allowed and not penalized.
- 14.4. Lamps are encouraged but not mandatory.
- 14.5. All vehicles must have a solid floor.
- 14.6. Sulky or stirrup type racing carts will not be allowed.
- 14.7. Pneumatic tires will be permitted except as noted elsewhere in the rule set.
- 14.8. Brakes are recommended on four wheeled vehicles.

15.HARNESS

- 15.1. Harness must fit properly and be in good, clean condition with no evidence of any cracks or dryness or breaks in the stitching.
- 15.2. Harness may be either full collar & harness, neck collar or breast collar type and made of leather or synthetic.
- 15.3. Nylon harness will not be allowed.
- 15.4. Breeching on the harness and a noseband on the bridle are required. Blinders are recommended. Kicking straps may be used.
- 15.5. **PROHIBITED**
 - 15.5.1. Overchecks, sidechecks, drop nosebands, tiedowns or martingales (standing or running)

16.EQUIPMENT

- 16.1. 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.
- 16.2. **PROHIBITED:** Bandages or brushing boots EXCEPTION for Games brushing boots allowed

17.BITS

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

18.BC HERITAGE WORKING PLEASURE DRIVING

- 18.1. 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.
- 18.2. 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.
- 18.3. Drivers may use either a two handed or one handed method of driving.
- 18.4. 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.
- 18.5. Consideration shall be given to the fact that a pleasure driving horse is just that, a horses that is pleasurable and enjoyable to drive.
- 18.6. Maximum credit should be given to a horse that moves straight with free movement, manners and a bright expression.

19.FAULTS:

- 19.1.1. Any excessive speed at any required gait or any exaggerated animation will be penalized.
- 19.1.2. Horses breaking into a canter or gallop will be penalized for doing so or for breaking from the gait requested.
- 19.2. The horse shall be severely penalized if:
 - 19.2.1. It carries its head behind the vertical.
 - 19.2.2. It is over-flexed.
 - 19.2.3. It is excessively nosed-out.
 - 19.2.4. The poll is below the withers.
 - 19.2.5. Horses to be penalized for pulling on the bit, tossing of head, breaking stride, going sideways, and excessive switching of the tail

20.BC HERITAGE DRIVING REINMANSHIP

- 20.1. Open to singles, pairs, or multiple hitches. 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 back readily.

- 20.3. Drivers may use either a two handed or one handed method of driving.
- 20.4. Drivers may be requested to perform a test individually, to show their skill.
- 20.5. They may also be asked to perform a test driving with one hand.
- 20.6. Entries will be judged on the skill and ability of the driver
 - 20.6.1. 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.

21. BC HERITAGE COMMAND DRIVING

- 21.1. Open to singles, pairs or multiple hitches. All vehicles shall be of good appearance, in good repair, and of safe stability.
- 21.2. To be shown both ways of the ring at a walk, slow trot, working trot, strong trot, halt and the reinback.
- 21.3. This is a competition to show the abilities of a well-trained, responsive driving horse.
- 21.4. Entries are at no time judged individually.
- 21.5. 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 rein back of no more than three steps shall be requested.
- 21.6. 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.
- 21.7. 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:
 - 21.7.1. Failure to execute the command correctly,
 - 21.7.2. Lack of immobility at the halt,
 - 21.7.3. Taking too long to execute the command,
 - 21.7.4. Breaking gait,
 - 21.7.5. Resistance from the horse on the rein back.

22. BC HERITAGE DRIVING POLE BENDING

- 22.1. 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
- 22.2. Poles must be a minimum of 8m apart.
- 22.3. Canter may be allowed if the arena is secured and all gates kept closed during the competitor's time in the ring.

23. BC HERITAGE DRIVING BARRELS

- 23.1. 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.
- 23.2. Canter may be allowed if the arena is secured and all gates kept closed during the competitor's time in the ring.

24. ARENA DRIVING TRIALS

24.1. GENERAL PRINCIPLES

- 24.1.1. The Arena Driving Trial may be held in a suitable sized arena or outdoors in an enclosed area.
- 24.1.2. 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.

24.1.3. FACILITIES

- 24.1.3.1. Size of the arena will be at the discretion of the organizers.

24.1.4. OFFICIALS

- 24.1.4.1. 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.

24.1.5. PRIZE LIST

- 24.1.5.1. HCBC shall approve the prize list.

24.1.6. PACE:

- 24.1.6.1. 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.

24.1.7. SAFETY CHECK

24.1.7.1. Recommended prior to the first class.

24.1.8. PRESENTATION

24.1.8.1. Will not be scored.

24.1.9. DRESS

24.1.9.1. 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.

24.1.10. DRIVERS AND GROOMS

24.1.10.1. 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.

24.1.11. VEHICLES

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

24.1.12. LEVELS

24.1.12.1. Organizers may choose to offer one or two levels of competition.

24.1.12.2. **Level One:** suitable for beginner drivers or horses.

24.1.12.3. **Level Two:** suitable for competitors with more experience.

24.1.12.4. 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.

24.1.13. CLASSES

24.1.13.1. 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.

24.1.14. CLASSIFICATION

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

25. DRIVEN DRESSAGE

25.1. 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.

25.2. Test of Choice may be used.

25.3. The Judge's scores will be recorded by the scribe at the end of each movement.

25.4. 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.

25.5. Scoring will be as indicated on the dressage test and converted to penalty points.

25.6. Presentation is not scored.

26. OBSTACLE CONES

26.1. THE COURSE:

26.1.1. The dressage arena or an adjacent arena may be used.

26.1.2. 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.

26.1.3. One multiple obstacle may be used.

26.1.4. The start line may not be less than 10 meters from the first gate. The finish line may not be less than 10 meters from the last gate.

- 26.1.5. 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.
- 26.1.6. The course shall be open to inspection by the drivers and trainers at an announced time prior to the start of the competition.
- 26.1.7. 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.
- 26.1.8. 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.

26.2. OBSTACLE CONES MAY BE SET AS FOLLOWS:

- 26.2.1. Using the following clearance for each Level and reset between competitors: Horses/Ponies/VSE
 - 26.2.1.1. Level One: 40 cm + track width Horses/Ponies/VSE
 - 26.2.1.2. Level Two: 35 cm + track width * increase settings by 10 cm for tandems and four-in-hands
- 26.2.2. 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.
- 26.2.3. 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.
- 26.2.4. 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.
- 26.2.5. 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.
- 26.2.6. A ball shall be placed on the top of each cone in each gate.
- 26.2.7. 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.

26.3. PENALTIES

- 26.3.1. Dislodging a ball 3 penalties
- 26.3.2. Disobedience 5 penalties
- 26.3.3. Exceeding the time allowed 0.5 penalties per second
- 26.3.4. Groom speaking to the competitor Elimination
- 26.3.5. Missing a gate Elimination
- 26.3.6. Missing either Start or Finish gate Elimination
- 26.3.7. Driving a gate in the wrong direction or in the wrong order Elimination
- 26.3.8. Canterng (if not allowed in prize list) 5 seconds for every intentional occurrence of more than 3 strides.

26.4. 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

26.5. TIME ALLOWED CALCULATION

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

26.6. 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

26.7. MARATHON OBSTACLES

26.7.1. Course

- 26.7.1.1. The dressage/cones arena or an adjacent safe area may be used.
- 26.7.1.2. 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.
- 26.7.1.3. 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.
- 26.7.1.4. 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.
- 26.7.1.5. At the discretion of the organizer, the course may be run either:
- 26.7.1.5.1. 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**
- 26.7.1.5.2. 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**
- 26.7.1.5.3. 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.

26.8. PENALTIES

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

- | | |
|---|--|
| 26.8.1.1. Time on course shall be converted to penalties at | 0.25 penalties per commenced second |
| 26.8.1.2. Each element dislodged | 5 penalties |
| 26.8.1.3. Putting down the whip | 5 penalties |
| 26.8.1.4. Correcting a course | 20 penalties |
| 26.8.1.5. Failing to correct a course | Elimination |
| 26.8.1.6. Groom off the vehicle in an obstacle (both feet) | 10 penalties |
| 26.8.1.7. Driver off the vehicle in an obstacle | 30 penalties |
| 26.8.1.8. Overturned vehicle on course | Elimination |
| 26.8.1.9. Disconnecting and leading through an obstacle | Elimination |
| 26.8.1.10. Failing to pass through Start or Finish gates | Elimination |
| 26.8.1.11. Canter when not allowed | 1 penalty point |
- for the first 5 seconds then 1 penalty point for every subsequent 5 second period.

26.9. TIME CALCULATION

- 26.9.1. 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 (for competitions with more than one round) and multiplied by 0.25 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.

26.10. FINAL CLASSIFICATION

- 26.10.1. 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.

27.FIELD DRIVING TRIALS

27.1. PURPOSE

- 27.1.1.** 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.

27.2. FORMAT

- 27.2.1.** 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.

27.3. RULES

- 27.3.1.** 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.
- 27.3.2.** 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.

27.4. FACILITIES

- 27.4.1.** The dressage tests will be driven in an **enclosed** arena. The size of the arena will be determined by the event organizer.
- 27.4.2.** The marathon phase will be held in an area large enough to allow three to four natural or man-made obstacles to be included.
- 27.4.3.** 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.

27.5. OFFICIALS

- 27.5.1.** 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.

27.6. PRIZE LIST

- 27.6.1.** 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.

27.7. PACES

- 27.7.1.** 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.
- 27.7.2.** It is recommended that Level 1 drivers be restricted to trot or walk only in the Field Marathon obstacle phase.
- 27.7.3.** Level 2 drivers will be allowed any pace in the obstacles in the Field Marathon.
- 27.7.4.** 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.

27.8. SAFETY CHECK

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

27.9. DRESS

- 27.9.1.** 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.

27.10. DRIVERS & GROOMS

- 27.10.1.** 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. A groom/navigator is

optional in Dressage and Cones for single turnouts and in Marathon for single turnouts <120cm. One groom/navigator is required at all times for pairs and tandems. Two grooms/navigators are required for unicorns and four-in-hands at all times other than VSE unicorns and four-in-hands where only one groom/navigator is required.

27.11. VEHICLES & HARNESS

27.11.1. 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. Breaching 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.

27.12. LEVELS/CLASSES

27.12.1. Organizers may choose to offer one or two levels of competition.

27.12.1.1. Level 1: Suitable for beginner drivers and or equines.

27.12.1.2. Level 2: Suitable for competitors and or equines with experience driving in competitions.

27.12.1.3. 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.

27.12.2. The Judge must check the course and facilities for safety and adherence to rules prior to the start of each phase of competition.

27.13. COMPETITION A – DRIVEN DRESSAGE

27.13.1. 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.

27.13.2. 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.

27.13.3. 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.

27.14. COMPETITION B – FIELD MARATHON

27.14.1. 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. Time penalties along with any other course penalties shall form the score for this phase of the competition.

27.14.2. Penalty points are assigned as follows:

27.14.2.1. Every second or portion thereof on course +/- time allowed	.25 penalties
27.14.2.2. Each element dislodged	5 penalties
27.14.2.3. Putting down the whip at any time on course	5 penalties
27.14.2.4. Correcting a course	20 penalties
27.14.2.5. Failing to correct a course	Elimination
27.14.2.6. Groom off of the vehicle in an obstacle (both feet)	10 penalties
27.14.2.7. Driver off of the vehicle in an obstacle	20 penalties
27.14.2.8. Overturned vehicle on course	Elimination
27.14.2.9. Disconnecting and leading through an obstacle	Elimination
27.14.2.10. Failing to pass through Start or Finish gates	Elimination
27.14.2.11. Break of Pace when not allowed	5 penalties for the first full 5 seconds of incorrect pace; then one penalty for each subsequent second of incorrect pace.

27.15. TIME CALCULATION

27.15.1. The time for the field marathon shall be recorded in minutes, seconds and hundredths of a second. Time allowed shall be calculated for each level and for each equine size (VSE, SP, MP, LP, H) and posted in minutes and seconds with an allowed window of minus 30 seconds also posted. Each competitor's elapsed time on course shall be recorded in minutes, seconds and hundredths of a second. The time over/under the time allowed will be multiplied by 0.25 per second or elapsed portion of a second and any points for rule infractions will then be 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 kph
VSE	9 "
St D	9 "
SP	11 "
MP	12 "
LP	13 "
Drft	13 "
H	14 "

27.16. COURSE LENGTH

- 27.16.1.** 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.
- 27.16.2.** 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.
- 27.16.3.** 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.
- 27.16.4.** 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.
- 27.16.5.** 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.
- 27.16.6.** The exit gate of an obstacle must be a minimum of 20 meters from the entry gate of the subsequent obstacle.

27.17. COMPETITION C – OBSTACLE CONES

- 27.17.1.** The cones course will consist of pairs of numbered cones, to a maximum of 14 obstacles. One obstacle may be a "multiple".
- 27.17.2.** 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.
- 27.17.3.** Wherever possible, the numbers should be positioned so that at least one number from each obstacle is visible from the previous obstacle.
- 27.17.4.** 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.
- 27.17.5.** 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 10 meters.

27.18. TIME ALLOWED

- 27.18.1.** The time allowed for the course will be determined by measuring the shortest drivable distance (wheeled by the Judge or other official).
- 27.18.2. Time allowed is as follows:**
- Level 1** – VSE single, pairs: 160 mpm VSE tandem, four-in-hand: 150 mpm
Level 1 – Horse/pony, single, pairs: 180 mpm Horse/pony tandem, four-in-hand: 170 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

27.19. WHEEL MEASUREMENT

- 27.19.1.** The outside wheel track of each vehicle will be measured prior to the beginning of competition. For Level 1 horses/ponies and single/pairs, the distance between pairs of cones will be the wheel track plus 35 cm. For Level 1 tandem/four-in-hand and horses/ponies the measurement will be 45 cm. For Level 2 horses/ponies and single/pairs, the measurement will be 30 cm. For Level 2 horses/ponies and

tandem/four-in-hand the measurement will be 40cm. For VSE entries, all measurements will be reduced by 5 cm.

27.19.2. 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.

27.20. PENALTIES

27.20.1. Starting and passing through an Obstacle before the bell is rung	10 penalties and restart
27.20.2. Failing to start within 60 seconds of bell ring	5 penalties
27.20.3. Failing to pass through Start or Finish lines	Elimination
27.20.4. Dropping or putting down the whip	10 penalties
27.20.5. Knocking down one or two balls in the same single obstacle	3 penalties
27.20.6. Knocking down an element of a multiple obstacle	3 penalties
27.20.7. Knocking down any part of any obstacle after it has already been driven	3 penalties
27.20.8. 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
27.20.9. Taking an obstacle out of sequence or in wrong direction	Elimination
27.20.10. For exceeding Time Allowed: elapsed portion thereof.	0.5 points per second or

28.COMBINED DRIVING DERBY

28.1. This event shall be run in an enclosed arena with a combination of marathon and cone obstacles combined into one course and timed event. Class may be divided by equine size classification into two or more groups of small horses 14.2 hands and under, including VSE, small, medium and large ponies; or horses over 14.2 hands in height, at the discretion of competition organizer subject to entries. The competitor must cross the start line and drive each of the numbered obstacles in the proper direction and in the correct numerical order and cross the finish line to stop the time taken. The total penalty seconds incurred on course are added to the time taken to complete the course for a total penalties score. The fastest times are placed in descending order for class placings. The course will be open to walk 30 minutes before the class.

28.2. RULES

28.2.1. Driving through obstacle gates in the wrong order is considered off course, but may be corrected by returning to the missed gate and resuming on the course prior to completing the next obstacle.

28.3. SCORING

28.3.1. Course is timed from when the horse nose crossing the start line to the nose crossing the finish line. Penalties incurred on course are added to the elapsed time for a total penalty score.

28.3.2. Entry with the fastest time wins. The least penalty seconds incurred in a round will break ties.

28.4. PENALTIES

28.4.1. Off course – corrected	20 Seconds
Off Course not corrected	Elimination
Ball or knockdown dislodged	5 Seconds
Preventing a ball or knockdown from falling	10 seconds
Putting down or dropping whip	5 Seconds
Continuing course without whip	Elimination
Refusals (1)	10 Seconds
Refusals (2 nd)	10 Seconds
Refusals (3 rd)	Elimination
Crossing finish line before completing course	Elimination
Starting before signal or not crossing start line	Elimination
Driver off vehicle	20 Seconds

ENGLISH PERFORMANCE

29.GENERAL ENGLISH PERFORMANCE RULES

29.1. 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.

29.2. The Tests and or courses must be posted at least one hour before scheduled time of class.

29.3. It is mandatory that a schooling area with at least two practice jumps or practice time in the arena be provided.

29.4. Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by show management

30. REQUIRED ATTIRE

- 30.1. Coats of any tweed or material suitable for hunting in a dark or conservative solid colour.
- 30.2. Breeches or jodhpurs of light shades
- 30.3. High English Boots or Jodhpur/paddock boots, conservative dark coloured half chaps with jodhpur/paddock boots.
- 30.4. Dark or conservative safety approved hard hat. Derby or bowler hat may be worn by adults only.
- 30.5. Stock tie or choker.
- 30.6. 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.
- 30.7. 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.

31. OPTIONAL ATTIRE

- 31.1. Spurs that are blunt, round, roweled and no longer than 5cm (2").
- 31.2. Gloves
- 31.3. Braiding is optional

32. PROHIBITED ATTIRE

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

33. REQUIRED EQUIPMENT

- 33.1. 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.
- 33.2. The girth may be of leather, web, cord, or linen and of a natural or conservative colour.
- 33.3. The bridle must be of snaffle, hunting, or double type and of plain uncolored leather including a plain brow band and cavesson type noseband.
- 33.4. 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.
 - 33.4.1. 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.
 - 33.4.2. Bits must be metal, hard plastic (happy mouth), or rubber over metal.
 - 33.4.3. Nothing may protrude below the mouthpiece (bar).
 - 33.4.4. Solid and broken mouthpieces may have a port no higher than 1 ½".
 - 33.4.5. 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.
 - 33.4.6. All mouthpieces must be a minimum of 5/16" in diameter with snaffles to be measured 2.5cm (1") in from the cheek ring.
 - 33.4.7. Mouthpieces may be smooth, round, oval or egg-shaped, slow twist, straight bar or solid mouthpieces with a maximum port.

34. OPTIONAL EQUIPMENT

- 34.1. Saddle pads or numnahs appropriate to the saddle and if used should be white, natural, or of a conservative color.
- 34.2. 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.
- 34.3. English-type breastplate
- 34.4. Braiding or banding of the horses mane or tail suitable to class or breed.

35. PROHIBITED EQUIPMENT

- 35.1. Draw Reins
- 35.2. Straight rubber bits. Twisted wire bits.
- 35.3. Square stock, metal wrapped or polo bits.
- 35.4. Dropped noseband of any type.
- 35.5. Flash or Figure eight noseband

36. ELIMINATION

- 36.1. Any exhibitor being assisted by a second person inside or outside the arena may be eliminated.
- 36.2. Any exhibitor striking a horse forwards of the girth with any object including the hands may be eliminated.
- 36.3. Exhibitors failing to wear correct number in a visible manner may be eliminated.

37. HACK DIVISION RULES

- 37.1.** 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.
- 37.2.** 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
- 37.3.** 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

37.4. HACK DIVISION ATTIRE

- 37.4.1.** 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.
- 37.4.2.** Spurs optional
- 37.4.3.** Prohibited: saddle suits and/or Kentucky jodhpurs

37.5. HACK DIVISION TACK

- 37.5.1.** English saddle of any type is required. Bridles may be double, Pelham or snaffle.
- 37.5.2. Snaffle bits allowed:**
- 37.5.2.1. Loose ring snaffle,
 - 37.5.2.2. Snaffle with jointed mouthpiece where middle piece is smooth,
 - 37.5.2.3. Egg-butt snaffle,
 - 37.5.2.4. Racing snaffle D-Ring,
 - 37.5.2.5. Egg-butt snaffle with cheeks (fulmer),
 - 37.5.2.6. Loose ring snaffle with cheeks,
 - 37.5.2.7. Full cheek snaffles,
 - 37.5.2.8. Snaffle with rotating mouthpiece,
 - 37.5.2.9. Double jointed with roller in the centre section.
- 37.5.3. Double bridle bits allowed:**
- 37.5.3.1. Loose ring bridoon bits,
 - 37.5.3.2. Bridoon bit with jointed mouthpiece,
 - 37.5.3.3. Egg-butt bridoon bit.
- 37.5.4. Curb bits allowed:**
- 37.5.4.1. Half-moon curb bits,
 - 37.5.4.2. Curb bit with port and sliding mouthpiece (Weymouth),
 - 37.5.4.3. Curb bit with straight cheeks and port Curb chain (metal or leather or a combination),
 - 37.5.4.4. Leather or rubber cover for curb chain
 - 37.5.4.4.1. 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.
 - 37.5.4.4.2. The Pelham must be equipped with two reins but may be equipped with a converter for Junior riders.
 - 37.5.4.4.3. Browbands shall be leather of any description but not solid white, coloured or sequined.

37.6. PROHIBITED EQUIPMENT

- 37.6.1.** Whips, bats, crops,
- 37.6.2.** Tie-downs, martingales, breastplates.
- 37.6.3.** Draw reins.
- 37.6.4.** Dropped or flash noseband of any type.
- 37.6.5.** Twisted wire bits
- 37.6.6.** Boots of any kind and/or bandages

38. ENGLISH PLEASURE HORSE OR HACK

- 38.1.** Classes may be divided into Saddle Seat or Hunter Seat. Tack and personal appointments to be appropriate to the seat being ridden.
- 38.2.** To be judged on 45% performance, 40% manners and 15% conformation

38.3. 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.

39.ROAD HACK

39.1. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners

39.2. 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.

39.3. 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.

39.4. Gaits:

39.4.1. The walk: straight, four beat and flat-footed with light contact.

39.4.2. The trot: straight and true; may be required as follows; working trot on light to medium contact, strong trot

39.4.3. The canter; working canter on light to medium contact

39.4.4. Hand gallop under control

40.SHOW HACK

40.1. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners

40.2. 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

40.3. 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

40.4. Gaits:

40.4.1. The walk: straight, four beat and flat-footed

40.4.2. 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.

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

41.HUNTER HACK

41.1. 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.

41.2. 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.

41.3. 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.

41.4. 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.

41.5. FAULTS

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

41.5.2. Excessive speed (any gait)

41.5.3. Excessive slowness (any gait)

41.5.4. Breaking gait

41.5.5. Failure to take gait when called

41.5.6. Head carried too low or too high

41.5.7. Nosing out or flexing behind the vertical

41.5.8. Opening mouth excessively

41.5.9. Stumbling

41.5.10. Switching leads.

41.5.11. Kicking out.

41.5.12. Adding a stride between jumps

41.5.13. Leaving a stride out between jumps.

41.5.14. Spooking or shying.

- 41.5.15. Pinning ears or wringing tail.
- 41.5.16. Knockdown of rail
- 41.5.17. Refusals.

42. HANDY HORSE

- 42.1. To be Judged on manners, quality of movement, and response to the rider over obstacles.
- 42.2. Course shall vary from the normal hunter class routine to include elements that show rideability and handiness.
- 42.3. It is recommended all three gaits, walk trot and canter are incorporated into the obstacle course.
- 42.4. Obstacles may include: small jumps, ground poles, back through, bridge, gate, sidepass.
- 42.5. Whips are not permitted.

42.6. ELIMINATION

- 42.6.1. Knocking over obstacle or going off pattern.
- 42.6.2. Excessive schooling or training.

43. HUNT SEAT EQUITATION

- 43.1. 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.
- 43.2. Exhibitors will line up on command and execute individual tests at the judge's discretion.
- 43.3. 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.

44. HUNT SEAT EQUITATION OVER FENCES

- 44.1. 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.
- 44.2. 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.
- 44.3. 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.
- 44.4. 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.
- 44.5. 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.

44.6. TESTS

- 44.6.1. 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.
 - 44.6.1.1. Dismount and mount
 - 44.6.1.2. Rein back
 - 44.6.1.3. Individual performance
 - 44.6.1.4. Figure eight at trot, demonstrating change of diagonals
 - 44.6.1.5. figure eight at canter with simple change of leads through the walk or trot
 - 44.6.1.6. Extended trot
 - 44.6.1.7. Turn on haunches through the walk
 - 44.6.1.8. Change leads on a straight line down centre with simple change through the walk or trot
 - 44.6.1.9. Counter canter
 - 44.6.1.10. Demonstration of about one minute on own mount. Rider must advise the judge beforehand what he/she plans to demonstrate
 - 44.6.1.11. Pull up between fences except in a combination
 - 44.6.1.12. Jump low fences, at walk, trot or canter
 - 44.6.1.13. Change of leads with flying changes

44.7. ELIMINATION

44.7.1. Fall of horse and or rider.

44.7.2. Two refusals

44.7.3. If elimination occurs during a ride-off the exhibitor is placed last of all those chosen for the ride-off.

45. HUNTER UNDER SADDLE

45.1. 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

45.2. This class will be judged on performance, condition and conformation at the walk trot and canter both ways of the ring.

45.3. Not to jump.

45.4. 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

45.5. Horses should back easily and stand quietly.

45.6. FAULTS

45.6.1. Faults to be scored according to severity:

45.6.1.1. Quick, short, or vertical strides

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

45.6.1.3. Breaking gait.

45.6.1.4. Excessive speed at any gait

45.6.1.5. Excessive slowness in any gait, loss of forward movement

45.6.1.6. Failure to take the appropriate gait when called for

45.6.1.7. Head carried too high

45.6.1.8. Head carried too low, such that poll is below withers

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

45.6.1.10. Excessive nosing out.

45.6.1.11. Failure to maintain light contact with horse's mouth

45.6.1.12. Stumbling.

46. WORKING HUNTER OVER FENCES

46.1. 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.

46.2. The course shall consist of a minimum of eight jumps, with a minimum of one change of direction required.

46.3. 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.

46.4. Jumps such as triple bars, square oxers and hog backs are prohibited.

46.5. 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.

46.6. The top element of all fences must be securely placed so that a slight rub will not cause a knockdown.

46.7. 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.

46.8. 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.

46.9. Maximum height for fences is 3' 6".

46.10. Course designers must provide distances of lines and combinations on course map and posted.

46.11. FAULTS

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

46.11.2. Excessive speed (any gait)

46.11.3. Excessive slowness (any gait)

46.11.4. Breaking gait

46.11.5. Failure to take gait when called

46.11.6. Head carried too low or too high

46.11.7. Nosing out or flexing behind the vertical

46.11.8. Opening mouth excessively

46.11.9. Stumbling

46.11.10. Switching leads.

- 46.11.11. Kicking out.
- 46.11.12. Adding a stride between jumps
- 46.11.13. Leaving a stride out between jumps.
- 46.11.14. Spooking or shying.
- 46.11.15. Pinning ears or wringing tail.
- 46.11.16. Knockdown of rail
- 46.11.17. Refusals.
- 46.11.18. Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, including twisting.
- 46.11.19. A fence is considered knocked down when the height is lowered by the horse or rider through contact with fence or rail.

46.12. ELIMINATION

- 46.12.1. 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.
- 46.12.2. Going off course
- 46.12.3. Second cumulative refusal, run out or bolting on course.
- 46.12.4. 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.

47. JUMPER

- 47.1. 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.
- 47.2. Safety is of utmost importance; all equipment should be in good working order.
- 47.3. Courses and 'order of go' should be posted 60 minutes before class start
- 47.4. 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.
- 47.5. A schooling area must be provided for exhibitors with at least two practice jumps, one vertical and one oxer.
- 47.6. It is recommended that electric timers be used and two stop watches used as a backup timing equipment.
- 47.7. 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
- 47.8. 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.
- 47.9. Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line.
- 47.10. 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.
- 47.11. In the event of broken equipment the rider may continue without penalty.

47.12. COURSE DESIGN

- 47.12.1. The course will have a minimum of eight to ten obstacles.
- 47.12.2. 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.
- 47.12.3. 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.

- 47.12.4.** 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.
- 47.12.5.** 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.
- 47.12.6.** Flags are used on obstacles to indicate direction of approach; red flag on the right side and white on the left side.

47.13. SCORING

- 47.13.1.** 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.

47.14. 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

47.15. OPTIONAL EQUIPMENT

- 47.15.1.** Tie-downs or running martingales
- 47.15.2.** Boots
- 47.15.3.** Hackamore
- 47.15.4.** Gag bits
- 47.15.5.** Dropped noseband of any type.

48. LEADLINE HORSEMANSHIP/ EQUITATION

- 48.1.** 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 Leadline 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.
- 48.2.** 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.
- 48.3.** 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.
- 48.4.** Youth entered in a Leadline Horsemanship class may not participate in any other class in that show except for Leadline Equitation, Showmanship.

48.5. ATTIRE

- 48.5.1.** Attire is the same as for Western Horsemanship or Hunt Seat Equitation.
- 48.5.2.** The adult leading the horse must also wear suitable Western or English attire.

48.6. REQUIRED EQUIPMENT

- 48.6.1.** 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
- 48.6.2.** Equipment is the same as for Western Horsemanship or Hunt Seat Equitation, with the addition of the halter and lead shank.

49. SHOWMANSHIP- ENGLISH / WESTERN

- 49.1.** 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.
- 49.2.** It is recommended that the Judge post a pattern at least one hour prior to the commencement of the class
- 49.3.** 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.
- 49.4.** 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.
- 49.5.** It is permissible for a Judge to ask the exhibitor questions concerning horsemanship and conformation.
- 49.5.1.** Questions should be in accordance with the exhibitor's age and knowledge potential.
- 49.6.** 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.
- 49.7.** 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.

49.8. SCORING

- 49.8.1.** 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.

49.9. FAULTS

- 49.9.1.** The following shall be considered faults:
- 49.9.1.1. Failure to recognize and attempt to correct faults in the horse's position
 - 49.9.1.2. Visiting or conversing with other exhibitors or with spectators during the judging of the class.
 - 49.9.1.3. Failure of the horse to lead properly.
 - 49.9.1.4. Kicking or placing the horse's legs into position by hand (actual contact).
 - 49.9.1.5. Failure to stop turning when showing at a walk or trot.
 - 49.9.1.6. Improper or ill-fitting equipment or attire.
 - 49.9.1.7. Over showing through unnecessary actions.
 - 49.9.1.8. Failure to follow the Judge's instructions.
 - 49.9.1.9. Blocking the Judge's view of the horse.
 - 49.9.1.10. Loud voice commands to the horse.
 - 49.9.1.11. Causing the Judge to move to avoid being bumped or stepped on by the horse.
 - 49.9.1.12. Losing control of the horse.
 - 49.9.1.13. Turning the horse the wrong direction.
 - 49.9.1.14. Failure to back when necessary.
 - 49.9.1.15. Failure to complete pattern.

49.10. REQUIRED ATTIRE

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

49.11. PROHIBITED ATTIRE

- 49.11.1.** Spurs.
- 49.11.2.** Chaps.

49.12. REQUIRED EQUIPMENT

- 49.12.1.** 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.
- 49.12.2.** If a lead shank is used on the halter, it should be at least six feet long
- 49.12.3.** In English Showmanship, the horse should be shown in the bridle

49.13. OPTIONAL EQUIPMENT

- 49.13.1.** 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.
- 49.13.1.1. The use of the chain is not cause for elimination

49.14. PROHIBITED EQUIPMENT

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

49.15. DISQUALIFICATIONS

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

ENDURANCE TRIALS

50.THE COMPETITION

- 50.1.** 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.
- 50.2.** 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.
- 50.3.** Endurance Trial competitors must be offered a specific briefing on the special features and requirements of Endurance Trial Rides.
- 50.4.** Riders must wear an approved helmet.
- 50.5.** 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.

51.VETERINARIANS

- 51.1.** The equines must be under the control of veterinarian(s) experienced with equines or endurance rides.
- 51.2.** 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.
- 51.3.** Rules must be provided to the veterinarians prior to the ride.
- 51.4.** A veterinarian who is serving as a ride manager is prohibited from serving that same event as a veterinary control official.
- 51.5.** 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.
- 51.6.** The veterinarians' decisions regarding disqualification must be final and ride management must stand behind the veterinarians' decisions.
- 51.7.** 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.
- 51.8.** The rider/owner of an equine disqualified by a ride veterinarian should be notified immediately by that veterinarian or the ride manager.
- 51.9.** 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.
- 51.10.** 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.
- 51.11.** 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.

52.EQUINES

- 52.1.** The ride must be open to any breed or type of equine.
- 52.2.** Equines must be at least 48 months old at the time of the ride.
- 52.3.** 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.
- 52.4.** 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.
- 52.5.** 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.

53.ENTRY

- 53.1.** Entry to a ride may be refused for cause.
- 53.2.** Cause is defined as a specific occurrence, substantiated by direct and corroborated evidence of, including

but not limited to, one of the following:

- 53.2.1. Non-payment of ride fees, such as insufficient funds cheque not made good.
- 53.2.2. Abuse of an equine, such as drugging or continuing to ride after being pulled without the specific permission of a ride vet.
- 53.2.3. 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.
- 53.2.4. Removing or altering trail markers.
- 53.2.5. Cheating, such as deliberate short cuts or deliberately leaving timed holds early.
- 53.2.6. An equine determined to be unruly or dangerous may be denied entry

54. TIMING

- 54.1. 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.
- 54.2. There may be no minimum time limit for completion. Completion time will typically be a total of 6 hours for a 40 km ride.
- 54.3. 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.
- 54.4. 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.

55. COMPLETION

- 55.1. Completion requires meeting all of the following criteria:
 - 55.1.1. All riders and mounts must be present and accounted for at the start of the ride.
 - 55.1.2. Properly entered in the ride
 - 55.1.3. Obeying all the rules
 - 55.1.4. Following the prescribed course, and doing multiple loops in the correct order
 - 55.1.5. Passing all control points
 - 55.1.6. Passing all veterinary requirements
 - 55.1.7. Finishing within the prescribed maximum time
 - 55.1.8. Not being disqualified
 - 55.1.9. Meeting criteria at post finish line check.
 - 55.1.10. Meeting any other criteria prescribed by ride management.
 - 55.1.11. 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.
- 55.2. 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.
- 55.3. 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.
- 55.4. 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.
- 55.5. 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.
- 55.6. 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.
- 55.7. The equine must be metabolically stable, sufficient to demonstrate fitness to continue.
- 55.8. 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.

- 55.9. 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.
- 55.10. 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
- 55.11. 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.
- 55.12. All riders who successfully complete the ride must receive a completion award.

56.PLACEMENTS

- 56.1. 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.

57.MILEAGE

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

58.AWARDS

- 58.1. An award or awards may be given for the horse(s) judged to have the highest vet score.
- 58.2. The award does not have to be given.
- 58.3. The veterinarian(s) may feel that none of the horses in contention for the award deserve to receive it.
- 58.4. Ride management will use the ERABC point system developed for calculating high vet score. **See Appendix.**
- 58.5. 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.
- 58.6. 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.
- 58.7. Ride management will do the calculations required to arrive at total vet score.
- 58.8. 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).

59.ENDURANCE TRIAL APPENDIX

- 59.1. *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 *	
Same1 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

60. ADMINISTRATION

- 60.1. Any organization, club, or group of individuals may apply to Horse Council British Columbia (HCBC) to host a HCBC Recognized Event.
- 60.2. Shows approved by HCBC must be named, called, advertised, listed and otherwise referred to as an HCBC Recognized Event.
- 60.3. 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.
- 60.4. An Approved HCBC show may also be designated as a BC Heritage Qualifier and/or a Summer Games Qualifier.
- 60.5. 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.
- 60.6. 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.
- 60.7. The show management must also send a copy of the prize list to the Judge(s) for the show.
- 60.8. If prize money is provided in any classes, it must be listed in the prize list with entry fee and distribution percentages.
- 60.9. Show management must make the full payment listed in prize list for any class offering prize money.
- 60.10. An HCBC Recognized Event shall not start earlier than the time appearing on the advertised schedule
- 60.11. Exhibitors, judges, and show management are responsible for knowledge of all rules specific to the divisions of the HCBC Recognized Event.

61. PERMIT FEES

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

62. LIABILITY

- 62.1. 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.
- 62.2. 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.
- 62.3. 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.
- 62.4. 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.

62.5. All federal, provincial and city laws will be adhered to and shall supersede these rules.

63. ENTRIES

- 63.1. It is required all exhibitors hold current Horse Council BC Membership when participating in HCBC approved events. **Exception; Lead Line Class** (6yrs and Under)
- 63.2. Presentation of signed entry forms shall be deemed acceptance of these rules.
- 63.3. 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.

64. YOUTH

- 64.1. All entry forms for a youth exhibitor must be signed by his or her parent or legal guardian.
- 64.2. 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
- 64.3. All entry forms must have a release of liability clause and a place where parent or guardian sign.
- 64.4. The Youth/junior need not own or lease the horse he or she is competing with to enter any class.
- 64.5. 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.
- 64.6. A person born on January 1 shall assume the older age as of that date.
- 64.7. No stallion regardless of the age of the horse may be shown by a Junior or Youth competitor in any class.
- 64.8. A horse may be entered in any or all Youth/junior age divisions, but not more than once in each class.
- 64.9. Proof of youth's age may be required at HCBC Recognized Events.

65. FIRST AID & EMERGENCY ACTION PLAN

- 65.1. It is essential that every horse show have an emergency action plan in place for emergency medical help.
- 65.2. A First Aid kit should be readily available at all times for minor incidents.
- 65.3. A show must have qualified medical personnel appointed for the duration of the show trained in First Aid/Emergency Medical treatment. Qualified Medical Personnel is defined as any of the following:
 - 65.3.1. Doctor on hand;
 - 65.3.2. Professional emergency personnel; such as EMT or Paramedic
 - 65.3.3. An adult with recognized and valid First Aid certification who is not competing. This individual may act in some other capacity at the competition providing this does not restrict their availability to all areas on the competition grounds. It is recommended that the minimum certification held by a qualified medical personnel is First Responder Training.
- 65.4. The event location address and phone number should be posted in a conspicuous place.
- 65.5. 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.
- 65.6. Accident report forms must be filled out and returned to HCBC where an accident occurs.
Form posted at <http://www.hcbc.ca/index.php/competitions/competition-documents/>

66. OFFICIALS

- 66.1. 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.
- 66.2. In case of a valid emergency, a Guest Judge may be used and HCBC should be notified as soon as possible.
- 66.3. 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 <http://www.hcbc.ca/index.php/competitions/competition-documents/>
- 66.4. A Judge's decision will be considered as final in all classes.
- 66.5. A Judge should be on grounds at least 30 minutes before the judging is to begin.

67. GUEST CARDS

- 67.1. There is no fee for Guest Cards. Guest Card applications must accompany the HCBC Event Applications for uncertified Officials.
- 67.2. HCBC will approve a maximum of three Guest Cards to an uncertified Official.
- 67.3. 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.

68. OFFICIALS PROTOCOL / CONFLICT OF INTEREST GUIDELINES

- 68.1. 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.

- 68.2.** 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.
- 68.3.** The Judge must comply with class specifications and rules governing individual classes. Class specifications should be noted and included on all class judges cards.
- 68.4.** 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.

69. DISQUALIFICATIONS

- 69.1.** 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.
- 69.2.** Lack of required appointments for a class will result in disqualification in any class specifying required appointments.
- 69.3.** The Judge shall have the authority to dismiss any entry from competition if he or she deems that entry is not under sufficient control.
- 69.4.** Any artificial appliance shall be prohibited in any class.

70. UNSPORTSMANLIKE CONDUCT

- 70.1.** 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.
- 70.2.** 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.
- 70.3.** 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.
- 70.4.** 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.

71. CRUELTY

- 71.1.** 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.
- 71.2.** 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.
- 71.3.** 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.
- 71.4.** 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.

72. LAMENESS

- 72.1.** 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.

73. PROTESTS/APEALS

- 73.1.** 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.
- 73.2.** 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.
- 73.3.** 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.
- 73.4.** 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.
- 73.5.** 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.
- 73.6.** 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.

73.7. 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.

74.PROCEDURE

74.1. 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.

74.2. All persons directly involved and concerned shall be immediately notified and given opportunity to appear at said hearing.

74.3. 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.

74.4. A Protest Committee may disqualify a person and/or his or her entries at a show.

75.APPEALS

75.1. An appeal of a Protest Committee's decision may be made to the HCBC Vice President of Competitions.

75.2. 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

75.3. The hearing on the appeal shall be heard within a 30 day period from date of filing.

75.4. 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.

75.5. 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.

75.6. 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.

75.7. If no appeal is filed, then such awards, points and/or prize money will be awarded at the end of the appeal deadline.

76.AWARDS / PLACINGS

76.1. 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.

76.2. 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.

76.3. 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

GENERALTIMED EVENTS AND GAMES

77.GENERAL TIMED EVENTS AND GAMES RULES

77.1. These classes are: Barrel Race, Keyhole Race, Pole Bending, Stake Race (figure 8)

77.2. The order of go in class competition may be by drawing order or be determined by computerized random sorting.

77.3. Each contestant shall be ready when called, or may be eliminated at the Judge's discretion.

77.4. Contestants must obey all starting signals designated by the organizing officials or may be eliminated.

77.5. 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.

77.6. 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.

77.7. Where point's accumulation is a factor, they will accrue to horse/rider combinations only.

77.8. 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.

- 77.9.** 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.
- 77.10.** In the interest of safety horses should be run individually
- 77.11.** Horses not under sufficient control may be disqualified at the judge's discretion from the class.
- 77.12.** 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.
- 77.13.** An exhibitor may exhibit more than one horse provided the other horses are saddled and ready to compete

78.TIMING

- 78.1.** It is recommended that electric timers be used as official timers in all timed events.
- 78.2.** When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time.
- 78.3.** 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
- 78.4.** 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.
- 78.5.** 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.
- 78.6.** 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.
- 78.7.** 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.
- 78.8.** Running over or striking the timing equipment, starting line markers or running into (correctly positioned) arena personnel while competing shall be cause for elimination.

79.ATTIRE

- 79.1.** Western hat for adults is permitted. Approved BSI or ASTM protective headgear is highly recommended. No rider will be penalized for wearing approved headgear.
- 79.2.** 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.
- 79.3.** 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.

80.OPTIONAL EQUIPMENT

- 80.1.** 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.
- 80.2.** Competitor may wear; Jacket, sweater, Tie, Gloves, Chaps, Spurs, Rain slicker.
- 80.3.** 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

81.ELIMINATION

- 81.1.** Any exhibitor stepping on or crossing over the start/finish line before completing the pattern or course shall be considered off course and eliminated.
- 81.2.** 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.
- 81.3.** Separation of rider and horse/pony during the timing period will result in elimination.
- 81.4.** 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.
- 81.5.** Horse running off course will result in elimination
- 81.6.** Failure by exhibitors to wear correct number in a visible manner may result in elimination at the Judge's discretion.

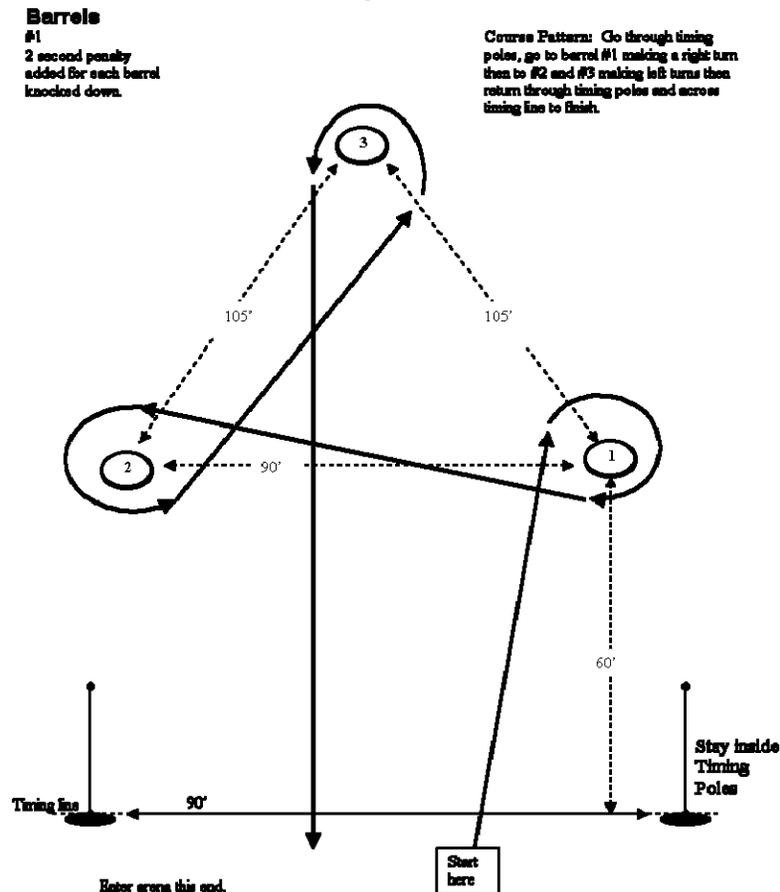
82.PROHIBITED EQUIPMENT

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

83.BARREL RACE

- 83.1.** 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.

- 83.2.** 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.
- 83.3.** 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.
- 83.4.** 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.
- 83.5.** 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.
- 83.6.** Knocking over a barrel carries a five-second penalty.
- 83.7.** The contestant may touch the barrel with his or her hands in barrel racing.
- 83.8.** 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.



84. FLAG RACE

- 84.1.** 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.

- 84.2. 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.
- 84.3. 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.
- 84.4. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
- 84.5. 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.

84.6. ELIMINATION FROM FLAG RACE

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

85. KEYHOLE RACE

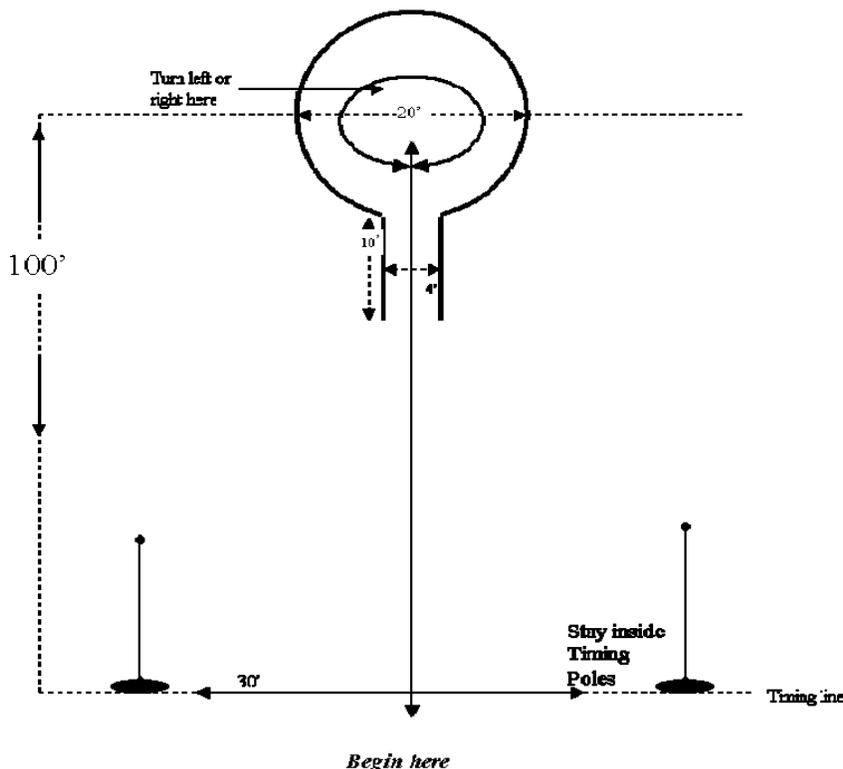
- 85.1. Keyhole Race is a game with the starting line 50' – 100' from the entrance to the key. The entrance is 4' wide and 10' long, and the keyhole itself is 20' in diameter. Fastest time wins.
- 85.2. At a signal to start, the exhibitor runs into the circle, turns left or right, and exits without touching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

85.3. ELIMINATION

- 85.3.1. The rider is not permitted to walk the horse into or out of the circle
- 85.3.2. Stepping on or outside of the circle

Keyhole
 Disqualification if horse's hoof touches the ground on (or outside) any portion of the keyhole (circle or wings).

Course Pattern: Go through timing poles, run into the circle of the keyhole, turn in either direction, and return through the timing poles. All four of the horses feet must enter the circle.

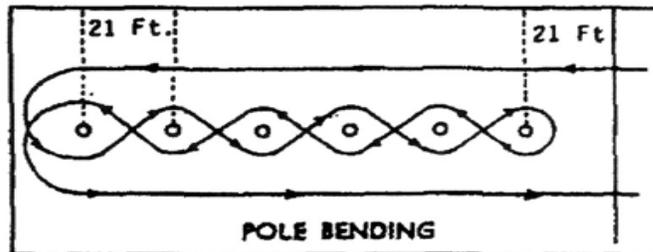


86. POLE BENDING

- 86.1.** 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.
- 86.2.** 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.

86.3. ELIMINATION

- 86.3.1.** Touching a pole with the exhibitor's hand.



87. STAKE RACE

- 87.1.** This game is similar to Pole Bending, except that only two stakes are used, and are run in a figure eight pattern, with the start and finish in the center of the pattern. A three second penalty will be assessed and 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.
- 87.2.** The stakes are to be set 150' apart. Course can be adjusted to 105' to accommodate smaller arenas.
- 87.3.** 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.

87.4. ELIMINATION

- 87.4.1.** Touching stake with hand.

REINING

88. CLASS DIVISIONS

- 88.1.** BC Heritage Beginner Reiner Patterns (WCRA PATTERN B)
- 88.2.** Youth 18 and Under
- 88.3.** Non-Pro
- 88.4.** Open Reining (Patterns 1-10)

89. RELATED RULES

- 89.1.** 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

90. GENERAL REINING JUDGING CRITERIA

- 90.1.** For scoring see NRHA rulebook. Available on-line at www.nrha.com
- 90.2.** 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.
- 90.3.** Any movement on his own must be considered a lack of control.
- 90.4.** 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.
- 90.5.** 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.
- 90.6.** Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
- 90.7.** When using a romal, no fingers between the reins are allowed.

- 90.7.1.** 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.
- 90.7.2.** 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.
- 90.8.** Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.
 - 90.8.1.** 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.
 - 90.8.2.** Should the Judges then determine via conference or video replay that a penalty was incurred, it should be applied.
 - 90.8.3.** If, however, no penalty occurred, the score will be announced as originally submitted.
 - 90.8.4.** No Judge shall be required to change his or her score following a conference or video replay.
 - 90.8.5.** Each Judge's decision is an individual call and based on individual decision from a conference or video replay.
 - 90.8.6.** The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.
 - 90.8.7.** Judges shall be the sole person responsible to determine if an exhibitor has correctly completed the pattern as written.
 - 90.8.8.** 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.
 - 90.8.9.** All Judges' decisions are final.

91. CLASSES AND CONDITIONS

- 91.1.** Beginner Reiner Pattern B - BC Heritage Beginner Reiner:
 - 91.1.1.** 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.
- 91.2.** Restricted to riders who:
 - 91.2.1.** Meet the Non Pro criteria as set out in the current NRHA Rule Book,
 - 91.2.2.** 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),
 - 91.2.3.** Club level class; HCBC membership only required for this class
 - 91.2.4.** 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
- 91.3.** 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.
- 91.4.** Youth 18 and Under; criteria as per current NRHA rule book- NRHA membership not required if offered at a non NRHA approved show
- 91.5.** Non-Pro; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show
- 91.6.** Open; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show

92. REINING GENERAL

- 92.1.** A rider may not show more than three (3) horses in a class.
 - 92.1.1.** 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.
- 92.2.** The order of competition shall be determined by drawing lots or by random computer selection.
 - 92.2.1.** Horses will work in the order of draw.
 - 92.2.2.** It is the responsibility of the exhibitor to be prepared to work in that order.
 - 92.2.3.** 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.
- 92.3.** 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.
 - 92.3.1.** The horse and equipment must be checked by the designated Judge in the arena or in close proximity to the arena.
- 92.4.** Patterns are to be worked as stated, not as drawn.
 - 92.4.1.** 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.

- 92.5. 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.
- 92.6. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
- 92.7. 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.
- 92.8. 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.
- 92.9. 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
- 92.10. All horses are to be ridden astride.
- 92.11. 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.
- 92.12. Scores will be announced after each horse works.
- 92.13. The name of the horse and rider are traditionally announced prior to, or during, the rider's entrance into the show arena.
- 92.14. Whistles, cheers, clapping and coaching from the sidelines are all allowed during a competition
- 92.15. Judges must use the current National Reining Horse Association (NRHA) Reining score sheet.
 - 92.15.1. Score sheets shall be made available for viewing after the class.
- 92.16. 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.
 - 92.16.1. 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
 - 92.16.2. A horse not returning for a run-off without an agreement will forfeit 1st place prize money and awards.
 - 92.16.3. If a tie occurs after the run-off the exhibitors would be named co-champions
 - 92.16.4. In the case of co-champions the winner of the awards would be determined by the flip of a coin.
 - 92.16.5. All other ties are not worked off.
- 92.17. 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.

93. SCORING

- 93.1. The scoring of a Reining horse shall be on a basis of 0 to infinity, with 70 denoting an average performance.
- 93.2. 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.
- 93.3. 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.
- 93.4. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver.
 - 93.4.1. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

94. PENALTIES

- 94.1. The following will result in no score:
 - 94.1.1. 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;
 - 94.1.2. 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;
 - 94.1.3. Use of illegal equipment, including:
 - 94.1.3.1. Wire on bits, bosals or curb chains;
 - 94.1.3.2. Use of illegal bits, bosals or curb chains;
 - 94.1.3.3. Use of tack collars, tie downs or nose bands;
 - 94.1.3.4. Use of whips or bats;
 - 94.1.3.5. Use of any attachment which alters the movement of or circulation to the tail;
 - 94.1.3.6. Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
 - 94.1.4. Disrespect or misconduct by the exhibitor.
 - 94.1.5. 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.
 - 94.1.6. 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.
 - 94.1.7. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.

94.1.8. 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.

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

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

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

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

94.2.4. Failure to complete pattern as written;

94.2.5. Performing the manoeuvres other than in specified order;

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

94.2.6.1. Backing more than 2 strides

94.2.6.2. 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.)

94.2.7. Equipment failure that delays completion of pattern;

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

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

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

94.2.11. Overspins of more than 1/4 turn;

94.2.12. 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;

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

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

94.2.14.1. 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.

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

94.3.1. Spurring in front of cinch;

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

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

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

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

94.4.1. Break of gait;

94.4.2. Freezing up in spins or rollbacks;

94.4.3. 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;

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

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

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

94.5.1. 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.

94.5.2. A judge is required to penalize a horse ½ of a point for a delayed change of lead by 1 stride where the lead change is required by the pattern description.

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

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

95. 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.

96. 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.

97. 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.

- 98.** 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.
- 99.** 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.
- 100.** 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.
- 100.1.** 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.
- 100.2.** 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.
- 100.2.1.** 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.
- 100.3.** If requested, the equipment judge will confer with the other judges as soon as practical.
- 100.4.** Failure to comply with this rule shall result in a no score.

101. OPTIONAL EQUIPMENT

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

102. PROHIBITED EQUIPMENT

- 102.1.** Wire on bits, bosals or curb chains;
- 102.2.** Use of any attachment which alters the movement of or circulation to the tail;
- 102.3.** 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.
- 102.4.** A bosal without reins attached and used as a noseband
- 102.5.** Whips, bats, quirts.
- 102.6.** Mechanical hackamores.
- 102.7.** Twisted wire mouthpiece.
- 102.8.** Standing or running martingales, nosebands on bridles, or tiedowns
- 102.9.** Gag bits
- 102.10.** Horsehair bosals

103. EQUIPMENT

- 103.1.** 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.
- 103.1.1.** 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.
- 103.1.2.** This rule does not refer to the so-called mechanical hackamore which is illegal.
- 103.2.** 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").
- 103.2.1.** The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage.
- 103.2.2.** The mouthpiece should be round, oval or egg-shaped, smooth and free of wire. It may be inlaid, but smooth and/or latex wrapped.
- 103.2.3.** 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.
- 103.2.4.** 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.
- 103.3.** References to a bit means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage.
- 103.3.1.** All curb bits must be free of mechanical device and should be considered a standard western bit.
- 103.3.2.** 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.
- 103.3.3.** 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.
- 103.3.4.** They may be inlaid, but must be smooth or latex wrapped.
- 103.3.5.** Nothing may protrude more than 1/8" below the mouthpiece (bar).

103.3.6. The port must be no higher than 3 1/2" maximum, with rollers and covers acceptable.

103.3.7. Broken mouthpieces, half-breeds, and spades are standard.

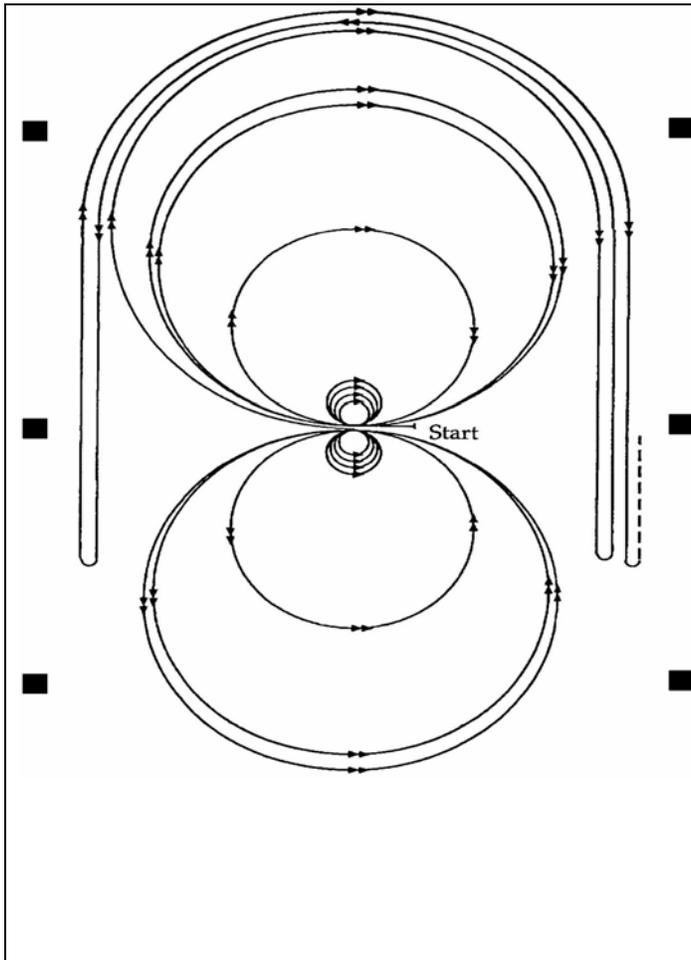
103.3.8. When a curb bit is used, a curb strap or curb chain is required, which must be at least 1/2" in width, lie flat against the jaw, and be free of barbs, wire, and/or twists.

103.4. Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.

103.5. Except for Snaffle Bit and Freestyle Classes, only one hand may be used on the reins, and the hand must not be changed.

103.5.1. 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).

104. 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.

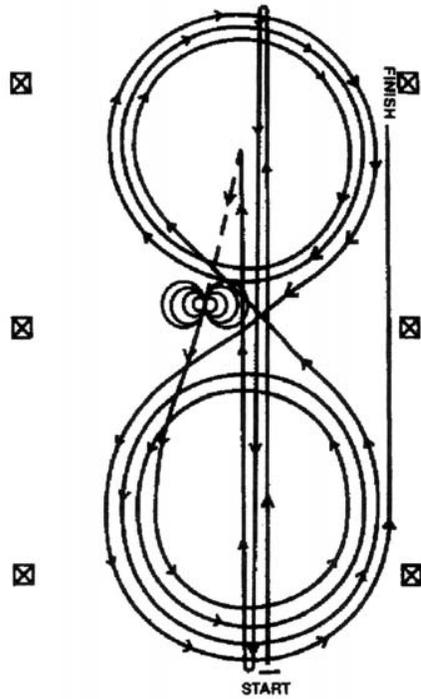
5. Begin a large circle to the right, but do not close this circle, run down the right side of the arena, past the center marker, staying at least 20 feet (six meters) from the wall or fence and do a left roll back.

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.

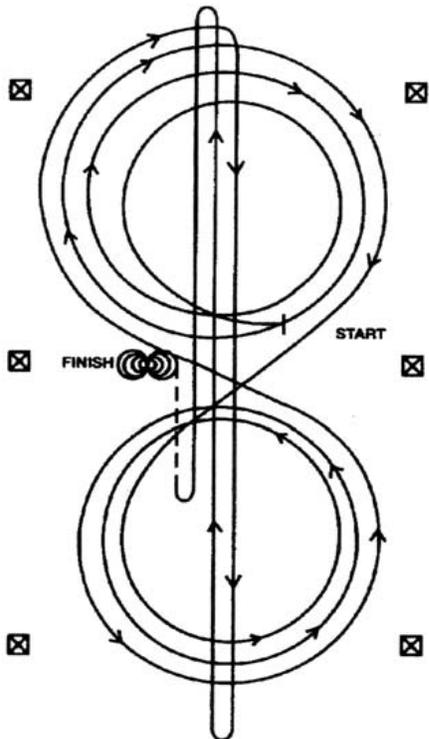
Rider must dismount and drop bridle to the designated judge.



PATTERN 1

Pattern 1

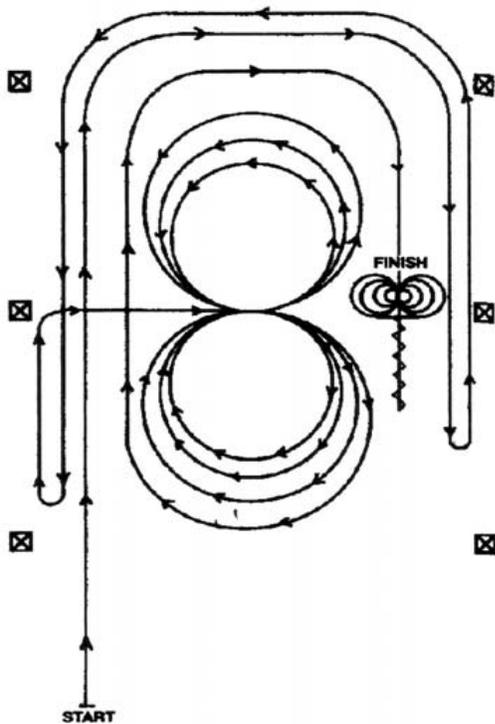
1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback – no hesitation.
3. Run past center of the arena, do a sliding stop, back up to the center of the arena at least 10' (three meters). 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

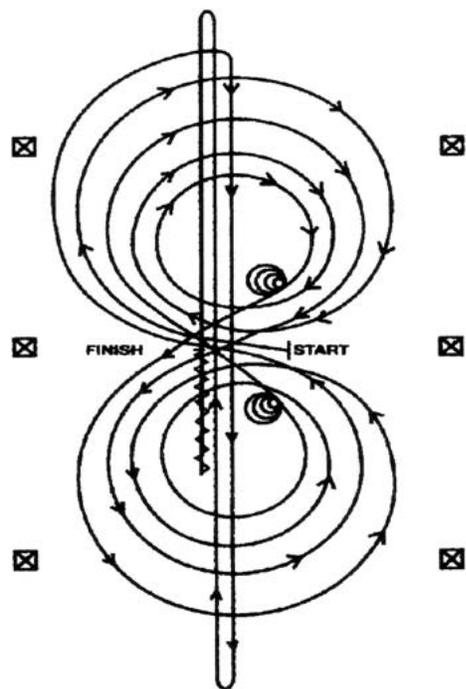
- Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern. Beginning at the centre of the arena facing the left wall or fence.
1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and 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.

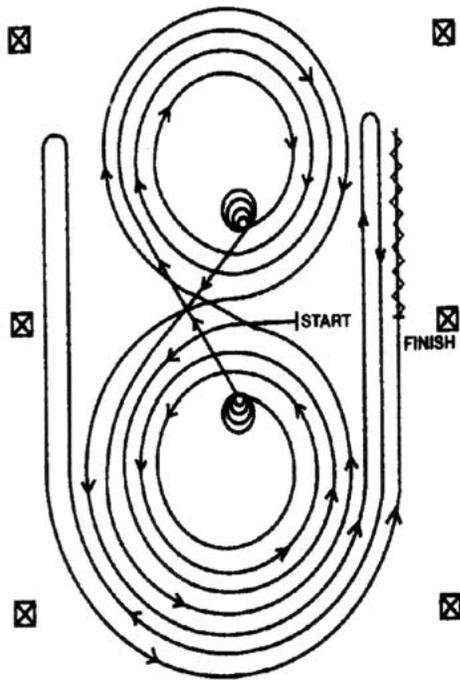


PATTERN 4

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

pattern.
Exhibitor must dismount and drop bridle to the designated Judge.

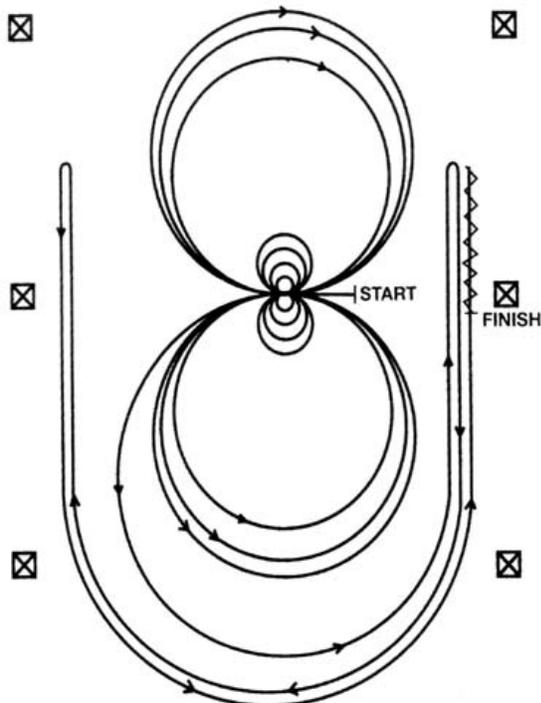


PATTERN 5

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.

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.

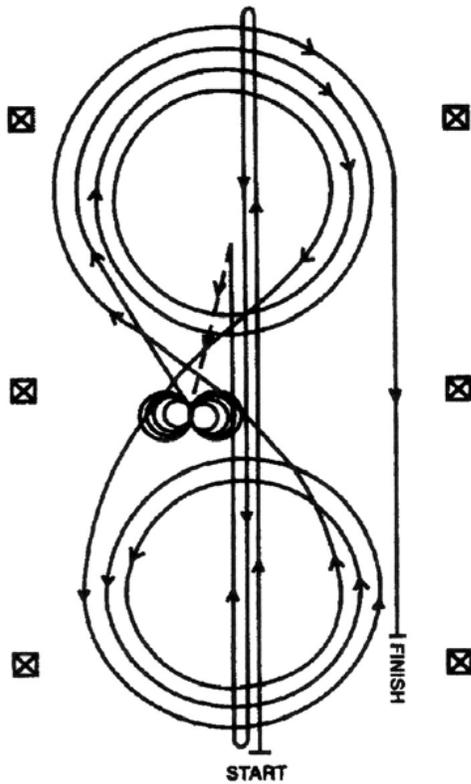


Pattern 6

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.

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.

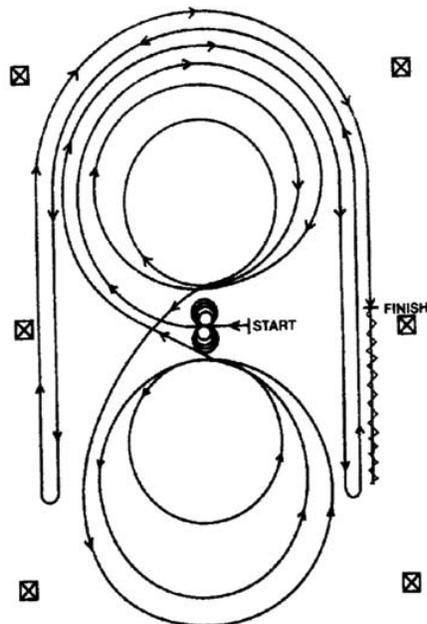
Exhibitor must dismount and drop bridle to the designated Judge.



PATTERN 7

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.

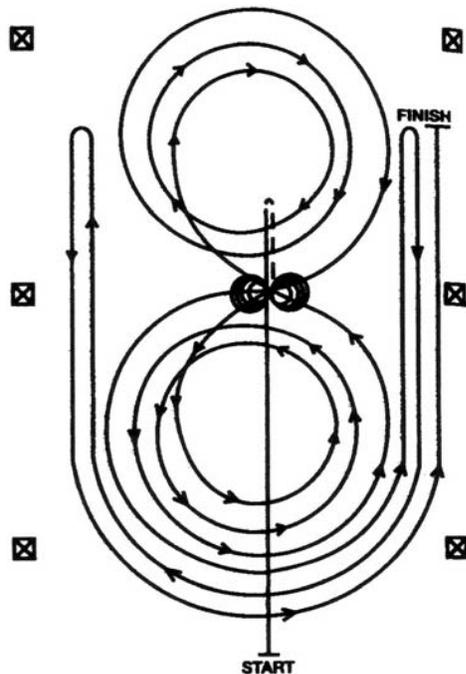


PATTERN 8

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>
--	---

SADDLESEAT EQUITATION

105. GENERAL SPECIFICATIONS

- 105.1. The Judge must eliminate and order from the ring any unruly horse whose actions threaten to endanger the rider or other exhibitors.
- 105.2. The Judge must eliminate any competitor who receives any unauthorized assistance from outside the arena during any class.
- 105.3. 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.

106. SADDLE SEAT POSITION

- 106.1. 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.
- 106.2. 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).
- 106.3. 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.
- 106.4. 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.

107. POSITION WHILE MOVING

- 107.1. WALK: slight motion in saddle
- 107.2. TROT: slight elevation in saddle when posting; hips under body, not mechanical up-and-down nor swinging forward and backward.
- 107.3. CANTER: close seat, going with the horse, not rocking
- 107.4. 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.

108. RIDING PERSONAL APPOINTMENTS

- 108.1. 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.

109. SADDLE SEAT MANDATORY TACK

- 109.1. Bridle: Entries must be shown in full double bridle (curb and snaffle). Pelham bits are permitted in Pleasure Equitation classes.
- 109.2. 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.

110. TACK

- 110.1. English-type Cut Back flat seat or deep seat saddle. Entries will be shown in full bridles only.
- 110.2. 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.

111. CLASS ROUTINE SPECIFICATIONS

- 111.1. 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.

112. SADDLE SEAT ENGLISH PLEASURE HORSE

- 112.1. 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.
- 112.2. 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

113. INTRODUCTION

- 113.1. 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.

114. RULE CHANGES

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

115. REQUIREMENTS

- 115.1. Memberships: HCBC with EVA or comparable Provincial or State
115.2. Insurance: Mandatory
115.3. Onsite Medical Safety Plan: Mandatory
115.4. Judge: HCBC Approved, National, FEI

116. VAULTING CODE OF CONDUCT

- 116.1. The welfare of the horse is paramount in and out of competition.
116.2. 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.
116.3. 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.
116.4. 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.
116.5. 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.
116.6. 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.

117. CLASSES AND DIVISIONS

- 117.1. In all British Columbia vaulting events:

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

- 117.1.1.1. Canter **B, C, D**
117.1.1.2. Trot B, C, D
117.1.1.3. Walk **B, C, D**
117.1.1.4. D Under 10yrs
117.1.1.5. Walk Fundamentals

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

- 117.1.2.1. **Combination** Canter Team (**B** Canter Compulsories, Walk **Freestyle**)
117.1.2.2. **Canter B**
117.1.2.3. Trot B
117.1.2.4. Walk B

- 117.1.3. Other classes may be offered but will not count for official scoring. The Guidelines for Unrecognized Classes can be found on the Rules and Resources Page of the Vault Canada website at <https://vaultcanada.org/Resources/Rules>

118. ELIGIBILITY FOR CLASSES

- 118.1. In all Provincial classes, male and female vaulters may participate in the same Team.
118.2. **There are no minimum or maximum age limits for any classes unless otherwise noted in the Competitions' Invitation. The eligibility requirements for each Division are posted on the Rules and Resources page of the Vault Canada website. <https://vaultcanada.org/Resources/Rules>**

118.3. MOVING UP A DIVISION

- 118.3.1. 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. **The criteria for scoring out of a division are found in the Vault Canada Competition Policies document on the Vault Canada website. <https://vaultcanada.org/Resources/Rules>**

118.4. DOWNGRADING TO LOWER DIVISIONS

118.4.1. The conditions under which a vaulter may downgrade to a lower division are found in the VaultCanada Competition Policies document on the website at <https://vaultcanada.org/Resources/Rules>

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

119. ENTRIES

- 119.1.** The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition.
- 119.2.** Once approved by HCBC, the Prize List must be posted as an Invitation on the VaultCanada website as soon as possible.
- 119.3.** 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.
- 119.4.** 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.
- 119.5.** 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.
- 119.6.** 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.

120. VAULTERS

- 120.1.** A vaulter may enter two different gaits, provided that the slower gait is entered in a higher Division (ie Walk B and Canter D.)
- 120.2.** Vaulters may compete Individually, in Pairs and in Team at the same event.
- 120.3.** 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.
- 120.4.** 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.

121. VAULTER'S ATTIRE

- 121.1.** 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.
- 121.2.** The attire of Team vaulters should give the obvious effect of uniformity.
- 121.3.** 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.
- 121.4.** 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.
- 121.5.** Attire must not give the effect of nudity.
- 121.6.** 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.
- 121.7.** Trousers must be secured to the foot and skirts may only be worn over tights or leggings. Only soft soled shoes are permitted.
- 121.8.** 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.)
- 121.9.** 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)
- 121.10.** 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.

122. LUNGER

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

123. VAULTING HORSES

- 123.1.** 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.
- 123.2.** In all classes, the horse may travel to the left or the right on the circle.
- 123.3.** Stallions are prohibited.
- 123.4.** The horse does not need to be from the same club as the vaulter(s).
- 123.5.** 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.
- 123.6.** Horses may be used for a maximum of 24 units each day. The following list indicates how many units a single test requires.

Compulsories or Freestyle:

Canter Team – 8
Canter Pair - 4
Canter Individual – 2

Trot Team - 6
Trot Pair – 3
Trot Individual -1

Walk Team – 4
Walk Pair – 2
Walk Individual - .5

- 123.7.** 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. A Judge may eliminate any horse which shows signs of being overworked or overloaded at any time.
- 123.8.** Competition organizers are encouraged where possible to schedule the classes in such a way that it will minimize the number of run-ins required for each horse.

124. HORSE EQUIPMENT

- 124.1.** 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. **Protective tack covering to improve the comfort of the horse is permitted. i.e. extra padding on bridle**
- 124.2.** The equipment of the Horse in the Competition Arena will be as follows
- 124.2.1.** 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.
- 124.2.2.** The use of a lunge cavesson, with or without a bit, instead of a bridle is allowed.
- 124.2.3.** Two side reins. Standing reins or auxiliary reins are not permitted.
- 124.2.4.** Lunge line and lunge whip. In Canter the lunge line must be attached to the inside bit ring. In Walk and Trot the lunge line may be attached in any way which does not cause discomfort to the horse.
- 124.2.5.** 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.
- 124.2.6.** Bandages and/or brushing/overreach boots are optional.
- 124.2.7.** Ear muffs and plugs are allowed.
- 124.2.8.** Back Pad is compulsory. Gel Pads are allowed.
- 124.3.** The Back Pad, which may be checked by the Judge at any time on the horse must have the following dimensions:
- 124.3.1.** Max 80 cm from back edge of the surcingle to the back of the pad
- 124.3.2.** Max 30 cm from the front edge of the surcingle to the neck
- 124.3.3.** 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)
- 124.3.4.** Max 3 cm thick including cover
- 124.3.5.** Max total length 1.10 m with no more than 30 cm in front of the surcingle
- 124.4.** The surcingle and the back pad may be changed from test to test, time permitting.
- 124.5.** 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.

124.6. 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.

124.7. 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

125. ENTRY AND EXIT

125.1. 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.

125.2. 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.

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

126. ARENA

126.1. 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.

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

126.3. 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.

126.4. 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.

126.5. 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.

127. ABUSE OF HORSES

127.1. The Rules of Horse Council BC apply.

128. OFFICIALS

128.1. 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.

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

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

129. FIRST AID

129.1. 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.

129.2. 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.

130. APPEAL COMMITTEE, OBJECTIONS AND COMPLAINTS

130.1. The rules of Horse Council BC apply.

131. PENALTIES

131.1. The rules of Horse Council BC apply.

132. GENERAL COMPETITION RULES

132.1. 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.

132.2. All tests must be executed in the correct gait (and not in counter canter) In the Compulsories, the vaulters must show the defined exercises

132.3. In the freestyle vaulters have the opportunity to show their artistry. They may plan an original program

around their own capabilities, ideas and specialties. Policies limiting the exercises that may be performed in Division D can be found on the Rules and Resources page of the Vault Canada website.

132.4. It is recommended that the Compulsories be performed with music.

132.5. The Freestyle must be performed with music. Music with words is permitted. The music must be provided as stipulated in the Invitation.

132.6. 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.

133. TYPES OF COMPETITION

133.1. INDIVIDUAL VAULTING COMPETITION

133.1.1. The Individual competition is composed of one vaulter, the lunger and the vaulting horse.

133.1.2. The Individual vaulting competition consists of different tests in one or two rounds. All Divisions include Compulsories and Freestyle in one or two Rounds.

133.2. PAIRS VAULTING COMPETITION

133.2.1. The Pairs competition is composed of two vaulters, the lunger and the vaulting horse. In Pairs competitions any combination of gender is allowed. All Divisions include Compulsories and Freestyle in one round.

133.3. TEAM VAULTING COMPETITION

133.3.1. A vaulting Team is composed of the lunger, horse and six vaulters plus an optional seventh vaulter.

133.3.2. 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).

133.3.3. The Team vaulting competition consists of Compulsories and Freestyle in Round One. An optional Round Two includes only a Freestyle.

134. COMPULSORIES

134.1. Individual, Pairs, and Team all use the same Compulsories at each level.

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

134.2. 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.

135. PERMITTED ASSISTANCE

135.1. Delivery of a reserve lunging whip

135.2. Any assistance from the outside necessary to avoid an accident.

135.3. 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 point	Canter D: 1 point
Walk C: 1 point	Trot C: 1 point	Canter C: 2 points

Walk B: 1 point	Trot B: 1 point	Canter B: Scores 0
-----------------	-----------------	--------------------

- 135.4.** All assisted mounts in the freestyle may be considered in the Performance and Artistry scores.
- 135.5.** 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.
- 135.6.** Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

136. ASSISTANCE FOR VAULTERS WITH A DISABILITY

- 136.1.** 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.

137. ELIMINATION FROM TEST

- 137.1.** 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. The vaulter/horse may still compete in subsequent tests.

- 137.2.** Elimination will apply in the following situations:

- 137.2.1.** Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)
- 137.2.2.** 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.)
- 137.2.3.** Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)
- 137.2.4.** 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)
- 137.2.5.** 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.)

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

- 137.3.1.** Not entering the arena within 30 seconds after the bell
- 137.3.2.** Taking more than 30 seconds after the bell following the trot, to commence the first exercise
- 137.3.3.** All physical unauthorized assistance
- 137.3.4.** Not stopping when the bell is rung during the test
- 137.3.5.** 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
- 137.3.6.** If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test
- 137.3.7.** Exercises or dance moves on the ground
- 137.3.8.** Exceeding the time limit and staying on the horse for more than 10 seconds

138. DISQUALIFICATION FROM EVENT

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

- 138.2.** The Judge may disqualify a vaulter and/or a horse in the following situations:

- 138.2.1.** Exercising horses in the arena without the permission of the Judge
- 138.2.2.** All cases of abuse and/or ill treatment reported by the Judge
- 138.2.3.** All cases laid down in the FEI's Veterinary Regulations
- 138.2.4.** 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 lunge to continue. If there is any further evidence of blood in the mouth the horse will be disqualified)
- 138.2.5.** 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.)

139. TIMING / BELL

- 139.1.** The time for the Test begins at the moment the first Vaulteer 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.
- 139.2.** A bell is used by the Judge to signal the Athletes. It is used on the following occasions:
- 139.2.1.** To give the signal to enter the arena
 - 139.2.2.** To give the signal to start the Test.
 - 139.2.3.** To announce the end of the time
 - 139.2.4.** To signal that the time and music is stopped after a fall and the Vaulteer is unable to continue immediately or to return to the line. The Test must be continued within 30 seconds after the signal to resume
 - 139.2.5.** 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
 - 139.2.6.** 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
- 139.3.** After an interruption the clock is started again when the Vaulteer touches the grip, the pad or the Horse. In unclear situations the Judge and/or Lunge/Vaulteer may communicate.
- 139.4.** 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.

140. SCORING

The criteria for scoring a vaulting competition is explained in detail in the FEI Guidelines for Vaulting Judges which is published annually on the FEI Vaulting Rules website.

141. JUDGE'S SCORE SHEETS

- 141.1.** Judges will give marks according to the test's score sheet.
- 141.2.** Any corrected score must be initialed by the Judge having made the correction. Judges must sign off the score sheets in ink.
- 141.3.** 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.
- 141.4.** The official VaultCanada score sheets can be printed directly from the VaultCanada Online Competition Management system.

141.5. INDIVIDUAL

- 141.5.1.** 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.

141.6. INDIVIDUAL COMPULSORIES

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

141.7. INDIVIDUAL FREESTYLE

- 141.7.1.** A Freestyle consists of static and dynamic exercises. A static exercise must be held for at least three strides.
- 141.7.2.** Each vaulter must wait for the bell before beginning their performance. There is a Time Limit of 1.0 minutes
- 141.7.3.** The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed.
- 141.7.4.** In Division D there are limitations on the difficulty of the exercises that may be performed. The limitations and the deductions can be found in the VaultCanada Competition Policies document.

142. FUNDAMENTALS

- 142.1. In Fundamentals, the participants are not placed, and there are no requirements beyond demonstrating a safe routine to the Judge.
- 142.2. Spotting, prompting, and/or any other assistance may be used providing it is safe in the Judge's opinion.
- 142.3. 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.
- 142.4. 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.

142.5. PAIRS

- 142.5.1. 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.

142.6. PAIRS COMPULSORIES

- 142.6.1. The Compulsory exercises that will be shown are detailed for each Division in Section 22:1
- 142.6.2. The second Vaultler must perform the Compulsory Exercises immediately without waiting for the bell. There is no Time Limit in the Compulsory test

142.7. PAIRS FREESTYLE

- 142.7.1. The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.
- 142.7.2. 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.

143. TEAM

- 143.1. 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.

143.2. TEAM COMPULSORIES

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

143.3. TEAM FREESTYLE

- 143.3.1. Each Vaultler must perform at least one exercise.
- 143.3.2. No more than 3 Vaultlers may be on the Horse at one time. At least two of the Vaultlers 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.
- 143.3.3. There is a Time Limit of 4.0 minutes.

WESTERN DRESSAGE

144. WESTERN DRESSAGE RULES

- 144.1. 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."*
- 144.2. 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, and maintain a light contact with the rider aids. The gaits should be neither too slow (which interrupts the rhythm, balance, and flow of the gait) nor travel too quickly or appear to be rushing or tense.
- 144.3. The rider may ride with two hands with a snaffle bit. The rider must ride with one hand with a curb bit. The rider has the option to ride with one hand with a snaffle bit but shall not change to two hands during the test.

145. PURPOSE OF LEVELS / DRESSAGE TESTS

- 145.1. At all times the training should be in compliance with the training scale, the basis of which is three pure gaits.
- 145.1.1. **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.
- 145.1.2. **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.
- 145.1.3. **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.
- 145.2. HCBC Western Dressage Tests may be used at no charge.
- 145.3. **HCBC Recognized Events may offer other Western Dressage tests, and or apply other rules. The western dressage tests and or any other rules to be used at the competition must be stated in the Prize list.**

146. ARENA

- 146.1. The footing in the arena should be flat and level.
- 146.2. Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- 146.3. The arena size may be 20m x 40m or 20m X 60m for **Walk Jog or Training levels. First level through third level must be ridden in 20m x 60m arena.** It is recommended the competition arena should be a minimum distance of 10 meters from spectators 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.
- 146.4. 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.
- 146.5. 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.
- 146.6. Arena fence conditions must be the same for all competitors in a class.

147. DRESS

- 147.1. At HCBC Recognized Events all youth 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. **Adults are permitted to wear a western style hat or approved protective headgear.**
- 147.2. Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants Western boots with a 1" heel. No rider may be penalized for wearing equestrian approved protective headgear or a safety vest in any class.

148. OPTIONAL ATTIRE

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

149. TACK

- 149.1. **A western style saddle is required. Any horse can compete with a snaffle bit with two hands or western style shank or curb bit with one hand.** When riding with one hand you cannot change to two hands during 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.
- 149.2. **CURB**
- 149.2.1. **Is defined as a solid or broken mouthpiece that has shanks which act 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. The mouthpiece may be two or three pieces. The port must be no higher than 3-1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces are standard. 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.

149.3. SNAFFLE BITS

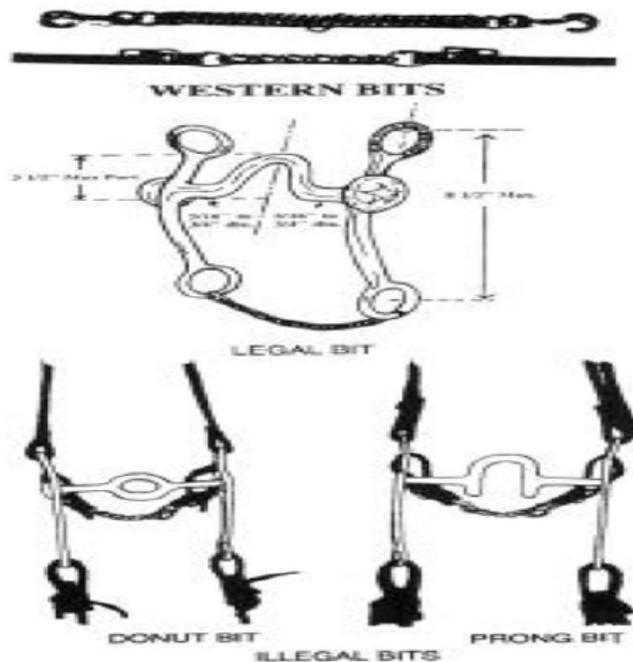
149.3.1. Are the conventional; O-ring, egg-butt, D-ring, loose ring, full cheek, or western snaffle bit. The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 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.

149.4. HACKAMORE

149.4.1. Refers to the use of a braided rawhide or leather bosal 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.

149.5. WHIPS

149.5.1. No longer than 120 cm including the last, are permitted in all tests.



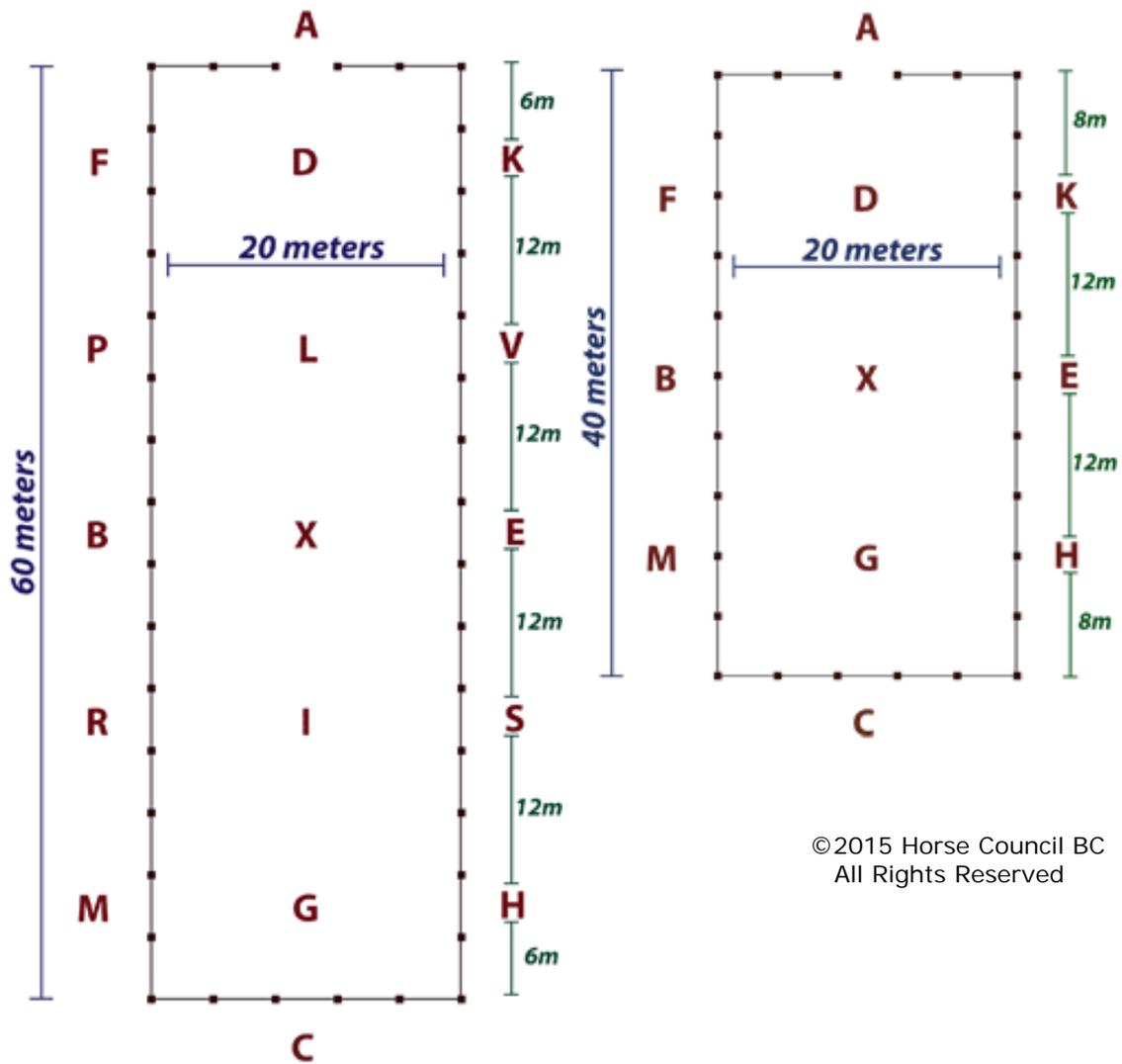
150. PROHIBITED EQ

- 150.1. Draw Reins
- 150.2. Tapaderos
- 150.3. Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
- 150.4. A wire curb bit, regardless of how padded.
- 150.5. Any chin strap narrower than 1/2" inch.
- 150.6. Standing or running martingales, nosebands on bridles, or tiedowns
- 150.7. Bosal without reins attached and used as a noseband
- 150.8. Mechanical hackamores.
- 150.9. Horsehair Bosals
- 150.10. Twisted wire mouthpiece.
- 150.11. Rope halters or bridles

151. ELIMINATIONS

- 151.1. An entry shall be eliminated under the following circumstances:
- 151.1.1. Evidence of blood on the horse
 - 151.1.2. Use of illegal equipment
 - 151.1.3. Contravention of dress rules
 - 151.1.4. Unauthorized assistance
 - 151.1.5. Three errors of course
 - 151.1.6. Resistance of more than 20 seconds in a test

- 151.1.7. Fall of horse or rider during the test
- 151.1.8. Dangerous/unruly behavior of horse
- 151.1.9. All four feet of the horse leave the arena
- 151.1.10. Dismounting during a dressage test
- 151.1.11. Lameness. Judges decision is final with no appeal
- 151.1.12. Taking more than 45 seconds to enter the arena at A after the start signal
- 151.1.13. Entering the arena in a rope halter bridle



©2015 Horse Council BC
All Rights Reserved

WESTERN PERFORMANCE

152. GENERAL WESTERN PERFORMANCE RULES

152.1. In addition to the General Performance Rules, the following rules apply to the following divisions; Trail, Western Equitation, Western Horsemanship, Western Pleasure, Western Riding, Command Class. **Any Division or Class specific rules may vary and will supersede general performance rules for the specific division or class**

153. REQUIRED ATTIRE:

153.1. 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 a **safety vest** or an approved riding helmet in any class.

154. OPTIONAL ATTIRE

154.1. Jacket or sweater, Tie, Gloves, Chaps, Spurs, **safety vest**, rain slicker.

155. HORSE

155.1. 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 current 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 current year. Senior horses must compete in Western style bridle.

156. REQUIRED EQUIPMENT

156.1. 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

156.2. CURB

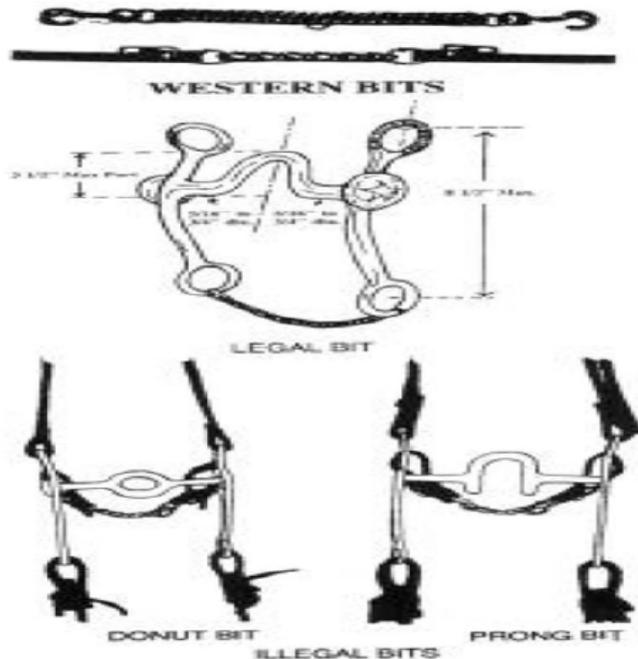
156.2.1. **A solid or broken mouthpiece that has shanks and acts as leverage.** Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose. Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to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

156.3. SNAFFLE BITS

156.3.1. 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.

156.4. HACKAMORE

156.4.1. Refers to the use of a braided rawhide or leather bosal 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.



157. PROHIBI

- 157.1. Draw Reins
- 157.2. Tapaderos
- 157.3. Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
- 157.4. A wire curb bit, regardless of how padded.
- 157.5. Any chin strap narrower than ½" inch.
- 157.6. Standing or running martingales, nosebands on bridles, or tiedowns - EXCEPTION for SPEED EVENTS
- 157.7. Bosal without reins attached and used as a noseband
- 157.8. Whips, bats, quirts. EXCEPTION SPEED EVENTS
- 157.9. Mechanical hackamores.
- 157.10. Horsehair Bosals
- 157.11. 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
- 157.12. Soft leg wraps.
- 157.13. Twisted wire mouthpiece.

158. ELIMINATIONS

- 158.1. Any exhibitor being assisted by a second person inside or outside the arena.
- 158.2. Any exhibitor striking, touching a horse forwards of the cinch with any object including the hands.
- 158.3. Failure by exhibitors to wear correct number in a visible manner.
- 158.4. Knocking over the cone or going off pattern.
- 158.5. Excessive schooling or training.
- 158.6. Illegal use of hands on reins.

159. TRAIL HORSE

- 159.1. 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.
- 159.2. A trail course should consist of a minimum of six to ten 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
- 159.3. 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.

160. SCORING

- 160.1. 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.
- 160.2. 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.

160.3. ½ POINT PENALTIES

160.3.1. Each tick of log, pole, cone or obstacle.

160.4. ONE POINT PENALTIES

160.4.1. Each bite of or hit of or stepping on a log, pole, cone or any component of the obstacle.

160.4.2. Incorrect gait (including break of gait) at a walk or jog for two strides or less.

160.4.3. Both front or hind feet in a single-stride slot or space.

160.4.4. Skipping over or failing to step into required space.

160.4.5. Split pole in lope-over

160.4.6. Failure to meet the correct strides on trot-over and lope-over obstacles

160.5. THREE POINT PENALTIES

160.5.1. Break of gait or incorrect gait at walk or jog for more than two strides.

160.5.2. Out of lead or break of gait at lope (except when correcting an incorrect lead).

160.5.3. Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle.

160.5.4. Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot.

160.6. FIVE POINT PENALTIES

160.6.1. Dropping slicker or object required to be carried on course.

160.6.2. First refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away.

160.6.3. Stepping outside the confined of, falling or jumping off or out of an obstacle with more than one foot.

160.6.4. Loss of control or letting go of gate or dropping rope gate

160.6.5. Blatant disobedience (kicking out, biting, rearing, striking)

160.6.6. 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.

160.6.7. Failure to complete obstacle

160.7. NO (ZERO) SCORE

160.7.1. Use of more than one finger between reins.

160.7.2. Use of romals other than as outlined in rule.

160.7.3. Performing the obstacles incorrectly or other than in specified order

160.7.4. No attempt to perform an obstacle

160.7.5. Equipment failure that delays completion of pattern.

160.7.6. Excessively or repeatedly touching the horse on the neck to lower the head.

160.7.7. Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than ¼ turn.

160.7.8. Failure to work an obstacle as described by the course.

160.7.9. Riding outside designated boundary of the arena or course area.

160.7.10. Fall of horse and/or exhibitor on course

160.7.11. Use of prohibited appointments.

160.7.12. Two hands on the reins (except on a Junior horse shown in two hands).

160.7.13. Changing hands on reins, when riding in one hand, except to negotiate an obstacle.

160.7.14. Third refusal, balk, or evading an obstacle by shying or backing anywhere on course.

160.7.15. Failure to ever demonstrate correct gait between obstacles as required.

160.7.15.1. Failure to follow the correct line of travel between obstacles.

161. OBSTACLES MANDATORY (NOT LIMITED TO):

161.1. 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.

161.2. Four Logs (Poles); no rolling poles, can be straight, zigzag or raised. Elevated poles must be secure and not able to easily roll.

161.2.1. Walk-overs: spacing minimum 40cm- 60cm at ground level; 30cm elevated

161.2.2. Jog-overs (cavelletti); spacing minimum 90cm – 105cm and may be elevated to a height of 20cm

161.2.3. Lope-overs. Spacing minimum 4.8m -2.1m not elevated.

161.3. Side Pass: (over obstacle, optional maximum 12" if elevated)

161.4. 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").

162. OPTIONAL OBSTACLES

- 162.1. Bridge; Care must be taken that any bridge is solid and safe.
- 162.2. Serpentine (jog around).
- 162.3. Water hazards
- 162.4. Carrying and placing an item
- 162.5. Coat – put on and remove
- 162.6. Square – rider enters square and executes turn
- 162.7. Mailbox

163. PROHIBITED OBSTACLES

- 163.1. Tires.
- 163.2. Animals.
- 163.3. Hide.
- 163.4. PVC pipe.
- 163.5. Jumps over 45cm (18”).
- 163.6. Rocking or moving bridges.
- 163.7. Water boxes with floating or moving parts.
- 163.8. Flames, dry ice, fire extinguishers, etc.
- 163.9. Logs or poles elevated in a manner that permits such to roll.

164. WESTERN EQUITATION

- 164.1. 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.
- 164.2. 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.
- 164.3. 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.
- 164.4. 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.

164.5. SCORING

164.5.1. Minor Faults:

- 164.5.1.1. Seat; sitting off center, losing center of balance, sway back, or round back
- 164.5.1.2. Hands; unsteadiness, incorrect position
- 164.5.1.3. Legs; uneven stirrups, motion in legs, insufficient weight in stirrups, incorrect position
- 164.5.1.4. Control; breaking gait, improper halt or backing
- 164.5.1.5. 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.

164.5.2. Major Faults

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

164.5.3. ELIMINATION:

- 164.5.3.1. Seat; falling off horse
- 164.5.3.2. Hands; two handing reins, finger between romal reins, more than one finger between split reins
- 164.5.3.3. Legs; touching in front of cinch
- 164.5.3.4. General; fall of horse, going off pattern

164.6. WESTERN EQUITATION TESTS

- 164.6.1. 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.

164.6.1.1. Back

164.6.1.2. Individual performance on the rail

164.6.1.3. Figure Eight at the jog

164.6.1.4. Lope and stop

164.6.1.5. 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.

164.6.1.6. Figure Eight at lope on correct lead, demonstrating flying change of lead

164.6.1.7. Change leads down center of ring, demonstrating simple change of lead

164.6.1.8. Ride serpentine course, demonstrating flying change of lead at each change of direction

164.6.1.9. Demonstrate sliding stop

164.6.1.10. Execute 360 degree turns (spins)

164.6.1.11. Roll backs

165. WESTERN HORSEMANSHIP

165.1. 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.

165.2. 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.

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

165.4. HORSEMANSHIP TESTS

165.4.1. 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.

165.4.2. Halt

165.4.3. Back

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

165.4.5. Sidepass

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

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

165.4.8. Dismount and mount

165.4.9. 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.

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

166. WESTERN PLEASURE

166.1. 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.

166.2. 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.

166.3. 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.

166.4. 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.

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

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

166.7. FAULTS (SCORED ACCORDING TO SEVERITY):

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

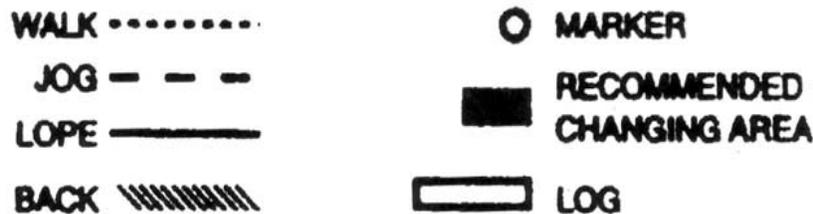
166.7.2. Over flexing or straining neck in the head carriage so the nose is carried behind the vertical.

166.7.3. Excessive speed (any gait).

- 166.7.4. Being on the wrong lead.
- 166.7.5. Breaking gait (including not walking when called for).
- 166.7.6. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
- 166.7.7. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
- 166.7.8. Touching horse or saddle with free hand
- 166.7.9. Head carried too high.
- 166.7.10. Excessive nosing out.
- 166.7.11. Opening mouth excessively.

167. WESTERN RIDING

- 167.1. 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.
- 167.2. The judge will select one of the three patterns to be performed. The judge is responsible for the pattern being correctly set.
- 167.3. 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.
- 167.4. 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.
- 167.5. 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).



167.6. SCORING

- 167.6.1. 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:
 - 167.6.1.1.1.1.1. -1 ½ extremely poor
 - 167.6.1.1.1.1.2. -1 very poor
 - 167.6.1.1.1.1.3. -1/2 poor
 - 167.6.1.1.1.1.4. 0 average
 - 167.6.1.1.1.1.5. +1/2 good
 - 167.6.1.1.1.1.6. +1 very good
 - 167.6.1.1.1.1.7. +1 ½ excellent

167.7. CREDITS

- 167.7.1. Change of leads, hind and front simultaneously.
- 167.7.2. Changes at designated point.
- 167.7.3. Accurate and smooth pattern.
- 167.7.4. Even pace throughout.
- 167.7.5. Easy to guide and control with rein and leg.
- 167.7.6. Manners and disposition.
- 167.7.7. Conformation and fitness.

167.8. FAULTS (TO BE PENALIZED ACCORDINGLY)

- 167.8.1. Opening mouth excessively or raising head on maneuvers.
- 167.8.2. Anticipating signals or lead changes.
- 167.8.3. Stumbling.

167.8.4. Losing of stirrup or holding on.

167.8.5. Any unnecessary aid given by the exhibitor, such as talking petting, or any spurring, quirting or jerking of reins.

167.9. PENALTIES

167.9.1. ½ Point Penalties:

167.9.1.1. Ticking (light touch) log.

167.9.1.2. Hind legs skipping or coming together during lead change

167.9.1.3. Out of lead from ½ to one stride.

167.9.2. One Point Penalties:

167.9.2.1. Breaking gait at walk or jog up to two strides.

167.9.2.2. Hitting the log.

167.9.2.3. Out of lead for more than one stride to the cone

167.9.2.4. Splitting the log (log between the two front or two hind feet) at a lope.

167.9.3. Three Point Penalties:

167.9.3.1. Breaking gait at lope.

167.9.3.2. Simple lead change.

167.9.3.3. Additional lead changes anywhere on the course.

167.9.3.4. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10' of the designated area.

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

167.9.3.6. 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.

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

167.9.4. Five Point Penalties:

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

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

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

167.9.4.4. Kicking out.

167.9.4.5. Blatant disobedience.

167.9.5. Score 0 ELIMINATED

167.9.5.1. An incomplete pattern.

167.9.5.2. Incorrect order of maneuvers.

167.9.5.3. Knocking over markers.

167.9.5.4. Passing on the wrong side of markers.

167.9.5.5. Missing the log.

167.9.5.6. Fall of horse or rider.

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

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

167.9.5.9. Use of prohibited appointments.

167.9.5.10. Off pattern.

167.9.5.11. Willful abuse.

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

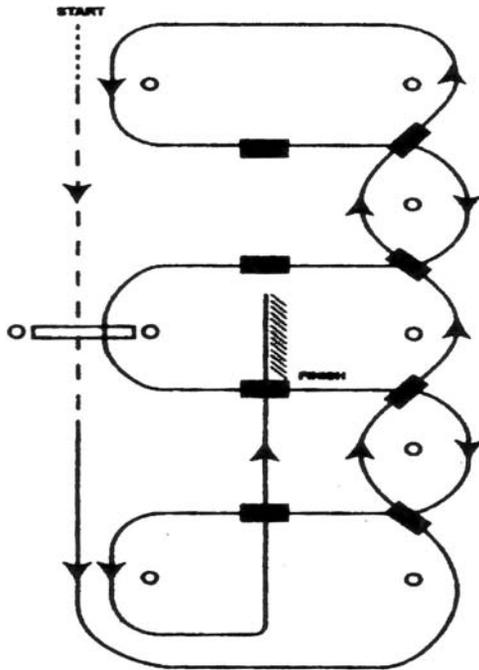
167.9.5.13. Major disobedience – rearing, schooling.

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

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

168. WESTERN RIDING PATTERNS

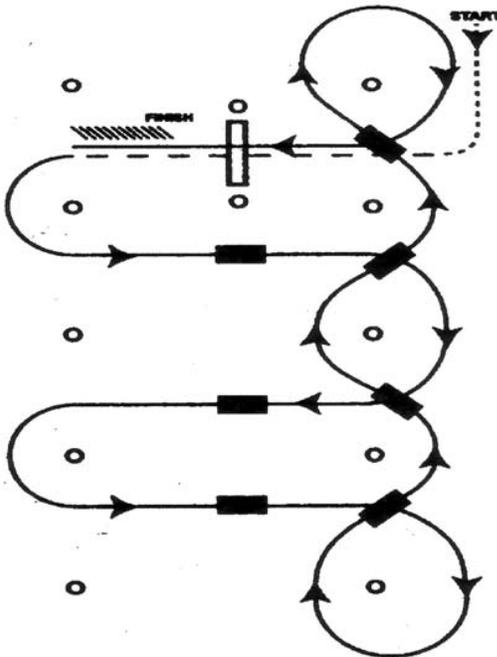
WESTERN RIDING PATTERN #1



Pattern 1

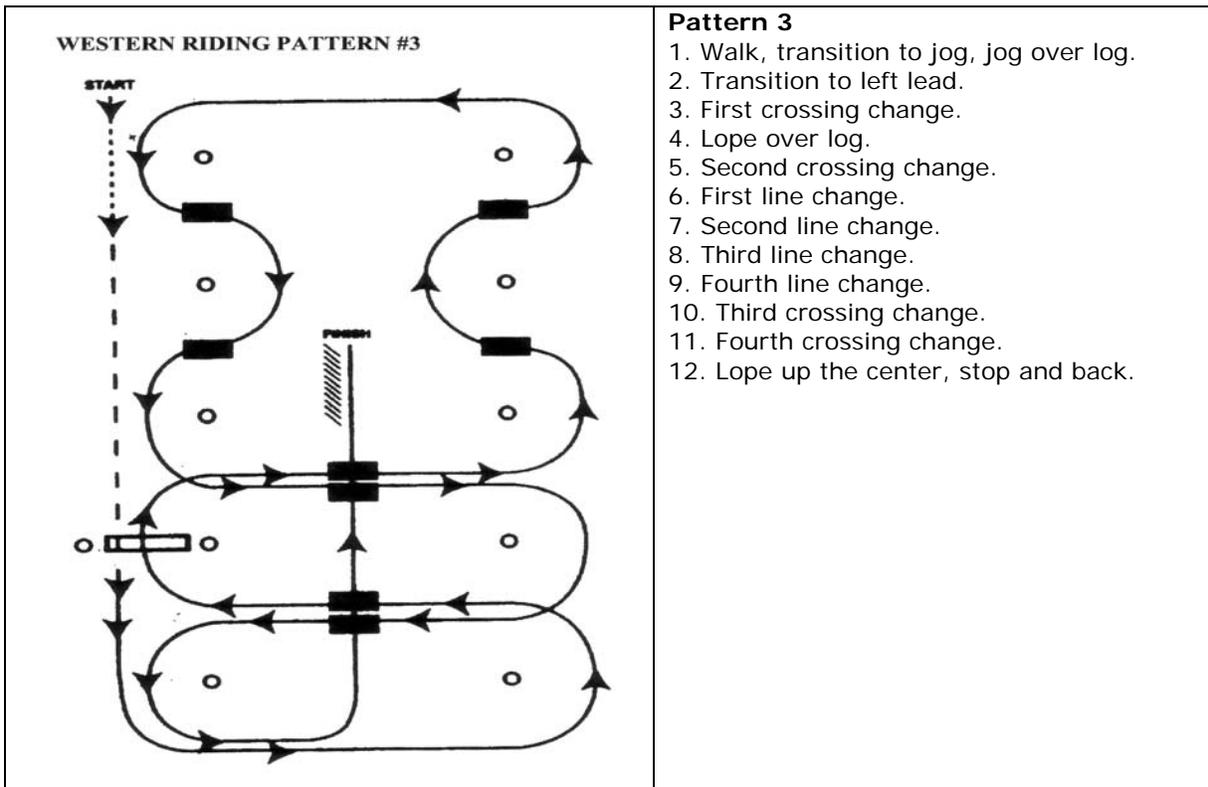
1. Walk and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth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



169. RANCH RIDING HORSE

169.1. PURPOSE

169.1.1. The performance requirements of the ranch riding horse should reflect the versatility, movement, and willingness of a working ranch horse demonstrating attributes desirable in a horse working outside the confines of an arena. Performance should demonstrate the horse's ability to perform patterns with forward ground covering gaits while responsive to aids under control of the rider. Light contact with the reins and riders aids should be consistently maintained and rewarded throughout the performance test. Lack of contact in bridle or horse shown on a full drape of reins will be penalized. The overall manners and responsiveness of the horse while performing the skill tests required in a working pattern simulating ranch horse work, and the horse's quality of movement are the primary considerations to be rewarded.

169.2. GAITS

169.2.1. The following terminology describes the quality of gaits that are desirable for the ranch riding horse: The walk should demonstrate a natural ground covering stride, with a regular, rhythmic four beat gait. The trot should demonstrate a free forward moving natural two beat gait with a ground covering stride, not a jog. The extended trot should demonstrate an obvious, well defined lengthening of the stride, covering more ground in a regular rhythm and demonstrate soft responsive transitions.

Quickening of the pace or rhythm with little lengthening of each stride should be penalized. The lope is a natural, clear 3 beat gait demonstrating a relaxed, rhythmic, balanced forward stride. The extended lope should be an obvious lengthening of each stride, covering more ground in a regular rhythm, not running or racing. In all gaits, the horse should display a level, or slightly above level topline, with a bright, attentive expression. Transitions should be well defined and performed where designated in the pattern with smoothness and responsiveness to the rider's aids. The overall cadence, balance, and quality of performance with emphasis on free forward moving gaits should be rewarded.

169.3. CLASS REQUIREMENTS

169.3.1. The required maneuvers for all tests patterns must include the walk, trot, and lope in both directions. Extended trot and extended lope must be shown a minimum of one direction. A halt, and rein back are all required movements in all test patterns. In addition, a minimum of three (3) "optional maneuvers" are required to be included in combination with the above required movements in all test patterns. Optional maneuvers selected may include: a side pass, leg yield, turns of 360 degrees, change of lead (simple change or flying change), walk, trot, or lope over a pole(s) : or any reasonable combination of these "optional maneuvers" that are appropriate for a working ranch horse to perform in

routine work. The maneuvers may be arranged in various combinations with final approval of pattern required by the Judge. The use of natural logs, posting in extended trot, touching or holding the saddle horn, is permitted with no penalties.

169.4. CLASS SCORING

169.4.1. Each horse will work in arena individually, performing both the required and optional maneuvers in a test pattern, being scored on the basis of 0 – 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70, and is also subject to a penalty score that is subtracted.

169.4.2. Each maneuver will be scored on the following basis; -1 extremely poor, - ½ poor, 0 correct, + ½ good, +1 very good, +1 ½ excellent. Maneuver scores are to be determined and assessed independently of penalty points. Penalty points are assessed for minor and major faults each time on the following basis:

169.4.2.1. No penalties are assessed for nicks/rubs of logs but may be considered in maneuver score

169.4.2.2. One (1) point penalty deduction for each occurrence

169.4.2.2.1. Too slow pace/ per gait

169.4.2.2.2. Over bridled/ curled

169.4.2.2.3. Out of frame (not level topline)

169.4.2.2.4. Break of gait at walk or jog for 2 strides or less

169.4.2.3. Three (3) point penalty deduction for each occurrence

169.4.2.3.1. Break of gait at walk or trot for more than 2 strides

169.4.2.3.2. Break of gait at lope

169.4.2.3.3. Wrong lead

169.4.2.3.4. Cross cantering or out of lead more than 2 strides when changing leads

169.4.2.3.5. Draped reins

169.4.2.3.6. Trotting more than 3 – 4 strides during a simple change of lead

169.4.2.3.7. Severe disturbance or resistance or any obstacle

169.4.2.4. Five (5) point penalty deduction for each occurrence

169.4.2.4.1. Blatant disobedience (kick, bite, buck, rear) for each occurrence

169.4.2.5. Zero (0) score – Elimination

169.4.2.5.1. Any pattern maneuver not performed

169.4.2.5.2. Illegal equipment

169.4.2.5.3. Willful abuse

169.4.2.5.4. Incomplete maneuver

169.4.2.5.5. Major disobedience (over 20 seconds resistance)

169.4.2.5.6. Schooling of the horse repeatedly in any maneuver or obstacle

169.4.3. Required Attire

169.4.3.1. Long-sleeved shirt with collar or blouse, long pants, riding boots with a 1" heel, western hat or approved protective headgear for adults. Youth 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. No rider will be penalized for wearing approved protective headgear in any class.

169.4.4. Optional Attire

169.4.4.1. Vest, jacket, sweater, tie, gloves, chaps, spurs, rain slicker

169.4.5. Required Tack

169.4.5.1. Western style saddle, western style bridle and curb bit. Split or romal type reins.

169.4.5.2. 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 horse.

169.4.6. Optional Tack

169.4.6.1. Breast collar and or rear cinch

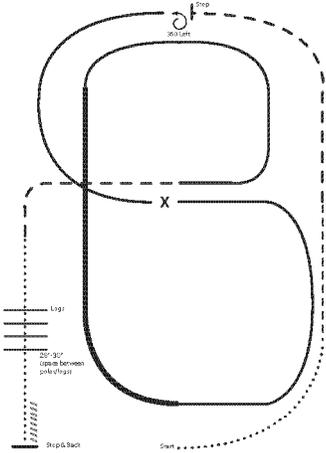
169.4.6.2. Silver is permitted on tack but must not influence score over good working ranch horse equipment

169.4.7. Ranch Riding Horse Patterns

169.4.7.1. May be modified with final approval of the Judge required prior to the competition

169.4.7.2. Test patterns must be posted a minimum of one hour prior to the start of class. Where possible test patterns to be used should be published in the prize list and determined prior to the closing date of entries. Different test patterns may be used on each day of a multi-day competition, with the average score of 2 (or more) test patterns performed combined and the average score to determine championship.

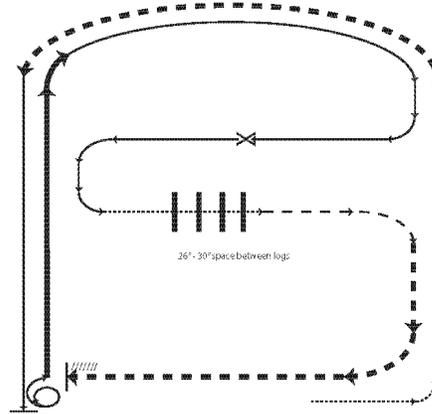
RANCH RIDING – PATTERN 1



- X Lead Change
- Walk
- Trot
- - - Ext Trot
- ▬ Lope
- ▬▬▬ Ext Lope
- ▨▨▨▨ Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

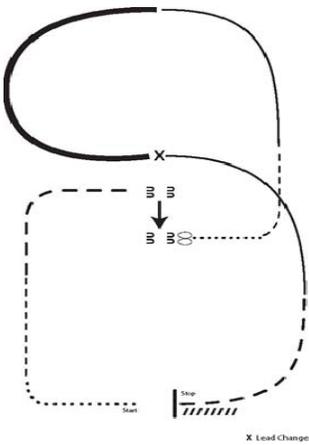
RANCH RIDING – PATTERN 2



- X Lead Change
- Walk
- Trot
- - - Ext Trot
- ▬ Lope
- ▬▬▬ Ext Lope
- ▨▨▨▨ Back

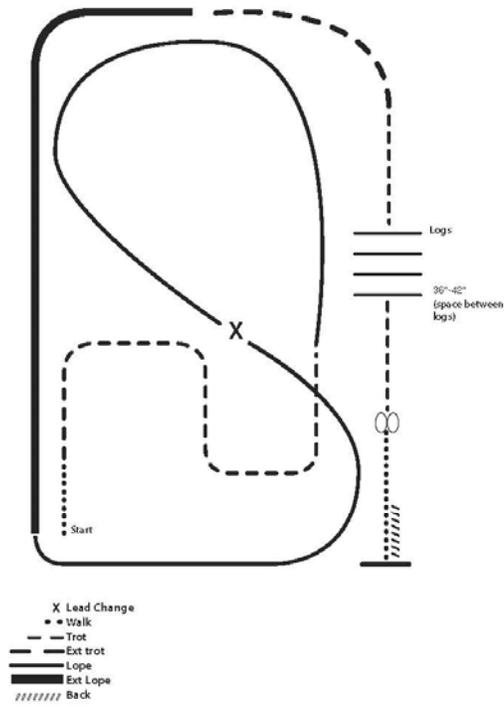
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCH RIDING - PATTERN 3



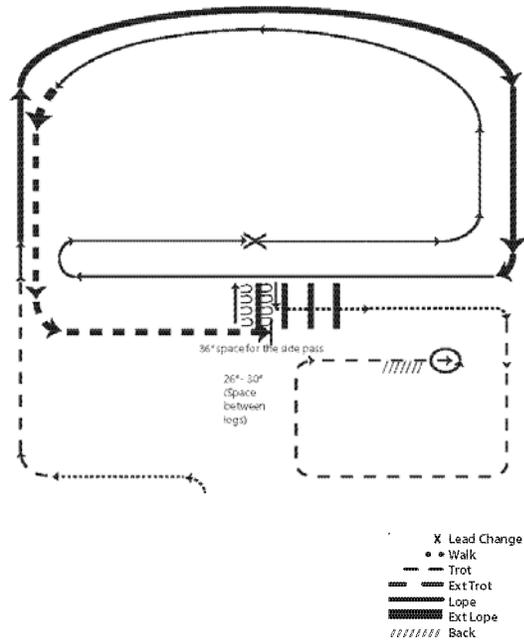
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

RANCH RIDING - PATTERN 4



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING - PATTERN 5



1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

173.0 RANCH TRAIL HORSE

173.1. PURPOSE

173.1.1 the purpose of a ranch trail horse is to test the horse rider combination (competitor) on their ability to execute required maneuvers and or obstacles encountered during everyday ranch trail work. The competitor is judged on the correctness, efficiency, accuracy and execution through a series of obstacles or maneuvers referred to as the course.

173.1.2 Emphasis is on the attitude, responsiveness, and mannerisms exhibited by the horse, while at the same time assessing the rider's effectiveness and horsemanship skills. An ideal ranch trail horse should have a natural ranch horse appearance from head to tail, demonstrate confidence, attentiveness, calmness and ride-ability throughout the entire course.

173.2. CLASS REQUIREMENTS

173.2.1 A ranch trail course must include no less than six and no more than ten obstacles.

173.2.2 Course design must ensure that obstacles are not hazardous or unsafe for the horse, or rider. Course design obstacles should be appropriate to ranch work and are not to trap or eliminate a horse/rider team by making an obstacle too difficult. All course and obstacles are to be constructed to reduce the risk for accidents. Course designers have the option of setting the course to best fit the arena conditions. An outdoor natural setting is recommended where appropriate terrain is available.

173.2.3 Each single performance event can be time consuming, so it is imperative that time restrictions are considered. The course designer or show committee, either through a pilot run, or estimate, shall select a course that has a continuous and positive flow that can be negotiated in approximately five minutes or less.

173.3 JUDGES

173.3.1. Judges must walk the course prior to starting class, and have the final authority to alter the course at their sole discretion where safety concerns are a consideration. Judges may remove or change any obstacles they deem unsafe, non-negotiable, or unnecessarily difficult.

173.3.2. If at any time a trail obstacle becomes unsafe during a class it shall be repaired immediately, or removed from the course at the discretion of the judge. If the obstacle cannot be repaired during a class and some competitors have completed the course, the score for that obstacle shall be deducted from all previous competitor runs in that class.

173.4. MANDATORY GAITS

173.4.1 It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored approaching an obstacle. Trot must be at least 35 feet and may be scored with or on the approach to an obstacle. Lope must be lead-specific, at least 50 feet and may be scored with or on the approach to an obstacle.

173.5. MANDATORY OBSTACLES The course must include each of the following mandatory obstacles:

173.5.1. RIDE OVER obstacles on the ground (usually logs). Gaits of Walk, trot, or lope may be used. A Ride Over obstacle at a minimum of one gait is mandatory. Additional walk overs in other gaits in the same course are optional.

a) Walk-overs: Walk over no more than five logs, not more than 10 inches high, spaced 26 – 30 inches apart. The formation may be straight, curved, zig-zagged or raised.

b) Trot-overs: Trot over no more than five logs, not more than 10 inches high. Spacing between logs or poles should be 36 – 42 inches apart. The formation may be straight, curved, zigzagged or raised.

c) Lope-overs: Lope over no more than five logs, not more than 10 inches high. Spacing between logs should be 6 to 7 feet apart. The formation may be straight, curved, zigzagged or raised.

173.5.2. GATE Opening, passing through, and closing a gate. The type of gate used must not endanger the horse or rider.

173.5.3. BRIDGE a ride over wooden bridge that must be sturdy, safe, and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. The minimum width of any bridge shall be 36 inches wide, and length at least 6 feet long. Bridge may be raised up to a maximum of 10 inches in height.

173.5.4 BACKING obstacles are to be spaced a minimum width of 28 inches. If elevated, 30 inch width spacing is required. Backing through and around at least three markers per obstacle is required. Backing through L, V, and U shaped or straight lines combined into one obstacle, similarly shaped obstacle is required. The obstacle may be elevated not more than 24 inches.

173.5.5. SIDE PASS any object which is safe and of any length may be used for obstacle to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.

173.5.6. DRAG an object: may be used for open, cowboy and amateur classes ONLY. The drag is not to be used in youth classes. Drag may be a complete figure eight pattern and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for the duration of the drag.

173.6. OPTIONAL OBSTACLES

173.6.1 Obstacles that can be found in everyday ranch work may be used or any combination of obstacles on a course plan. Optional obstacles may include, but are not limited to:

- a) A jump obstacle where center height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle.
- b) Live or stuffed animals or animal hide that be encountered in an outdoor setting may be used. These should not to be used in an attempt to spook a horse.
- c) Carry object from one part of the arena to another.
- d) Remove and replace materials from a mailbox.
- e) Trot through cones spaced a minimum of 6 feet apart.
- f) Cross natural ditches or ride up embankments.
- g) Swinging a rope or throw rope at a dummy steer head.
- h) Step in and out of obstacle. -
- i) Putting on slicker or coat while mounted.
- j) Ground tied horse for rider to mount with mounting block.
- k) Walk through water obstacle.
- l) Open gate on foot.
- m) Dismount and pick up horses feet.
- n) Walk through brush.
- o) Ground tie horse. Rider must walk away from horse a minimum of 15 feet before returning to horse
- p) Lead horse at the trot.

173.7. PROHIBITED OBSTACLES

173.7.1. Examples of prohibited obstacles but not limited to these examples are; tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs elevated in a manner that permits log to roll in a dangerous manner, are prohibited.

173.7.2. The judge may determine if any obstacle is considered not safe, and remove it from the course at their sole discretion, at any time prior to, or during a class. If any competitors have already completed the obstacle prior to it becoming unsafe, the score for that obstacle shall be removed from all competitor runs in that class.

173.8. COURSE MAPS

173.8.1 At the discretion of show management the class course plan, or map, may be published, provided, or posted prior to the day of competition. The course plan for each class must be posted at least one hour prior to the start of the class. Copies of printed course maps may be provided at the competition for exhibitors which is encouraged.

173.9. SCORING - CREDITS AND PENALTIES

173.9.1. All courses begin upon entering the arena. Any infractions are subject to penalty marks at that time (such as two hands on the reins, using either hand to instill fear or praise, etc.). The rider has the option of eliminating any obstacle, however, this will result in an "OP" score for that obstacle and competitor being "off pattern". The "off pattern" competitor may not place higher a competitor who completes all obstacles and course plan correctly. A base score of 70 points is used, with penalties or credits awarded for each maneuver and or obstacle. Penalty and credit scores are added or subtracted accordingly from the base score of 70 points to determine a total final score. Competitors of placed in each class based on the final scores in descending order of high score to low score. Where there is a tie for placing in a class, the competitors remain tied.

173.9.2. A judge at their sole discretion may ask a competitor to pass on any obstacle after three refusals or attempts at an obstacle lasting more than 15 seconds, or at any time on course for safety concerns.

173.10. CREDIT points are scored for each obstacle and maneuver score when performed smoothly, correctly and efficiently. Horses may receive credit for attentiveness, willingness, and ability to negotiate through the obstacles efficiently while being responsive to light aids of the rider.

Credit scores of: (0) Correct: (+ ½) Good: (+1) Very Good: (+1 ½) Excellent.

173.11. Quality of gaits demonstrating a forward correct movement may be considered as part of the maneuver score. The horsemanship skill of the rider may be assessed as a separate score included in total score, or may be considered as part of the maneuver score.

173.12. PENALTY points are assessed at the discretion of the judge for each obstacle and maneuver where applicable. The following are examples, but not limited to, performance factors which may receive penalty points:

173.12.1

a) -1 Point Penalties:

Over-bridled (per maneuver), out of frame (per maneuver), each hit, bite or stepping on a log, cone, plant or any component of the obstacle, incorrect or break of gait at walk or trot for two (2) strides or more; skipping over or failing to step into required space of obstacle; split pole in lope-over or incorrect number of strides, moving one step or more on mount/dismount except shifting to balance, or on ground tie.

b) -3 Point Penalties:

Wrong lead or out of lead; draped reins; break of gait at lope; break of gait at walk or trot for more than two (2) strides; moving two to three steps on mount/dismount on ground tie.

c) -5 Point Penalties:

Spurring in front of cinch; blatant dis-obedience(s); use of either hand or rein to instill fear; use of two hands per maneuver; more than one finger between split reins or any fingers between romal reins per maneuver; knocking over, stepping out of or falling off an obstacle; dropping an object required to be carried; 1st or 2nd cumulative refusal; letting go of gate, four or more steps on mount/dismount or ground tie.

d) -10 Point Penalties:

Unnatural ranch horse appearance whereby the horse's tail is obviously and consistently carried in an unnatural manner in every maneuver.

e) Off-Pattern (OP) score: includes obstacles or maneuvers not executed in correct order, leaving working area before pattern is complete; 3 refusals on course; repeated blatant disobediences; failure to dally and remain dallied are all scored OP. Off pattern competitors cannot place above competitors in a class who complete the pattern correctly.

f) Elimination (E): Lameness, abuse of horse, illegal equipment, misconduct, improper attire, fall of horse or rider, constitutes elimination of competitor from class results.

173.12. OBSTACLE SCORES are awarded for each obstacle and maneuver using the following scoring method: (-1½) Extremely Poor: (-1) Very Poor: (-½) Poor: (0) Correct: (+½) Fairly Good: (+1) Good: (+1 ½) Very Good

173.13. MANEUVER SCORES are awarded for each obstacle and maneuver using the following scoring method: (-1½) Extremely Poor: (-1) Very Poor: (-½) Poor: (0) Correct: (+½) Fairly Good: (+1) Good: (+1 ½) Very Good

173.14. JUDGING PROCEDURES A ranch trail scoresheet for each class must be provided for the judge.

173.14.1 A judge scribe is necessary to assist the Judge keeping a record of each competitor's obstacle and maneuver scores awarded by the Judge recording any credit or penalties scores applied over the entire course.

173.14.2 The Judge is expected to focus attention based on the performance of horse and horsemanship skills of the rider at each obstacle and maneuver over the entire course.

173.14.3 The Judge is responsible to ensure the scribe has recorded scores and calculated the Final score correctly at the end of each competitor performance.

173.14.4 The total penalties and credits for each maneuver and obstacle, are added or subtracted accordingly to a base score of 70 points for a final score. Final Scores are used to determine the placings of competitors in all classes.

173.14.5 The Judge must be provided enough time at the end of every class to verify scores, confirm the final placings by entry number, and sign scoresheet. The competition name, class #, date, location, Judge's name and signature line must be listed on all scoresheets for official results.

173.14.6 At the sole discretion of show management final scores or placings may be posted on a separate score report. Judges scoresheets are official results of the competition and generally not used for results posting. Any competitor may request and be permitted to view a Judge Scoresheet in the show office.

173.15. RANCH TRAIL SCORESHEETS can be found on the Horse Council BC website at link;

<http://www.hcbc.ca/index.php/competitions/competition-documents/>

174.0 MOUNTAIN TRAIL DIVISION

174.1 Purpose

Mountain Trail classes are designed to demonstrate the horse's ability to negotiate and maneuver through and around obstacles they may encounter in a natural mountain trail setting. The horse will be asked to perform multiple maneuvers over a course of obstacles that range from traditional trail obstacles, which may include hills, bridges, ditches, water, ponds, rocks, logs or split logs. The horse may be required to back out of obstacles, side pass over, complete pivots with belly turns or 360, 180, 90, and 45 degree turns either left or right, circles, or other maneuvers, and move forward between obstacles at the gait(s) specified on the course plan.

A rider may be asked to dismount, mount, drag or move an object as part of an obstacle, or guide the horse through obstacles while dismounted. The portrayal of natural mountain trail obstacles is the basis for course design. Courses should contain between ten up to sixteen obstacles, and test the skill of the horse and rider's performance over the entire course. The difficulty of obstacles or maneuvers should be appropriate for the level, type of class, and or competition. A start and finish marker should be included on the course map.

Classes are judged on the horse's ability to maneuver through obstacles demonstrating focus, confidence, responsiveness to rider's aids, while efficiently executing the obstacles.

The quality of the horse's performance, as well as the horsemanship skill of the rider guiding the horse through the obstacles over the entire course are scored by the judge. Higher scores are awarded where the horse and rider perform well as a unified team.

The horse should approach obstacles in a forward motion remaining focused, bold, and with a willing attitude. On the line of travel between obstacles, the horse should be moving forward with a balanced, relaxed, natural head and neck position.

The term "horse" herein, refers to all breeds of equine, horses, ponies, VSE, mules, with no preference given for any type, breed of horse, or style of riding. Scoring penalties and credits are assessed at the discretion of the Judge(s), based on performance, correctness and ease of negotiating obstacles.

174.2 Age & Technical Categories

Youth – 17 years old and under as of January 1st of the current year. Youth competitors are not permitted to compete with a stallion.

Senior – 18 years and older as of January 1st of the current year.

Adult Amateur – 18 years and older as of January 1st of the current year, who participates in equestrian sport for pleasure only, and has not received any payment for training horses or coaching riders in the equine industry.

Novice – A **novice rider** that is less experienced and defined as a rider competing in their first year of mountain trail competition. A novice rider may not have competed in any Mountain Trail class, division, or competition prior to the current year. Novice riders may not compete in open division at the same competition with no cross entry permitted.

Green – A **green horse** that is less experienced and defined as a horse that is competing in their first year of mountain trail competition, having not competed in any Mountain Trail classes, or competition prior to the current year.

Intermediate – Adult riders who have more experience competing in Mountain Trail classes, or competitions for over one or more years but may not be confident for advanced or open division courses.

Open – This category is open to all riders and horses with no restrictions. Obstacles may be of more complexity and or difficulty designed to test skills of advanced horse and rider combinations. Novice riders are not permitted to cross enter at the same competition.

174.3 Mountain Trail Divisions

Level 1 – Training: The obstacles should be performed at the walk only, easy to understand, with basic maneuvers or skill techniques required to complete the obstacle.

Level 2 – Intermediate: The obstacles may be performed at the walk, or jog (or gait). The horse and rider are required to be conditioned to compete over a longer course.

Level 3 – Master / Open: Obstacles may be performed at the walk, jog (or gait), lope, or canter. Horse and rider have established skills to negotiate difficult obstacles, and are conditioned to compete over a longer course.

The following divisions are recognized at competitions. Local divisions or classes may be included as listed in Prize list.

	<u>In Hand</u>	<u>Riding</u>	
1. Lead-Line	X		
2. Novice Division	X	X	
3. Youth Division			
Level 1	X	X	
Level 2	X	X	
Level 3	X	X	
4. Adult Division			
Level 1	X	X	
Level 2	X	X	
Level 3	X	X	
5. Open Division			
Level 1	X	X	
Level 2	X	X	
Level 3	X	X	
6. Money Classes		X	If offered are open to all riders
7. Gambler's Choice		X	50% Time / 50% Technique – a timed event where each obstacle is worth a pre-determined number of points.

174.4 Tack and Attire

Competitors may present themselves in either English style or Western style tack. The appropriate attire should be consistent with the style of tack presented. Clean working tack is required for all competitors. Horse Council BC highly recommends that all riders wear properly fitted approved BSI or ASTM protective headgear at all times when mounted.

Adults may compete in a properly fitted BSI or ASTM approved riding helmet or a western style hat. Youth competitors are required to wear properly fitted approved BSI or ASTM protective headgear with safety harness securely attached at all times when mounted on the event grounds. Riding boots of any style English or Western with a 1 inch heel are required.

Saddles: English, Western, Endurance, Australian saddles are all permitted.
 Bridles: English or Western style bridles, bosal, hackamore, or bit-less bridles are permitted.
 Bits: Any style of snaffle bits are permitted and may be ridden with two hands. Any twisted wire bits are not permitted.
 Any style of curb or shank bits are permitted but must be ridden with one hand or be penalized at the discretion of the judge. Rommel or split reins are permitted.

Optional Tack: Crops, Splint boots, polo wraps, leg protective boots, spurs, raincoats, gloves. The judge may disallow any tack for safety concerns.

174.5 Course Definitions

Course Walk Through is an opportunity to navigate the course on foot prior to competition to become familiar with the course plan. Exhibitors are encouraged to walk-through the course prior to the judge's official course walk-through. Judge's course walk-through is scheduled prior to the beginning of the class. Estimated times should be posted at competition. The judge leads the walk-through with the use of course maps, with course direction fairly self-explanatory. The judge may give directions at different obstacles. Participants should refrain from talking during the judge's walk-through so all competitors can hear the judge's directions. Questions are answered by the judge following each obstacle on the walk-through.

Order of Go is randomly determined and must be posted prior to the class or competition. The Order of Go is the order in which exhibitors in a class compete on the course. Estimated start times for each class are optional at competition organizers discretion.

In Hand Class is when a handler leads the horse through the course plan of obstacles on foot using a halter and lead, or bridle with a “git down” rope.

174.6 Obstacle Definitions

In Hand or Leading – may be performed with a halter and lead, or bridle with a git down rope. The horse should lead willingly, not crowding or lagging behind handler which results in a lower score.

Mounting or Dismounting – A rider may be asked to mount or dismount from either side on course. Rider should hold reins in their hands at all times. Horse should stand quietly and securely. Any movement by the horse will result in a lower score. A mounting block will be provided for re-mounting.

Hoof Check – The horse should pick up leg willingly, and not move around. The rider should keep control of horse at all times, whether the horse is tied, ground tied, or in hand. Riders may be required to pick up any number of feet including from the same side.

Gates – The rider may be asked to open gate from either direction, pulling, pushing, or backing through gate. The rider should have control of gate at all times. The horse should follow direction from rider to stay close to gate and minimize movement.

Stop and Pause – The rider may be asked to stop and pause at any time on the course plan. The horse should stop quietly and stand without any anxious movement until the rider is ready to move forward.

Uphill or Downhill – The rider should maintain center of balance at all times, to help horse maneuver the obstacle either uphill or downhill.

Water Crossing or Ponds – the horse should enter water obstacle without stopping and continue in a forward motion in the direction of the course plan.

Dragging or Pulling – The rider may hold the rope or dally, never allowing the rope to entangle the horse, or rider. The horse should stand quietly and not react to the rope or object being pulled or dragged.

Bridges – The horse should approach a bridge squarely and move over bridge in a forward motion when entering, crossing, and exiting the bridge in a straight path.

Step Over(s) – The horse should go over the step over without hitting the obstacle. Very small equines (VSE) or ponies will not be penalized for hopping or jumping a tall step over obstacle.

Backing – Backing obstacles shall be completed in a straight motion without weaving side to side. Backward motion must be performed at a consistent regular pace. Horse will be penalized for hitting obstacle while backing.

Side passing – The rider may be required to side pass the horse in an obstacle. The horse should side pass keeping body perpendicular with obstacle, without moving forward or backwards. The horse will be penalized for hitting obstacle while side passing.

174.7 Manner Definitions

Forward Motion – Throughout the entire course the horse and rider must continue in a forward motion unless the pattern specifies otherwise. The horse’s pace or gait should be regular, consistent, and not alter unless the rider is performing a different movement or gait specified in the course plan.

Balance – Refers to a horse rider combination that is clearly unified as a team while negotiating obstacles or maneuvers, performing smoothly, making it look effortless, simple, vigorous, fun, and easy.

Horsemanship – Refers to the rider’s ability to perform with confidence, balance, in harmony with the horse as a unified team, executing obstacles or maneuvers with boldness and ease over the entire course. The rider demonstrates confidence guiding the horse through the obstacles using subtle aids. The rider is penalized severely for instilling fear in the horse, jerking on bit, and or for excessive use of crop or spurs.

Control – Rider must maintain control of the horse at all times whether mounted or leading in hand.

Rider Awareness – A rider should be pay attention to the direction of the course, guiding the horse straight to each obstacle. The rider should evaluate each obstacle with a clear plan in mind, and demonstrate a safe, correct execution of the obstacle.

Overall Awareness – The horse should respond to rider without hesitation or resistance. The horse should have an alert expression and focus, demonstrating boldness and with a willing attitude. The pace of horse should be regular and maintained through the entire obstacle.

Course Pattern or Plan – It is important for a rider to stay on pattern. Going off pattern will result in a zero (0) score for that obstacle.

174.8 Judging Mountain Trail

Judges will score each obstacle considering three phases; the entrance, middle, and exit of the obstacle. Judges will consider the approach to an obstacle, the straightness, accuracy, attention, and willingness by which the horse enters the obstacle maneuvers through and exits the obstacle. Horses are judged and scored on performance negotiating obstacles carefully, not rushing, responsive to the rider aids, correctly executing with a forward moving tendency throughout the obstacle. Credit or penalty scores are assessed by the judge for each obstacle or maneuver on course with the total final score calculated to determine the class placing results.

174.9. Scoring Systems – Two Options

At the discretion of the Judge, or the competition management, one of two recognized scoring systems may be used at Mountain Trail competitions. Scoring systems are based on the same horse and rider performance criteria stated herein. Credit and penalty scores are assessed for each obstacle or maneuver, and accumulated over the entire course to determine a total Final score for each competitor. The scoring system used is at the discretion of the Judge(s). Whichever scoring system is used at a competition, the same system must be used for all classes of the competition. The Final total score determines the class placings.

174.9.1. (0 – 10) Scoring System

Judges score each obstacle or maneuver on the course out of a maximum possible of 10 points.

A horsemanship assessment for the rider may be included in each obstacle score, or may be included on scorecard as a separate score with a total score possible from (0 – 10). Half marks (.5) may be used.

Using the (0 – 10) scoring system, the Final score is calculated into a percentage score. If a separate score is used for horsemanship skill of rider then 10 points is added to total possible points for final score calculations.

Formula to determine percentage final scores is as follows:

Add the total points (0-10) awarded to the competitor over the entire course. Deduct any penalty scores for misuse of tack on course. Divide total points awarded by the Judge(s) by the total points possible for the entire course plan. Example; Number of obstacles on course x 10 points + horsemanship score = total points possible.

Multiply by 100 = Final score in percentage. Percentage scores should be recorded to two decimal points for Final score placing.

Final Score percentages are recorded on judges score sheet. Classes are placed in a descending order of percentage from high to low. Final competitor placings by entry number are listed on score sheet and must be verified by the judge prior to awards or posting results.

Example(s) of performance deductions when using the (0 – 10) scoring system are:

- **Minor deductions** of (.5 to 3.0 pts) in a score may result from, but are not limited to; hitting or stepping on a log, plant or a component of an obstacle, incorrect or break of gait, steps (s) taken while ground tying, approaching an obstacle off centered, loss of forward motion, rushing, one-two step (s) going into an obstacle or out of an obstacle.
- **Average deductions** of (3-5.5 pts) in score may result from, but not limited to: dropping or letting go of the gate or object, the horse taking more than 3 steps on a ground tie, tight reins, over bridled, minor disobedience or resistance, loss of attention, willingness or forward movement.
- **Major deductions** of (6-9 pts) in score may result from, but are not limited to: Refusal(s), balking, or evading an obstacle, blatant disobedience (kicking out, bucking, rearing, striking), errors of course, or rider using hand to instill fear in the horse. Refusal or any action taken by the horse to avoid performing an obstacle, any part of a combination of obstacle, or portion of the course. Such actions may include evading or running past an obstacle, complete loss of the required gait, and any blatant action by the horse that demonstrates an unwillingness to approach, negotiate, and or complete an obstacle.
- **Off-Pattern (OP)** obstacles or maneuvers not executed in correct sequence as directed by the judge or course map; missing an obstacle entirely.
- **Zero Score (0)** – After 15 seconds attempting an obstacle, the judge may instruct the exhibitor to move on to the next obstacle and receive a Zero 0 score for that obstacle. A competitor may choose to bypass an obstacle and receive a Zero (0) score for that obstacle.
- **Misuse of tack** will result in at least a two (2) point deduction for each occurrence. The points deducted will be determined on severity on the misuse of tack. Example: using a rein to instill fear in the equine will result in more than 2 points deduction for each occurrence or at the judge's discretion. Penalties are deducted from total points awarded prior to final score calculations.
- **Disqualification from Course**
 - Fall of horse or rider
 - Abuse or aggressive schooling
 - Improper language to an official or judge

Class Placings: A horse that receives a 0 score for any obstacle for a complete refusal on course, may not be placed higher than a horse with a score for each obstacle.

174.9.2. 70 Base Score System – I.M.T.C.A

Judges start with a base score of 70 points and add or deduct points. The same judging performance criteria is applied to each obstacle whether it be a bridge, gate, trench, water, logs, rocks or other. The judge will make assessments for performance with each obstacle given a value of 9 points. This gives a foundation for scoring if an obstacle is not attempted or incurs penalties.

Each obstacle is scored in three phases as follows;

- **Entry into the obstacle - 2 points**
Two points are given if the horse enters the obstacle straight, acknowledges the obstacle, and maintains forward motion in an alert and willing manner. A horse may stop for up to 3 seconds to examine the obstacle before entry without penalty but will not be eligible for a Bonus score. After 3 seconds it may be counted as a refusal and lack of forward motion.
- **Navigating through the obstacle – 5 points**
Five points are given if the horse picks its way through obstacle in a willing, confident, bold and safe manner without stumbles, clicks, or breaks in gate.
- **Exiting the obstacle – 2 points**
Two points are given if the horse exits at the same speed that it entered and is straight and on course.
- **Bonus points (optional) –** If the horse and rider navigated the obstacle demonstrating an excellent performance, the judge has the option of adding 3 bonus points to the score for that obstacle. (1 point for entry – 1 point for body – 1 point for exit.)
- **Horsemanship points – (0 – 5 points)**
Judge(s) will determine a score for the horsemanship awarded at each obstacle. Half-points may be used.

Obstacle Penalty Deductions

Entry Deductions

- - 1 point – Horse does not enter an obstacle straight one horse length, willing and/or breaks forward motion with a pause longer than 3 seconds. (“stop” is a break of forward motion longer than 3 seconds on entry only) Does not enter the obstacle centered.
- - 2 point – Horse refuses twice (the horse backs up twice) and/or horse has two refusals and is not straight and/or will not enter obstacle. Jumps into an obstacle
- - 9 point – after three refusals the horse and rider must move on to the next obstacle.

Navigating Deductions

- - ½ point- For each tic of an obstacle, hopping into/out of an obstacle with the front two or back two feet, slight off center entry, slightly off from entering straight into the obstacle.
- - 1 point – hopping into/out an obstacle, every stride out of gait, every stride off center in an obstacle, missing a required step in an obstacle, break of gait, failure to enter an obstacle straight one horse length, failure to enter obstacle in the center,
- - 1 to 1 ½ point – Horse and rider lose forward motion, Horse steps on or moves an obstacle, Incorrect or break of gait, Skipping space or failing to step into required space, 1 step on dismount or ground-tie (except shifting to balance), Deviates from center of obstacle and or course pattern.
- - 2 to 2 ½ point – Horse stumbles, rushing, Incorrect or break of gait at walk or jog for 2 strides or more, Out of lead or break of gait at lope, Knockdown, Jumping out/in the obstacle entry/exit, Steps out of obstacle with one foot, once the foot had entered obstacle, Missing one element of obstacle on line of travel with one foot, steps on dismount or ground-tie
- - 3 – Horse is not listening to the rider or judge’s discretion, consistent tight rein.
- - 4 – A small rearing where the front two feet leave the ground when uncalled for. Unsafe behavior by the horse, but not bad enough to be dismissed from the class or receive a – 5 point penalty.
- - 5 points – All the above. Rider or horse’s safety placed at risk. Horse steps out of the obstacle with two or more feet once entered, or falls off obstacle. Dropping slicker or object, cumulative refusals, balking, or

evading obstacle(s). Rider letting go of gate. Stepping outside the confines of, jumping off, or out of obstacle with more than one foot, once entered obstacle. Blatant disobediences, 4 or more steps movement on a dismount, or ground-tie, Holding onto saddle, except to mount and dismount, or for large step down obstacles, or large step ups or jump ups. For excessive whipping or spurring, horse rearing or bucking.

- - 18 – failure to attempt an obstacle

Exit Deductions

- -1 to 1 ½ point – Hurries or rushes, not straight one horse length, not centered
- -2 point – Not straight and all of the above and not safe, jumps out
- -9 point – A rider can't receive a greater deduction than -9 point for any given obstacle, if obstacle attempted

- **Horsemanship Deductions**

0 – 5 points possible for each obstacle. Penalty deductions may be assessed for use of hand or tack to instill fear or praise. Jerking on the bit. Excessive use of spurs or crop, over correction of the horse, dirty tack or horse, use of 2 hands other than riding with a snaffle or English style. Equipment failure, entering or exiting obstacle from incorrect side or direction, working obstacle the incorrect direction. Riding outside boundary marker of arena or Course hold area, Failure to show correct gait between obstacles as designated. Failure to follow the correct line of travel between obstacles, horse head consistently carried too low or over flexed. Excessive emotions of anger or praise. Talking in any way inappropriately to a judge. Consistent tight rein.

- **Disqualification from class**

Fall of horse or rider
Abuse or aggressive schooling
Improper language to an official or judge

Co-efficient Obstacles

- As determined by the Judge(s) specific obstacles identified prior to class may be assigned a co-efficient (x 2) valued twice the points possible for that obstacle.

Class Placing

A horse that receives a (- 9) at any obstacle for a complete refusal may NOT place higher than a horse with a score for each obstacle. All penalties apply to each obstacle.

Timer(s) – for timed classes a designated timer must keep the official time for all competitors.

IMTCA Score sheets must be used for all approved IMTCA competitions around the world. No exceptions
Score Sheets are available for all to use.

174.10 Judge Score Sheets

Class score sheets at a competition must be provided for the judge by the competition organizing committee. An experienced scribe may assist the judge recording the scores in the arena, or the Judge may record their own scores. The score sheet keeps a record of each competitor's individual obstacle or maneuver scores on course, with any credit or penalty scores from the Judge noted.

The total penalties and or credits of maneuver and or obstacle scores are added or subtracted according to the system used. This results in a Final score which determines class placing results in descending order from high to low score.

Calculating the Final scores may be determined by the Judge, or the assistant scribe in arena, or a scoring secretary in the office. All Final score calculations must be verified by the judge. Final placings by entry number are recorded on all class score sheets. The judge's name, signature, class #, date, competition name, location should be listed on score sheets.

All Judge Score sheets are available for downloading on the HCBC website at the following link:

<http://www.hcbc.ca/index.php/competitions/competition-documents/>