

Western

8

# HORSE COUNCIL BC

## 2023 Western Performance Rules

Western Section 8

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## **Western Division: Section 8**

### **8.1 Western Performance**

The following rules apply to Ranch Riding Horse, Ranch Trail, Trail, Western Performance, Western Equitation, Western Horsemanship, Western Pleasure, Western Riding, Command Class Divisions.

#### **8.1 (a) Attire**

1. Adults may wear either a western style hat or approved protective headgear.
2. No rider may be penalized for wearing equestrian protective headgear or a safety vest in any class.
3. Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, (jackets, sweaters, vests and rain slickers are optional).
4. Long pants or clean conservative jeans.
5. Western boots with a 1" heel.
6. Chaps are optional.
7. Gloves are optional.
8. Ties are optional.
9. Spurs are optional.

#### **8.1 (b) Elimination**

1. Any exhibitor being assisted by a second person inside or outside the arena.
2. Any exhibitor striking, touching a horse forwards of the cinch with any object including the hands.
3. Failure by exhibitors to wear correct number in a visible manner.
4. Knocking over an obstacle or going off pattern.
5. Excessive schooling or training.
6. Illegal use of hands on reins.

#### **8.1 (c) Equipment**

1. Western type headstall must be used. A Western cavesson (braided or plain), or pencil bosal with space for two fingers placed between the cavesson and the jowl of the horse is allowed.
2. Junior horses may compete in a regulation snaffle bit or bosal-type hackamore.
3. Junior horses may compete with a Western curb bit using one hand only
4. A horse of any age may be shown in a snaffle or hackamore
5. 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.
6. Split or romel type reins.
7. One hand only to be used to hold reins.
8. Hackamore (see Section 8.1 /d) Equipment for description)

### 8.1 (c) Equipment (cont'd)

9. No metal, studs of any kind, or other harsh substances can be used in conjunction with or part of a Western cavesson and the jowl of the horse is allowed.
10. A Hackamore (Bosal) is permitted and is defined as 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. Bosals may be wrapped with smooth electrical tape to prevent rubbing.
11. Any horse may compete with a western style bit or solid curb bit with one hand.
12. Any horse may compete with a snaffle bit and split reins in two hands.
13. A plain noseband is optional with a snaffle bit bridle.
14. Split or romal type reins may be used.
15. A western style saddle is required.

### Bits

1. **Curb:** defined as a solid or broken mouthpiece that has shanks which act as leverage. Free of mechanical device and has 8-1/2" (215 mm) maximum length shank, which may 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
2. **Snaffle:** Is defined as a 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.

### Prohibited Equipment

- Draw Reins
- Tapaderos
- Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
- Wire curb bit, regardless of how padded.
- Any chin strap narrower than ½" inch.
- Standing or running martingales or tiedowns
- Bosal without reins attached and used as a noseband
- Mechanical hackamores.
- Horsehair Bosals
- Any Twisted wire mouthpiece
- Rope halters or bridles

### **Prohibited Equipment (cont'd)**

- Soft leg wraps.
- Standing or running martingales, nosebands on bridles, or tiedowns – EXCEPTION: Speed Events
- Whips, bats, quirts EXCEPTION: Speed Events
- 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

### **8.1 (d) Horse**

1. A horse shall be considered to be one year of age on the first of January following the actual date of foaling.
  2. Junior Horses are five years of age or younger as of January 1 of the current year.
  3. Junior horses may compete in a regulation snaffle bit or bosal-type hackamore
  4. Junior horses may compete with a western curb bit using one hand only.
  5. Senior horses are six years of age or older as of January 1 of the current year.
- 

## **8.2 Ranch Riding Horse**

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.

### **8.2 (a) Class requirements**

1. The required maneuvers for all test patterns must include the walk, trot, and lope in both directions.
  2. Extended trot and extended lope must be shown a minimum of one direction.
  3. Halt, and rein back are all required movements in all test patterns.
  4. 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.
  5. 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.
  6. The maneuvers may be arranged in various combinations with final approval of pattern required by the Judge.
  7. The use of natural logs, posting in extended trot, touching or holding the saddle horn, is permitted with no penalties
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**8.2 (b) Equipment** (please see Section 8.1 (c) for a list of acceptable equipment)

1. Breast collar and or rear cinch are optional
2. Silver is permitted on tack but must not influence score over good working ranch horse equipment

**8.2 (c) Gaits**

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

**8.2 (d) Scoring**

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.
2. 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.
3. Each maneuver will be scored on the following basis; -1 extremely poor, - ½ poor, 0 correct, + ½ good, +1 very good, +1 ½ excellent.
4. Maneuver scores are to be determined and assessed independently of penalty points.
5. No penalties are assessed for nicks/rubs of logs but may be considered in maneuver score.

### **8.2 (e) Penalties**

Penalty points are assessed for minor and major faults each time on the following basis.

One (1) point penalties

- Too slow pace/ per gait
- Over bridled/ curled
- Out of frame (not level topline)

Three (3) point penalty deduction for each occurrence:

- Break of gait at walk or jog for 2 strides or less
- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope
- Wrong lead
- Cross cantering or out of lead more than 2 strides when changing leads
- Draped reins
- Trotting more than 3 – 4 strides during a simple change of lead
- Severe disturbance or resistance on any obstacle

Five (5) point penalty deduction for each occurrence

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

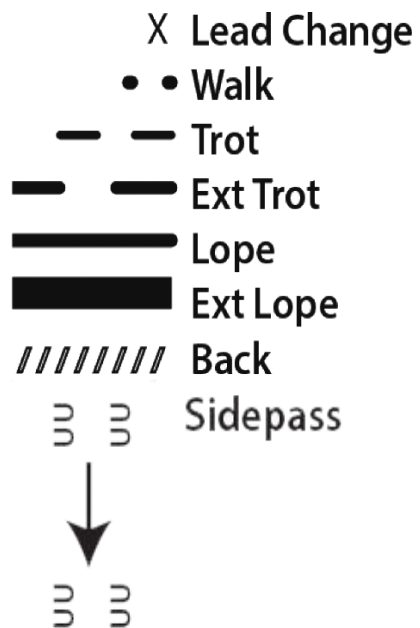
Zero (0) score – Elimination

- Any pattern maneuver not performed.
- Illegal equipment.
- Willful abuse.
- Incomplete maneuver.
- Major disobedience (over 20 seconds resistance)
- Schooling of the horse repeatedly in any maneuver or obstacle

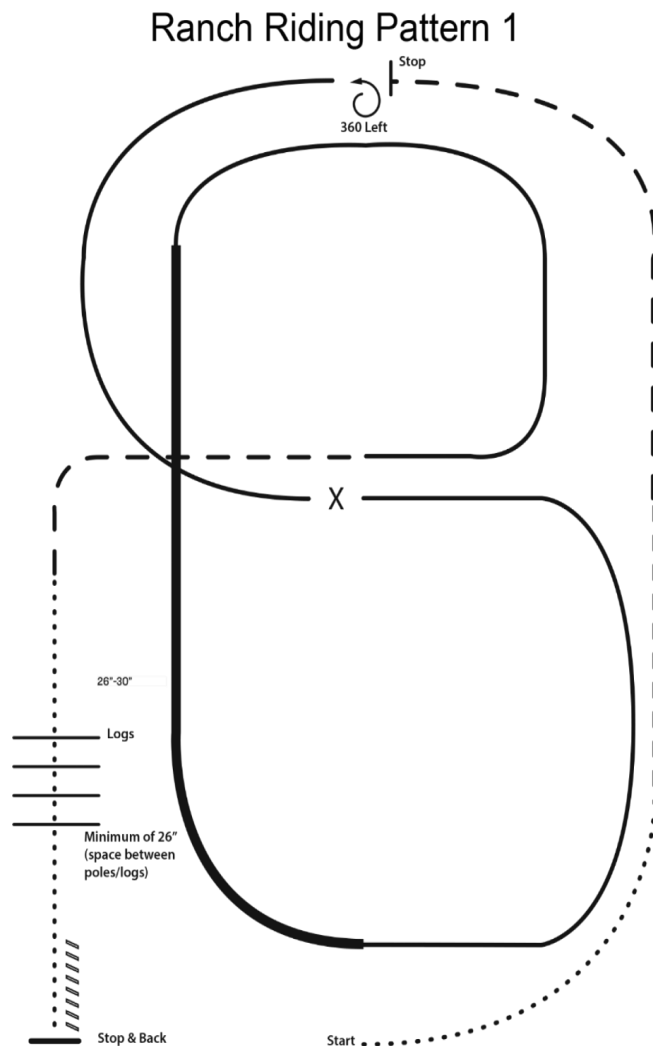
### **8.2 (f) Patterns**

1. May be modified with final approval of the Judge required prior to the competition
2. Where possible test patterns to be used should be published in the prize list and determined prior to the closing date of entries.
3. 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.

### Pattern symbols

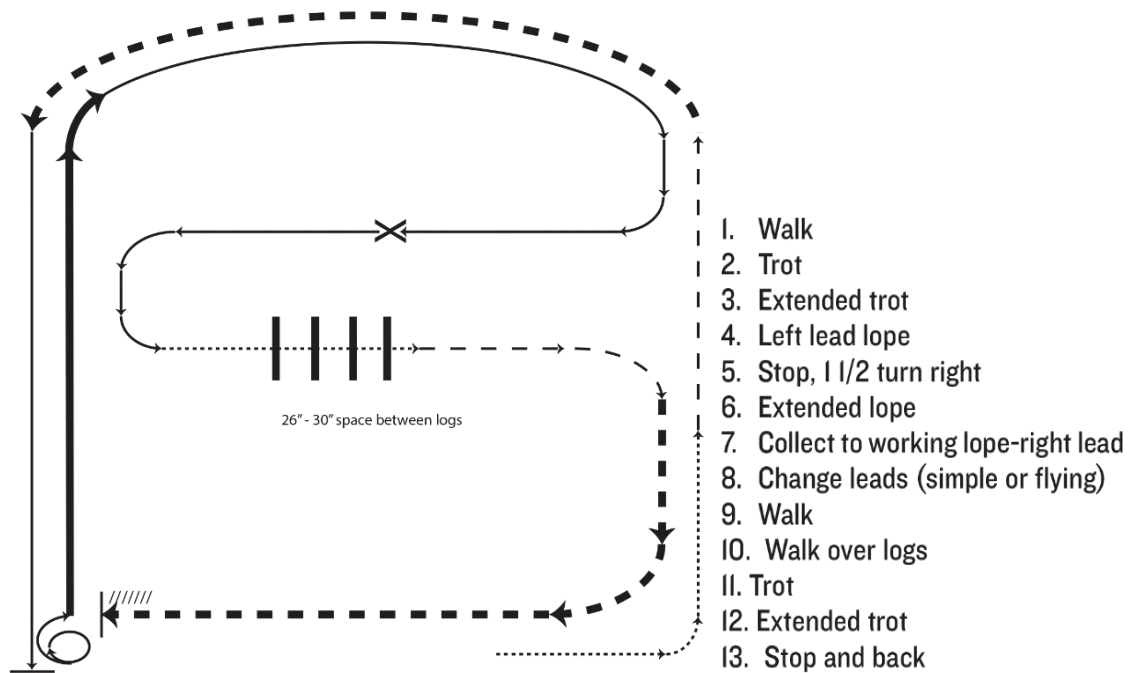




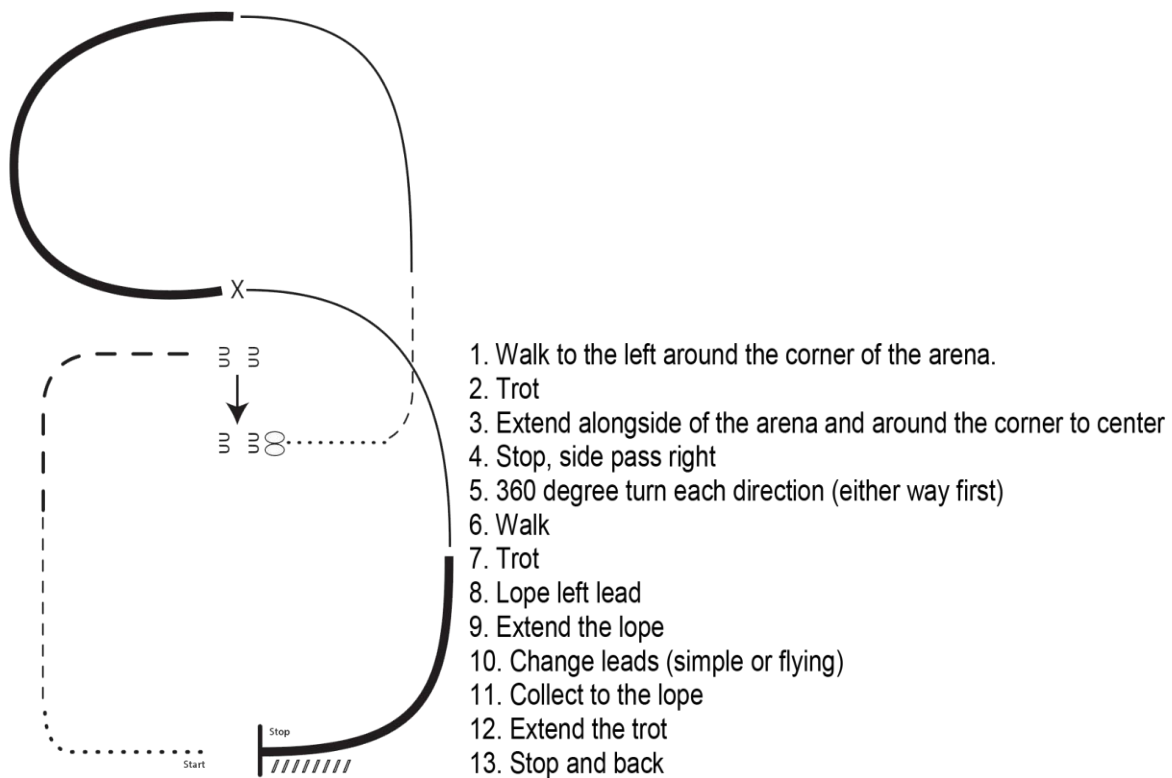


1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top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

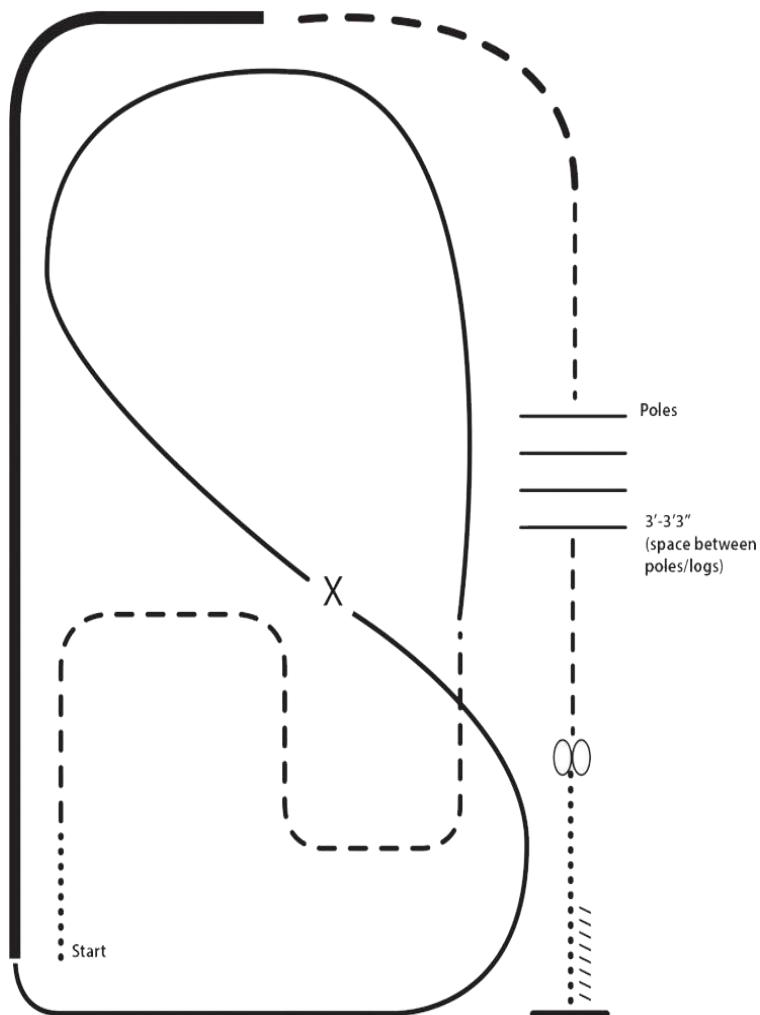
## Ranch Riding Pattern 2



## Ranch Riding Pattern 3

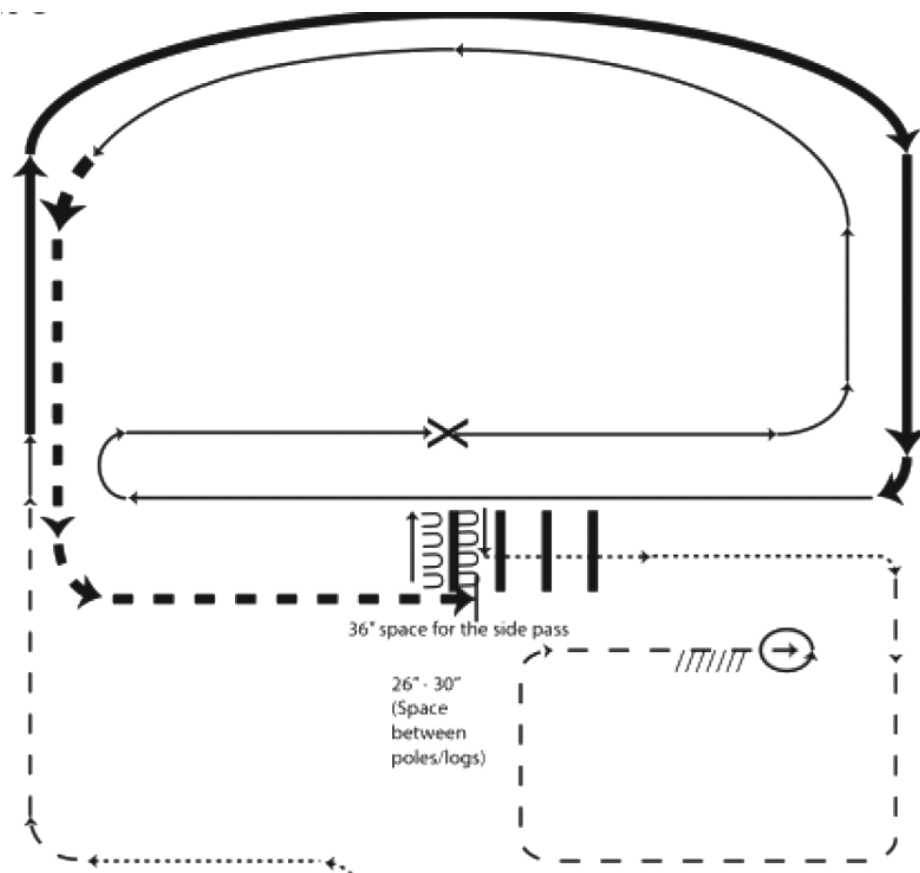


## Ranch Riding Pattern 4



1. Jog serpentine
2. Lope left lead around the end of the arena and then diagonally across the arena
3. Change leads (simple or flying) and lope around the corner of the arena
4. Extended jog around the corner of the arena
5. Collect to a jog, jog over logs
6. Stop, do a 360 degree turn each direction (either direction first)
7. Walk

## 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 ½ way
9. Walk over logs
10. Walk
11. Trot square
12. Sop 360 degree turn left, back

### **8.3 Ranch Trail Horse**

Ranch trail horse should be a test of 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.

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.

#### **8.3 (a) Course**

1. At the discretion of show management, the class course map, may be published, provided, or posted prior to the day of competition.
2. Providing copies of printed course maps at the competition for exhibitors is encouraged.
3. A ranch trail course must include no less than six and no more than ten obstacles.
4. Course design must ensure that obstacles are not hazardous or unsafe for the horse, or rider and be constructed as to reduce the risk of accidents.
5. 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.
6. An outdoor natural setting is recommended where appropriate terrain is available.
7. Course designers must set the course to best fit the arena conditions.
8. Each single performance event can be time consuming, so it is imperative that time restrictions are considered.
9. 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.
10. 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.
11. Judges may remove or change any obstacles they deem unsafe, non-negotiable, or unnecessarily difficult at any time prior to or during a class.
12. 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.
13. If an 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.

#### **8.3 (b) Gaits**

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

### **8.3 (c) Judging**

1. The Judge is expected to focus attention based on the performance of horse and horsemanship skills of the rider at each obstacle and how they maneuver over the entire course.
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.
3. A Ranch Trail scoresheet for each class must be provided to the judge
4. A scribe is necessary to assist the Judge in keeping a record of each competitor's obstacle and maneuver scores and recording any credit or penalties scores applied over the entire course.
5. The Judge is responsible to ensure the scribe has recorded scores and calculated the final score correctly at the end of each competitor performance.
6. 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.
7. The competition name, class #, date, location, Judge's name and signature line must be listed on all scoresheets for official results.
8. At the sole discretion of show management final scores or placings may be posted on a separate score report.
9. Judges scoresheets are official results of the competition and generally not used for results posting.
10. Any competitor may request and be permitted to view a Judge Scoresheet in the show office.
11. Ranch Trail scoresheets can be found to download and print on the Horse Council BC website at link; <https://hcbc.ca/competitions/competition-documents/>

### **8.3 (d) Obstacles**

The course must include each of the following mandatory obstacles:

Ride Over: (obstacles on the ground, usually logs)

- A Ride Over obstacle at a minimum of one gait is mandatory.
- Gaits of walk, trot, or lope may be used.
- Additional ride overs in other gaits on the same course are optional.

The formation of Walk-overs, Trot-overs and Lope overs may be straight, curved, zigzagged or raised.

- Walk-overs: Walk over no more than five logs, not more than 10 inches high, spaced 26 – 30 inches apart
- 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
- 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

Gate (opening, passing through, and closing)

- The type of gate used must not endanger the horse or rider.

### **8.3 (d) Obstacles (cont'd)**

#### **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. A bridge may be raised up to a maximum of 10 inches in height.

#### **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.

#### **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.

#### **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.

#### **Optional Obstacles**

- 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 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.
- Live or stuffed animals or animal hide that be encountered in an outdoor setting may be used. These should not be used in an attempt to spook a horse.
- Carry object from one part of the arena to another.
- Remove and replace materials from a mailbox.
- Trot through cones spaced a minimum of 6 feet apart.
- Cross natural ditches or ride up embankments.
- Swinging a rope or throw rope at a dummy steer head.
- Step in and out of obstacle.
- Putting on slicker or coat while mounted.
- Ground tied horse for rider to mount with mounting block.
- Walk through water obstacle.
- Open gate on foot.

#### Optional Obstacles (cont'd)

- Dismount and pick up horses' feet
- Walk through brush.
- Ground tie horse. Rider must walk away from horse a minimum of 15 feet before returning to horse
- Lead horse at the trot.

#### Prohibited Obstacles

Examples of prohibited obstacles but not limited to the following 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.

#### 8.3 (e) Scoring

1. All course scoring begins upon the competition 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.)
2. 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".
3. The "off pattern" competitor may not place higher a competitor who completes all obstacles and course plan correctly.
4. 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.
5. 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.
6. Competitors are placed in each class based on the final scores in descending order of high score to low score.
7. Where there is a tie for placing in a class, the competitors remain tied.
8. 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.
9. Credit points are scored for each obstacle and maneuver score when performed smoothly, correctly and efficiently.
10. Horses may receive credit for attentiveness, willingness, and ability to negotiate through the obstacles efficiently while being responsive to light aids of the rider.
11. Credits are awarded as: (0) Correct: (+ ½) Good: (+1) Very Good: (+1 ½) Excellent.
12. Maneuver and 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.
13. 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.



### **8.3 (f) Penalties**

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:

#### **One (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.

#### **Three (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.

#### **Five (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.

#### **Ten (10) Point Penalties**

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

#### **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.

### **8.3 (f) Penalties (cont'd)**

#### **Elimination (E)**

Lame horse, abuse of horse, illegal equipment, misconduct, improper attire, fall of horse or rider, constitutes elimination of competitor from class results.

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### **8.4 Reining**

Reining is a judged event designed to show the athletic ability of a ranch type horse within the confines of a show arena. Competitors are required to run specified approved patterns.

#### **8.4 (a) Class Divisions and Conditions**

##### **Beginner Reiner**

1. Open to entry level riders and horses
2. May be ridden 1 or 2 handed; running martingale optional (must be outfitted with rein stoppers)
3. Must run pattern B

##### **Youth 10 and Under**

1. Youth 10 & under as of January 1 of the current year.
2. Must run Pattern A or B only.
3. No penalty for holding the saddle.
4. May ride with standard reins or any type of closed reins.
5. May ride with one or two hands on the reins at any time during the class.

##### **Youth 18 and Under**

1. Youth eighteen (18) years of age or younger as of January 1

##### **Non-Pro**

1. Non-professional riders only who in the three years preceding have not received remuneration for giving instruction on the showing, riding or training of a performance horse.

##### **Open**

1. open to anyone

#### **8.4 (b) Equipment**

Please reference Section 8.2 c) Equipment for a list of acceptable and prohibited equipment.

Optional accepted equipment:

1. Standard sliding, rundown or skid boots on the horse's rear fetlocks.
2. Splint boots on the front legs.

Additional Prohibited equipment for Reining includes:

1. Use of any attachment which alters the movement of or circulation to the tail.
2. 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 specified.
3. Whips, bats or quirts

#### **8.4 (c) General Reining Rules**

1. A rider may not show more than three (3) horses in a class.
2. Horse may be entered only once per class.
3. The order of competition shall be determined by draw.
4. The name of the horse and rider are traditionally announced prior to, or during, the rider's entrance into the show arena.
5. Scores will be announced after each horse works
6. It is the responsibility of the exhibitor to be prepared to work in that order.
7. 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.
8. Markers will be placed on the wall or fence of the arena at the center of the arena, at least 50' (fifteen meters) from each end wall.
9. 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.
10. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
11. 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. Patterns are to be worked as stated, not as drawn.
12. 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.
13. 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.
14. If a tie occurs after the run-off the exhibitors would be named co-champions
15. A horse not returning for a run-off without an agreement will forfeit 1st place prize money and awards.
16. 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.
17. Except for Snaffle Bit and Freestyle Classes, only one hand may be used on the reins, and the hand must not be changed.
18. When using a romal, no fingers between the reins are allowed.

#### **8.4 (c) General Reining Rules (cont'd)**

19. 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.
20. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
21. The horse and equipment must be checked by the designated Judge in the arena or in close proximity to the arena.

#### **8.4 (d) Judging**

1. The reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control.
2. 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.
3. 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.
4. 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).
5. 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.
6. 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
7. Judges shall be the sole person responsible to determine if an exhibitor has correctly completed the pattern as written. 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.
8. The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.
9. Each Judge's decision is an individual call and based on individual decision from a conference or video replay.
10. No Judge shall be required to change his or her score following a conference or video replay.
11. Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.
12. 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.

#### **8.4 (d) Judging (cont'd)**

13. Should the Judges then 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.
14. 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.
15. 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.
16. 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.
17. 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.
18. All Judges' decisions are final.
19. Judging starting or performing circles or eights out of lead
20. 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.
21. 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.
22. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides.
23. Jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.
24. 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.
25. 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
26. There will be a ½ point penalty for failure to remain a minimum of 20 feet from the side of the arena when approaching a stop and/or rollback.

#### **8.4 (e) Penalties**

##### **Elimination**

- 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
- Use of illegal or prohibited equipment.
- Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
- Disrespect or misconduct by the exhibitor. The following will result in a score of zero:
- Failure to complete pattern as written.
- Performing the maneuvers other than in specified order.

#### **8.4 (e) Penalties (cont'd)**

##### **Elimination (cont'd)**

The inclusion of maneuvers not specified, including, but not limited to:

- Backing more than 2 strides
- 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.)
- Equipment failure that delays completion of pattern.
- Balking or refusal of command where performance is delayed.
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- Jogging in excess of one-half circle or one-half the length of the arena.
- Over-spins of more than 1/4 turn.
- 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.
- Dropping a rein that contacts the ground while the horse is in motion.
- Failure to wear appropriate western attire

##### **Two (2) Point Penalties**

- Break of gait
- Freezing in spin or rollbacks

On walk in patterns;

- cantering prior to reaching the center of the arena and/or failure to stop or walk before

On run in patterns;

- failure to be in a canter prior to reaching the first marker.
- If a horse does not completely pass the specified marker before initiating a stop position.

##### **Five (5) Point Penalties**

- Spurring in front of the cinch.
- Use of either hand to install fear or praise.
- Holding the saddle with either hand (except in classes where permitted)
- Blatant disobedience (kicking out, bucking, rearing, striking, biting)

#### **8.4 (f) Scoring**

1. Current reining score sheets can be found at <https://nrha.com/forms>
2. Score sheets shall be made available for viewing after the class.
3. The scoring of a Reining horse shall be on a basis of 0 to infinity, with 70 denoting an average performance.
4. 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.
5. 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.

#### **8.4 (f) Scoring (cont'd)**

6. 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.
- 

### **8.5 Trail Horse**

The Trail Horse 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.

#### **8.5 (a) Course**

1. A trail course should consist of a minimum of six to ten obstacles; three mandatory and at least three optional.
2. The walk, jog and lope must be incorporated into the Trail pattern of suitable duration to determine a horse's way of going.
3. Flying change of lead is not an obstacle and is optional.
4. Horse must be worked on an individual basis, and rail work as an entire class is not allowed
5. 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.

#### **8.5 (b) Obstacles (not limited to)**

1. Gate: (Open, pass through, and close a gate) gate should be solid, safe and swing both ways, not likely to fall over and not have any protruding parts, nails etc. that might cause injury
2. Logs / poles: no rolling poles, can be straight, zigzag or raised. Elevated poles must be secure and not able to roll.
3. Walk overs: spacing minimum 40cm- 60cm at ground level; 30cm elevated.
4. Jog overs: (cavelleti); spacing minimum 90cm – 105cm and may be elevated to a height of 20cm
5. Lope overs: Spacing minimum 4.8m -2.1m not elevated.
6. Side Pass: (over obstacle, optional maximum 12" if elevated)
7. 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").

### **8.5 (b) Obstacles (cont'd)**

#### Optional Obstacles

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

#### Prohibited Obstacles

- Tires
- Animals
- Hide
- PVC Pipe
- Jumps over 45cm (18")
- Rocking or moving bridges
- Water boxes with floating or moving parts.
- Flames, dry ice, fire extinguishers etc.

### **8.5 (c) Scoring**

1. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance.
2. 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.
3. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½;
4. 1½ extremely poor, -1 very poor, - ½ poor, 0 correct, ½ good; +1 very good, +1½ excellent.
5. Obstacle scores are to be determined and assessed independently of penalty points.

#### Half (½) Point Penalties

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

#### One (1) Point Penalties

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



### **8.5 (c) Scoring (cont'd)**

#### **Three (3) Point Penalties**

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

#### **Five (5) Point Penalties**

- Dropping an object that is required to be carried.
- First refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away.
- Stepping outside the confined of, falling or jumping off or out of an obstacle with more than one foot.
- Loss of control or letting go of gate or dropping rope gate.
- Blatant disobedience (kicking out, biting, rearing, striking)
- 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.
- Failure to complete obstacle

#### **No Score (zero)**

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

## **8.6 Western Equitation**

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 equitation 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.

### **8.6 (a) Class Rules**

1. All competitors may be asked to work individually as they enter the ring, or directly from the gate.
2. 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.
3. The judge will use the tests to determine the top riders to be called back for rail work.

### **8.6 (b) Western Equitation Tests**

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.
2. Halt.
3. Back.
4. Individual performance on the rail.
5. Turn on the haunches, including spins and rollbacks.
6. Simple change of lead through the trot, walk or halt, in a straight line, figure 8 or any other pattern.
7. Flying change of lead in a straight line, figure 8, or any other pattern
8. Ride without stirrups.
9. Figure Eight at the jog.
10. Lope and stop.
11. 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.
12. Ride serpentine course, demonstrating flying change of lead at each change of direction.

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## **8.7 Western Horsemanship**

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. 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.

### **8.7 (a) Class Rules**

1. Competitors 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.
2. All competitors are required to back in a straight line during the line up in all classes.
3. Judges are encouraged to call for at least two tests.

### **8.7 (a) Class Rules (cont'd)**

4. Competitors will not be required to mount and dismount and will not be asked to change horses.
5. In Western Horsemanship 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 is permitted.

### **8.7 (b) Horsemanship Tests**

1. Back.
2. Individual performance on the rail.
3. 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. (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).
4. Figure Eight at the jog.

### **8.7 (b) Horsemanship Tests cont'd**

5. Lope and stop.
6. Figure Eight at lope on correct lead, demonstrating simple change of
7. 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.
8. Figure Eight at lope on correct lead, demonstrating flying change of lead
9. Change leads down center of ring, demonstrating simple change of lead
10. Ride serpentine course, demonstrating flying change of lead at each change of direction.
11. Demonstrate sliding stop.
12. Execute 360 degree turns. (spins)
13. Roll backs.
14. Dismount and mount
15. Sidepass

### **8.7 (c) Scoring**

#### **Minor Faults**

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

#### **Major Faults**

- Seat - excessive body motion, popping out of saddle.
- Hands - heavy hands, constant bumping, horse's mouth open, restrictions causing less than 16" of rein slack between hands, touching saddle to prevent fall.
- Legs - excessive spurring, loss of contact between legs and saddle, foot and stirrup, loss of stirrup.

### **8.7 (c) Scoring (cont'd)**

- Control - breaking gait, allowing horse to back crooked, missing leads, failure to back.
- General - improper appointments, excessive voice commands, excessive circling, major delays in transitions

#### **Elimination**

- Fall of horse or rider
  - Two handing reins.
  - Finger between romal reins.
- 

## **8.8 Western Pleasure**

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.

### **8.8 (a) Class Rules**

1. Horses to be shown at a walk jog and lope on a reasonably loose rein or light contact with undue restraint.
2. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads and gaits.
3. 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.
4. The Judge may ask the top eight horses to perform an extended lope collectively, one or both ways of the ring, but no more than eight horses to extend the lope at a time.
5. 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.
6. Exhibitors shall not be asked to dismount except in the event the Judge wishes to check equipment
7. The Judge may ask for additional work of the same nature from any horse.

### **8.8 (b) Faults (scored according to severity)**

- Head carried too low, the poll below the withers, severity to be considered the same as a wrong lead.
  - Head carried too high.
  - Excessive nosing out.
  - Over flexing or straining neck in the head carriage so the nose is carried behind the vertical.
  - Excessive speed (any gait).
  - Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
  - Being on the wrong lead.
  - Breaking gait (including not walking when called for).
-

### **8.8 (b) Faults (cont'd)**

- Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
  - Touching horse or saddle with free hand.
  - Opening mouth excessively
- 

## **8.9 Western Riding**

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.

### **8.9 (a) Class Rules**

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

### **8.9 (a) Class Rules cont'd**

3. 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.
4. It is important the horse changes leads correctly, executing flying changes with said changes being made as close to a mid-way point between markers. Eight or ten markers are required (cones or pylons are recommended).

### **8.9 (b) Scoring**

Scoring will be on the basis of 0 to 100 with 70 denoting an average score. Points will be added or subtracted on the following basis: -1 ½: extremely poor; -1: very poor; -1/2: poor; 0: average; +1/2: good; +1: very good; +1 ½: excellent.

#### **Scoring Credits**

- Change of leads, hind and front simultaneously.
- Changes at designated point.
- Accurate and smooth pattern.
- Easy to guide and control with rein and leg.
- Manners and disposition.
- Conformation and fitness.

#### **Scoring Faults**

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

### **8.9 (c) Penalties**

#### Half (½) Point Penalties:

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

#### One (1) Point Penalties:

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

#### Three (3) Point Penalties

- Breaking gait at lope.
- Simple lead change.
- Additional lead changes anywhere on the course.
- Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10' of the designated area.
- Break of gait at walk or jog for two or more strides.
- 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.
- In patterns 1 and 3, failure to start the lope within 30' after crossing the log at the jog.

#### Five (5) Point Penalties

- Use of the free hand to instill fear in a horse.
- Failure to change leads (including cross cantering).
- Failures to change, including cross cantering, at two consecutive change areas would result in 10 penalty points.
- Kicking out.
- Blatant disobedience.

#### Elimination

- An incomplete pattern.
- Incorrect order of maneuvers.
- Knocking over markers.
- Passing on the wrong side of markers.
- Missing the log.
- Fall of horse or rider.
- Use of two hands (except if a Junior horse ridden in hackamore or bosal or snaffle bit).
- Changing hands on reins if riding in one hand.
- Use of prohibited appointments.
- Off pattern.
- Willful abuse.

Elimination (cont'd)

- Major refusal – stop and back two strides or four steps with front legs.
- Major disobedience – rearing, schooling.
- Failure to start lope prior to end cone in pattern 1.
- Failure to change leads and/or performance of four or more simple lead changes.

**8.9 (d) Patterns**

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.

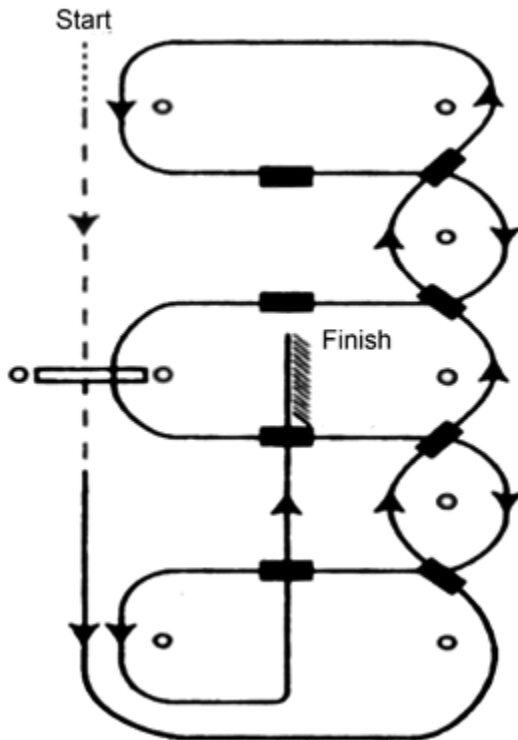
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**Pattern Symbols**



### 8.9 (f) Patterns

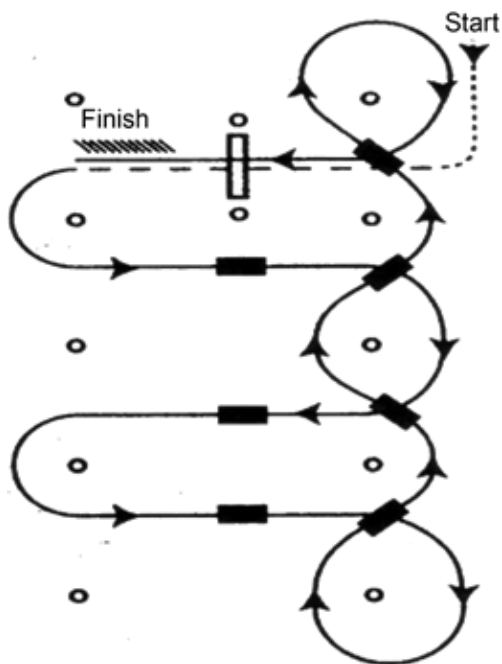
Western Riding Pattern #1



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.

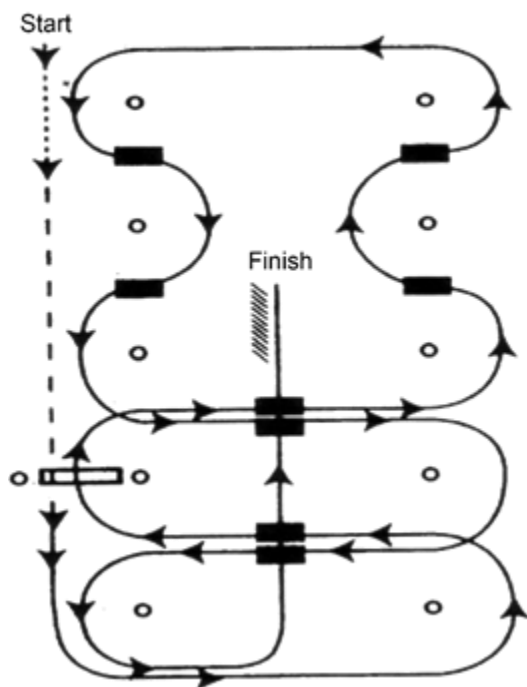


Western Riding Pattern #2



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

Western Riding Pattern #3



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

## **8.10 Western Showmanship**

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.

### **8.10 (a) General Class Rules**

1. The competitor will show the horse in the posted pattern.
2. Each exhibitor will be required to present his or her horse individually.
3. Exhibitors should be prepared to follow any request made by the Judge or the Ringmaster.
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.
5. 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.
6. It is permissible for a Judge to ask the exhibitor questions concerning horsemanship and conformation. Questions should be in accordance with the exhibitor's age and knowledge potential.
7. 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.
8. Youth competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while on the competition or event grounds and in ALL classes and Performance Divisions.

### **8.10 (b) Equipment**

1. The halter or bridle may be of leather, rope or nylon and as close to proper class appointments as possible.
2. Silver shall not count over a neat, clean working piece of equipment.
3. If a lead shank is used on the halter, it should be at least six feet long
4. 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.
5. The use of the chain is not cause for elimination
6. Whips, crops or bats are prohibited
7. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs are prohibited.
8. Soft leg wraps are prohibited.

### **8.10 (c) Scoring**

The following shall be considered faults:

1. Failure to recognize and attempt to correct faults in the horse's position
2. Visiting or conversing with other exhibitors or with spectators during the judging of the class.

### **8.10 (c) Scoring (cont'd)**

3. Failure of the horse to lead properly.
4. Kicking or placing the horse's legs into position by hand (actual contact).
5. Failure to stop turning when showing at a walk or trot.
6. Improper or ill-fitting equipment or attire.
7. Over showing through unnecessary actions.
8. Failure to follow the Judge's instructions.
9. Blocking the Judge's view of the horse.
10. Loud voice commands to the horse.
11. Causing the Judge to move to avoid being bumped or stepped on by the horse.
12. Losing control of the horse.
13. Turning the horse in the wrong direction.
14. Failure to back when necessary.
15. Failure to complete pattern correctly.

#### **Disqualifications**

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

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### **8.11 Working Equitation**

Working Equitation Canada aka, WECAN is the sole creator of Working Equitation rules within Canada and endeavor to closely align and retain the rules as much as possible to the World Association of Working Equitation Rules and standards.

WECAN rules are protected by copyright. Any and all rule changes will be done under the governance of WECAN. Horse Council BC has written permission by WECAN to use these rules at HCBC Working Equitation events.

To view the current Working Equitation Canada Rules please visit: <https://www.workingeq.ca/>

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### **8.12 General Timed Events and Games**

#### **8.12 (a) Attire**

1. Approved BSI or ASTM protective headgear is highly recommended. No rider will be penalized for wearing approved headgear.
2. Western hat for adults is permitted.
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.

**8.12 (a) Attire (cont'd)**

4. Chaps are permitted
5. Gloves are permitted

**8.12 (b) Elimination**

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.
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.
3. 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.
4. Horse running off course will result in elimination
5. Separation of rider and horse/pony during the timing period will result in elimination.
6. Running over or striking the timing equipment, starting line markers or running into (correctly positioned) arena personnel while competing shall be cause for elimination.

**8.12 (c) Equipment**

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.
2. Draw Reins are prohibited
3. Whips or crops longer than 75cm are prohibited.

**8.12 (d) General Rules**

1. The order of go in class competition may be by drawing order or be determined by computerized random sorting.
2. Each contestant shall be ready when called, or may be eliminated at the Judge's discretion.
3. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready to compete.
4. Contestants must obey all starting signals designated by the organizing officials or may be eliminated.
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.
6. 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 behavior.
7. In the interest of safety horses should be run individually
8. Horses not under sufficient control may be disqualified at the judge's discretion from the class.
9. 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.
10. Where point's accumulation is a factor, they will accrue to horse/rider combinations only.

11. 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.

#### **8.12 (e) Timing**

1. It is recommended that electric timers be used as official timers in all timed events.
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.
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
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.
5. Should the timing equipment fail when a reason exists to eliminate the exhibitor being timed (off course, etc.), the exhibitor will not be allowed another run.
6. 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.

#### **8.12 (f) Barrel Race**

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.

1. 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.
2. 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.
3. 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.
4. 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.

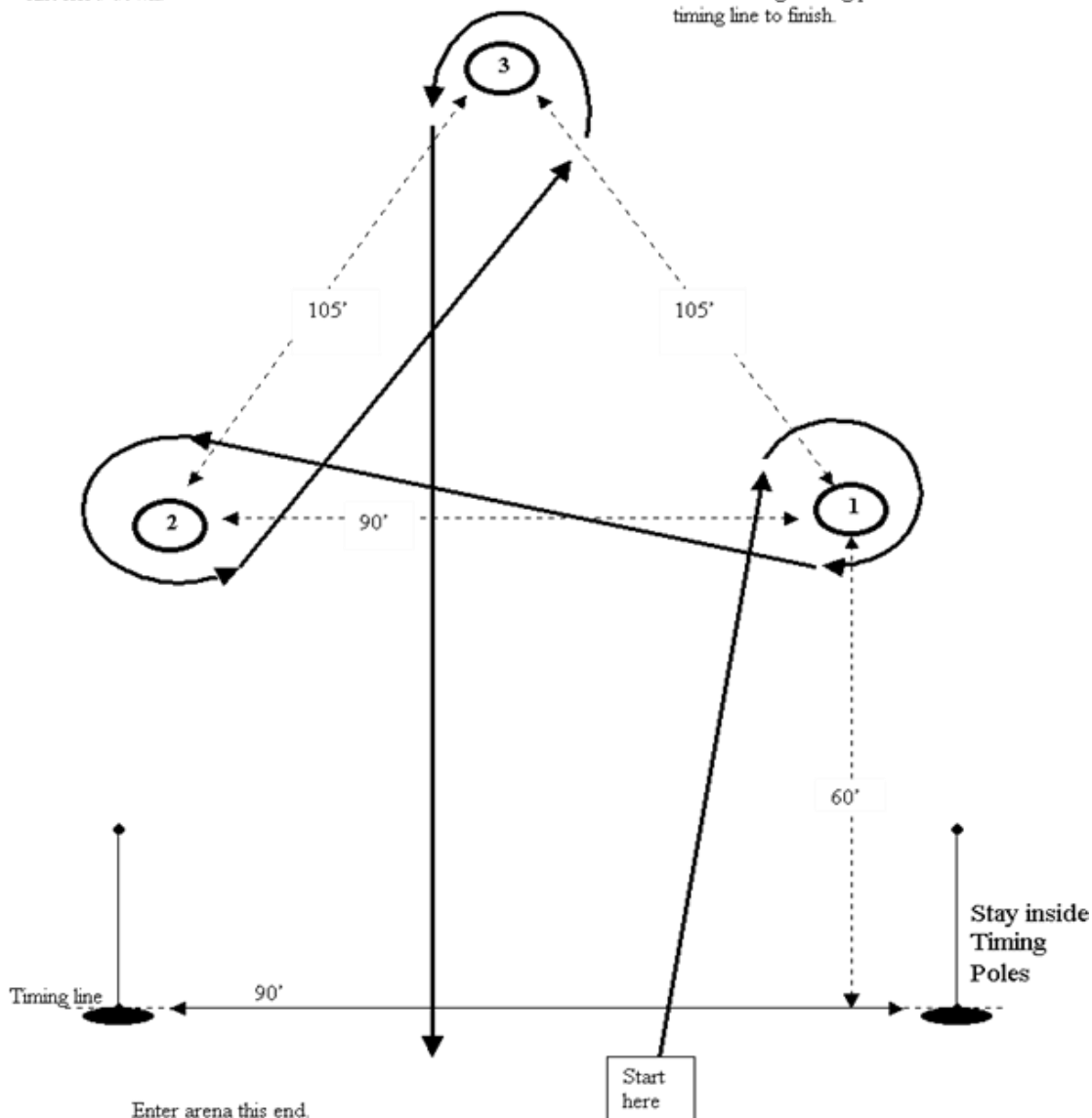
5. The contestant may touch the barrel with his or her hands in barrel racing.
6. Knocking over a barrel carries a five-second penalty.
7. A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena in barrel racing.

## Barrel Race Pattern

### Barrels

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

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



### **8.12 (g) Flag Race**

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.

1. 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.
2. Containers for the flags should be 45-gallon barrels, plastic or metal, one end open.
3. Flag sticks should be 36" in length with about 1" round dowel and blunt ends.
4. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
5. The same flags will be used by all contestants in a class.
6. If a flag breaks during the run, the rider will be given a rerun.
7. Rider may run the course to the right or left.
8. The rider must signal to the ring crew if they will be running right or left

### **8.12 (g). i Elimination**

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

### **8.12 (h) Key Hole Race**

Keyhole Race is a game where the exhibitor runs into the circle, turns left or right, and exits without touching or stepping out of the keyhole. Fastest time wins.

1. The starting line must be 50' – 100' from the entrance to the key. The entrance is 4' wide and 10' long, and the keyhole itself is 20' in diameter.
2. The exhibitor must wait for the start signal.

### **8.12 (h). i Elimination**

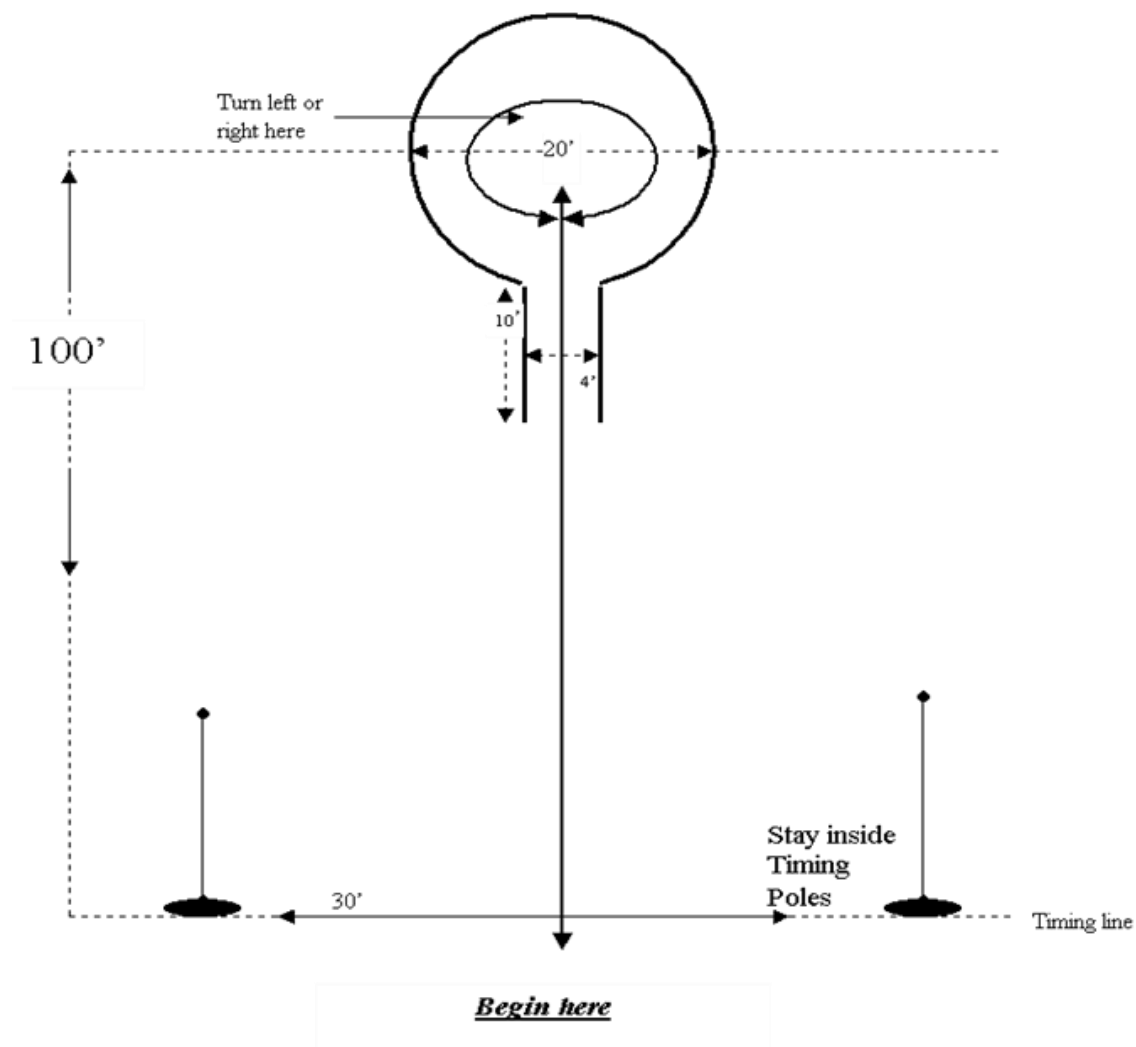
1. The exhibitor is not permitted to walk the horse into or out of the circle, doing so is cause for elimination.
2. Stepping on or outside of the circle is cause for elimination.

## Keyhole Pattern

### Keyhole

Disqualification if horses 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.

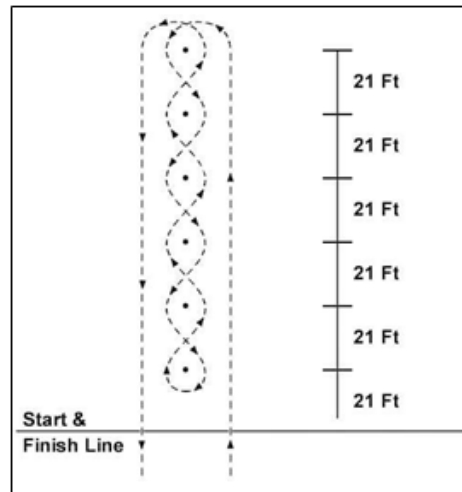




### 8.12 (i) Pole Bending

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. Fastest Time wins

- 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
- A five second penalty shall be applied for each stake knocked down to the exhibitor's total time for the run.



### 8.12 (i). i Elimination

- Exhibitor touching a pole with their hand

### 8.12 (j) Stake Race

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

### 8.12 (j). i Elimination

- Exhibitor touching a pole with their hand.