



HORSE COUNCIL
BRITISH COLUMBIA

English Performance
Rules 2024

Section 5: English
Section 6: Eventing Derby

5/6

PERFORMANCE RULES

English: Section 5

5.1 English Performance General Rules

(a) Attire

1. Hunt coats /riding jackets of any tweed or material in a conservative colour.
2. Solid coloured breeches or jodhpurs.
3. Riders must wear riding boots (plain, laced or with zippers) black or brown in colour with heels (tall boots or jodhpur/paddock boots).
4. Half chaps may be worn with paddock boots if they are well fitted and are of matching colour to the boots
5. ALL competitors of all ages must wear properly fitted, approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted.
6. Long hair should be neatly in a braid, pony tail or fully under the helmet, use of a hair net is recommended
7. Long or short sleeved rat catcher (shirt) with choker, stock tie or dress shirt with tie.
8. Saddle Seat suits or Kentucky jodhpurs unless stipulated in class description are prohibited.
9. Safety jackets may be worn without penalty, provided they conform to the rules governing jacket colours
10. In case of inclement weather riders may wear a suitable warm or waterproof jacket and waterproof rain breeches.
11. In extreme humidity or temperature, the judge may permit riders to ride without jackets
12. Black or brown gloves are recommended

Spurs

1. Spurs may be worn
2. The arms of the spur must be smooth
3. Rowel spurs must be free to rotate and not sharp (spurs with a notched or serrated rotating disc are not permitted)
4. Spurs must be worn in matching pairs
5. Metal spurs with round hard plastic, metal knobs or rotating balls are allowed. Rotating balls may be mounted either vertically or horizontally
6. The maximum allowable spur length is five cm measured from boot to tip of spur

Communication Devices

1. Personal communication devices may not be used to assist someone in competition.
2. Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage will be penalized by elimination

5.1 (b) Turn out of Horse

1. Manes and tails may be braided
2. Coloured thread, wool or braiding elastics are permitted

English: Section 5

5.1 English Performance General Rules

(c) Equipment

Permitted Bits

1. Bits must be smooth with a solid surface and no sharp edges on center links and must not put mechanical restraint on the horse's tongue or cause discomfort or pain to the horse
2. Snaffles and curbs bits with smooth ridges are permitted
3. Snaffle bits, must be made of metal, durable plastic, synthetic material or flexible rubber
4. Snaffle bits may be: loose ring, D – ring, egg - butt, full cheek, rotating mouth piece, jointed or double jointed with center roller
5. Wire or hard twisted bits are not permitted
6. Gentle, slow twists may be permitted with the permission of Show Management, the judge and or Provincial Rules Official

Bits for Double Bridles

1. Bridoon/ loose, jointed, egg butt

Curb Bits

2. Half moon, Weymouth, straight cheek with port curb chain
3. Leather or rubber curb chain cover

Bridles

1. English style correctly fitted black or brown leather bridles with reins (reins may be any type, i.e.: laced, plain, rolled or rubber)
2. Bridles may be snaffle, double, pelham or kimberwick
3. Nosebands must not be done up so tight that it causes harm to the horse, and should be done up to allow a space of one or two fingers to fit under the noseband.
4. Bitless bridles may be used at the discretion of Show Management, the Judge and or Provincial Rules Official
5. Padding of the brow band is allowed for comfort
6. Decorated or coloured brow bands are permitted as long as there is nothing dangling or hanging from the browband (exception: name tags)
7. Miklem Bridles only permitted in Dressage, Hunter classes over fences, Jumper

Saddles

1. Well fitted brown English style saddle with stirrups
2. Saddle Pad appropriate to the saddle, white, natural or conservative colour
3. A numnah (shaped saddle pad) is recommended for all hunter classes
4. Side Saddles are permitted

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5.1 English Performance General Rules

(c) Equipment

Other Permitted Equipment

1. Cruppers, girth covers, fore girths, breastplates

Prohibited Equipment

1. Wire or twisted wire bits
2. Tie downs and draw reins
3. Tongue ties
4. Blinkers
5. Martingales (exception over fences)
6. boots of any kind and/or bandages
7. Whips are NOT permitted in any hack class

5.1 (d) Elimination

1. Any exhibitor receiving unauthorized assistance by a second person inside or outside the arena may be eliminated at the discretion of the judge.
2. Any exhibitor striking a horse forwards of the girth with any object including the hands may be eliminated.
3. Excessive schooling or training.
4. Failure of exhibitor to wear correct number in a visible manner.
5. Use of Earphones/Earbuds and/or other electronic communication devices

5.1 (e) Class Splits

1. Classes may be held for horses or ponies and may be split or combined at the discretion of Show Management
2. If classes are divided by height the following height divisions must apply
 - Small Pony: not to exceed 12.2 hh
 - Medium Pony: to exceed 12.2 hh but not to exceed 13.2 hh
 - Large Pony: to exceed 13.2 hh but not to exceed 14.2hh
 - Horses over 14.2 up to and including 15.3 hands
 - Horses over 15.3 hands
3. When classes for horses are divided by height into three sections:
 - Over 14.2 up to and including 15.2 hands, over 15.2 up to and including 16.0 hh ,16.1 hh and over

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5.2 Equitation Division

Equitation is judged on horsemanship and riding skills, with an emphasis on the form and function of the rider

5.2 (a) Attire

- See General English Performance Rules
- 4. Neatness is very important in both the turnout of horse and rider in Equitation classes
- 5. Spurs without rowells only

5.2 (b) Equipment

1. Extreme forward seat jumping saddles are not recommended
2. Regular cavessons with snaffles, pelhams, double bridles or kimberwicks
3. Leather reins only
4. Whips are optional but may not exceed 75 cm (30") in length
5. Running or standing martingales are not permitted in Equitation flat classes, except in the flat phase of Equitation classes where further testing over fences will be required
6. Boots or conservative coloured bandages are permitted
7. When showing in the Hunter/Jumper Seat Equitation, it is recommended that riders use traditional stainless-steel stirrup irons that promote proper position of the foot in the iron as well as a correct leg position. It is further recommended that riders use stirrup irons that allow judges a clear and unobstructed view of the position of the foot in the stirrup. Judges may not eliminate a rider for using a particular style of stirrup iron. Safety stirrups are permitted

5.2 (c) Tests

1. All Test patterns and or courses must be posted at least one hour before scheduled time of class
2. The Judge must choose a minimum of two individual equitation tests
3. Tests chosen should reflect the ability of the exhibitors
4. Tests must be announced twice
5. Approved tests for Equitation are:
 - Rein back
 - Figure eight at trot, demonstrating change of diagonals Extended trot
 - Figure eight at canter with simple change of leads through the walk or trot Change leads on a straight-line down centre with simple change through the walk or trot
 - Turn on haunches through the walk
 - Change of leads with flying changes
 - Counter canter
 - Jump low fences from a walk, trot or canter
 - Pull up between fences except in a combination

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5.2 Equitation Division

5.2 (c) Tests

- Individual demonstration of about one minute on own mount. (Riders must advise the Judge beforehand what he or she plans to demonstrate)

5.2 (d) Hunt Seat Equitation

1. Riders 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
2. Horses must be shown in both directions of the ring at a walk, trot, and canter
3. Riders will line up on command and execute individual tests at the Judge's discretion.
4. The Judge may ask questions concerning horsemanship, anatomy of the horse, tack, stable management or other
5. If asked to change the rein at the canter, the Judge must specify whether to perform a simple change or flying change

5.2 (e) Hunt Seat Equitation Over Fences

1. Riders shall be judged on their equitation style over a course of hunter type fences
2. The exhibitors' position over fences is of utmost importance; the rider should be looking forward. The riders' body should be inclined more forward than when riding on the flat keeping close contact to the horse. Hands are to be quiet and supporting
3. Horses are to jump a minimum of eight jumps with one required change of direction
4. Each exhibitor may circle once before approaching the first obstacle, then must proceed around course, keeping an even pace throughout.
5. If a refusal occurs in a combination obstacle, the exhibitor must re- attempt all obstacles in the combination
6. Maximum height of fences not to exceed 2'9". Maximum spread is 3'
7. At the Judge's discretion any or all exhibitors may be called back to perform at a walk, trot, and canter, or to execute an appropriate test

5.2 (f) Jumper Equitation

1. Riders shall be judged on their equitation style over a course of Stadium fences
2. Riders shall be scored on position and effectiveness in riding track and being close to the time allowed without exceeding it
3. Faults to be scored as per a Jumper class.
4. If a refusal occurs in a combination obstacle, the exhibitor must re- attempt all obstacles in the combination
5. The course should include a double or a triple combination but is up to the discretion of the Show Committee and Judge
6. Time allowed must be established based on 350 meters per minute
7. Trainers may walk the course with riders
8. Tests as per Hunter Seat Equitation may be incorporated or used in case of a flat phase or ride off

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5.2 Equitation Division

5.2 (g) Elimination

1. Fall of horse and or rider
 2. Two refusals
 3. If elimination occurs during a ride-off the exhibitor is placed last of all those chosen for the ride-off
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5.3 Hack Classes

5.3 (a) English Pleasure Hack

1. Classes may be divided into Saddle Seat or Hunt Seat. Tack and personal appointments to be appropriate to the seat being ridden
2. To be judged on 45% performance, 40% manners and 15% conformation
3. To be shown both ways of the ring
4. Required gaits: a flat-footed walk, normal trot, easy canter, not to hand gallop
5. Light contact to be maintained

5.3 (b) Road Hack

1. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners
2. Must present an overall appearance of substance with refinement
3. To enter ring at a walk.
4. To be shown in both directions of the ring with a light or medium contact at a flat-footed walk, working trot, strong trot, canter, and hand gallop
5. Only 8 horses to hand gallop at one time

5.3 (c) Show Hack

1. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners
2. Must show vitality and animation
3. Horses to enter ring at a walk
4. To be shown at a walk, trot, canter and hand gallop
5. Only 8 horses to hand gallop at one time
6. Collected and extended gaits to be called for in both directions
7. 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
8. Horses to stand quietly and rein back readily

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5.3 (d) Faults

1. Wrong diagonal at the trot
2. Excessive speed (any gait)
3. Excessive slowness (any gait)
4. Failure to take gait when called
5. Breaking gait
6. Head carried too low or too high
7. Nosing out or flexing behind the vertical
8. Opening mouth
9. Wrong lead
10. Switching leads or cross cantering
11. Stumbling, spooking or shying
12. Kicking out,
13. Adding or leaving a stride out between jumps
14. Pinning ears or wringing tail
15. Knockdown of rail
16. Refusal
17. The Judge shall penalize unsafe jumping and bad form over fences, whether touched or untouched, this includes twisting.
18. A fence is considered knocked down when the height is lowered by the horse or rider through contact with fence or rail.

5.3 (e) Elimination

1. Excessive schooling or training
2. Second cumulative refusal, run out or bolting, it shall be deemed a run-out or refusal when the horse avoids an obstacle it is presented to jump.
3. Fall of horse or Rider

5.4 Hunter Division General Rules

Show hunters should possess qualities that are recognized in the hunting field. These include good manners, ground-covering movement and, if competing in working hunter classes, a steady pace and bold jumping style

5.4 (a) Attire

Please see English General Performance Rules

5.4 (b) Course Design

1. Competitions must provide a warm up area with a minimum of two schooling jumps
2. Courses must be posted at least 30 minutes before the class

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5.4 (b) Course Design

1. Course Designers must provide distances of all lines and combinations. Distances must be adjusted accordingly for Ponies
2. A Hunter course should consist of eight to ten fences and shall include at least one change of direction
3. Jumps shall simulate obstacles found in the hunting field, such as post and rail, stone walls, chicken coops, hedges etc.
4. Jump fill should be minimal and not spooky or scary
5. All jumps shall have wings or be of sufficient width to simulate obstacles in the hunting field
6. Jumps must be built in such a way that the top element of hunter fences will dislodge if a horse should hit them; solid coops or walls without blocks or poles are not allowed
7. Striped poles are not recommended; PVC poles used as rails are not permitted. Standards made of PVC material are not recommended
8. Steele pins and jump cups are not allowed, safety cups are recommended

5.4 (c) Course Designers

1. A Learner Course Designer may not be responsible for designing more than two rings at one competition
2. Senior Designers may design up to three rings at one competition
3. A Course Designer may not also act as Hunter Judge at the same competition

5.4 (d) Permitted Equipment

Please see English General Performance Rules

1. All bits must be humane in nature. Snaffle bits may be with or without cheeks. It is permissible to use a snaffle with fixed slots for cheek pieces and/or reins.
2. Standing or running martingales are permitted except in Hunter Hack and Hunter Under Saddle classes
3. Ear Plugs
4. Whips not more than 75cm may be carried without penalty. Excessive or abusive use of the whip will not be tolerated and elimination will occur
5. Bell boots, but must be removed if jogging for soundness

5.4 (e) Prohibited Equipment

1. Bit Guards
2. Boots and or bandages
3. Any gimmicks (e.g. nerve lines, tongue ties, gag bits, any bit that acts as a gag, tack nose bands etc.) are illegal
4. Cavessons: drop nosebands below bit are not permissible. Cavessons must be leather and may be soft padded over bridge of nose; nothing else is permissible
5. Draw Reins

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5.5 Hunter Derby

1. The Hunter Derby format should consist of two rounds but may be offered as one round
2. Course walk is allowed so it is recommended that time for a course walk is scheduled
The first round is a Classic round, judged on performance, hunter pace, jumping style, quality of substance and movement, with pace and brilliance rewarded. Bonus points are given for higher fence options.
3. Round 2, also known as the Handy Hunter round, is judged with the above criteria and bonus points for a handy track and higher options. The handy ride should be bold and showcase the horse's rideability and be judged on direct approaches as well asN inside and unique turns
4. One or two judges may be used
5. Riders are scored on both rounds
6. Open numerical scoring is required. A base hunter performance score will be given out of 100. Additionally, up to 10 bonus points for handiness and two points per each option jumped on course (maximum 5 obstacles for maximum 10 points) for a total possible score of 120
7. Obstacles are reminiscent of the hunt field and must offer a variety of appearances, such as natural post and rail, stone wall, white board fence or gate, coop, aiken, hedge, oxer, brush, logs and natural foliage. Natural obstacles such as banks and ditches are allowed
8. The Handy Hunter Round should simulate riding over hunt country and incorporate options such as tight turns, clever options for jump approaches, hand galloping and trotting a fence. Opening and closing of gates while mounted as well as the use of delivering or retrieving mail from a mail box are also fun additions.
9. No Hunter Derby class obstacle height may exceed 3' with a maximum of four high option fences not to exceed 3'6
10. Higher option may be jumped four times on course if space limited.
11. Organizers hosting this class must take the level of competition into consideration and the designer must set class obstacle heights accordingly
12. Course options can be defined as two obstacles offered with different degrees of difficulty. The options must be clearly marked on the course diagram. Height options should be stated in class conditions

5.6 Handy Hunter

1. Horse to be judged on manners, quality of movement and response to the rider over obstacles
2. Obstacles may include: small jumps, ground poles, back through, bridge, gate, side-pass, mail box
3. The course shall vary from the normal hunter class routine to include elements that show rideability and handiness
4. Faults and maximum heights as per hunter over fences

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5.6 Handy Hunter

5. Whips are not permitted
6. It is recommended all three gaits, walk trot and canter are incorporated on course
7. Course should vary from the normal hunter class routine to include elements that show rideability and handiness. e.g. turn back, trot fences, option lines. Not recommended for green horses or novice rider classes.

5.7 Hunter Under Saddle

1. Horses 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
2. Quality of the movement and consistency of the gaits is a major consideration
3. Horses should be obedient, and should respond willingly to the rider with light leg and hand contact
4. This class will be judged on performance, condition and conformation at the walk trot and canter both ways of the ring
5. 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 directions
6. Horses may be asked to change to the canter from the walk or trot, or from the hand gallop and may be asked to halt and stand quietly on the rail
7. Horses may be asked to rein back and should do so quietly and obediently
8. Not to jump

5.8 Hunter Hack

1. The horse should move in the same style as a working hunter
2. The class will be judged on style over fences, even pace, flat work, manners and way of going.
3. 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.
4. Horses are to be shown at a walk, trot and canter both ways of the ring with light contact
5. Horses are required to jump two fences, set to a maximum of 2'6"
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.

5.8 (a) Faults

1. Quick, short, or vertical or choppy strides
2. Breaking gait
3. Excessive speed or slowness at any gait
4. Failure to take the appropriate gait when called for
5. Loss of forward movement
6. Head carried too high or so low that the poll is below the horse's withers
7. Over flexing so the nose is carried behind the vertical

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5.8 (a) Faults

8. Nose stretched out excessively (nosing out)
9. Failure to maintain light contact with horse's mouth
10. Stumbling/forging
11. Being on the wrong lead and/or wrong diagonal at the trot

5.9 Working Hunter Over Fences

1. To be judged on manners, way of going and jumping style
2. Confirmation not to be considered
3. Horses must enter and exit the ring at a walk
4. The maximum height 3'6"

5.9 (a) Faults

1. Wrong lead, counter cantering or switching leads unintentionally
2. Excessive speed or slowness
3. Breaking gait
4. Head carried too low or too high
5. Opening mouth excessively
6. Kicking out.
7. Adding or leaving a stride out between jumps
8. Knockdown or hitting a rail (A fence is considered knocked down when the height is lowered by the horse or rider through contact with fence or rail)
9. Refusals
10. Spooking or shying
11. Pinning ears or wringing tail
12. Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, this includes twisting over the fences

5.9 (b) Elimination

1. Excessive schooling or training
2. Second cumulative refusal, run out or bolting, it shall be deemed a run-out or refusal when the horse avoids an obstacle it is presented to jump.
3. Fall of horse or Rider
4. Use of prohibited equipment

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5.10 Jumper Division General Rules

A jumper class is a timed event where horse and rider are tested over a designated course of obstacles. Horses are judged on performance only. Courses should be designed to demonstrate the athletic ability and obedience of the horse and skill of the rider.

5.10 (a) Attire

1. Jackets not required but rider must then wear a solid coloured collared shirt or polo shirt
2. Gloves are optional
3. Saddle pad may be square and coloured
4. Spurs – blunt or rounded

5.10 (b) Schooling Area and Practise Jumps

1. Competitions must provide a warm up area with a minimum of two schooling
2. Ground lines may be placed directly underneath the first part of an obstacle or up to 1 m away on the take-off side. If there is a ground line on the takeoff side of a vertical obstacle, a ground line may be placed on the landing side of the obstacle at an equal distance up to a maximum of 1.00 m. A ground line may never be used on the landing side of a spread obstacle

5.10 (c) Course

1. Jumps must be built so that the poles will roll in the cups and never be jammed so tight between the standards that if knocked the whole jump will come down
2. 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.
3. If the condition of the footing becomes bad, the Judge, Course Designer or Provincial Rules Official in consultation with Show Management may alter the speed provided in the schedule, before the start of the first competitor of the competition
4. Once the competition has started only the Judge in consultation with the Course Designer, and the Provincial Rules Official if present, and Show Management may decide if an error has been committed in the measurement of the course. This may be done after the third competitor, has completed the course without a fall(s) or disobedience or any other interruption and before the next competitor has started. In this case, the Judge has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.
5. Flags are to be used on obstacles to indicate direction of approach; solid coloured red flag on the right side and solid coloured white on the left side
6. The obstacles must be numbered consecutively in the order in which they must be jumped. Combinations carry only a single number.
7. The starting and finishing lines may not be more than 15m or less than 6 m from the first and last obstacle. These two lines must each be marked with a red flag on the right and

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5.10 (c) Course

8. a white flag on the left. The start line and finish line must also be marked with markers with the letters S (= Start) and F (= Finish)
9. The total length of the course in metres should never exceed the number of obstacles in the competition multiplied by 60.
10. For Jump-Offs, the height and spread of fences maybe increased, at the discretion of the Judge and Course Designer, provided none is increased by more than 0.1m (3 inches) and the ability of the competitors is considered.
11. Keyhole breakaway track systems (metal or plastic) are mandatory on the back rails of oxers, middle and back rails of triple bars, and all rails over water
12. Courses should be built to be inviting and to result in a reasonable percentage of clear rounds
13. If unforeseen circumstances make it necessary to alter the course map after it has been posted, the change may only be made in agreement with the Jumper Judge and (if present a Provincial Rules Official) In this case the all competitors must be advised of the changes to the course map.
14. If the class has begun and a rider is already on course, the conditions under which the class is run may not be altered and the course or its obstacles may not be changed unless otherwise stipulated
15. If it becomes necessary to interrupt a class (because of a storm or bad light etc.) If possible, the class must subsequently be continued using the same obstacles and course, and as much as possible under the same conditions and at the exact point where it was interrupted.
16. If deemed necessary by the Jumper Judge a new time allowed and time limit may be set for any altered course

6.0 (d) Course Designer

1. The Course Designer must provide the Judge with a copy of the course map showing accurately all the details of the course.
2. An exact copy of the course map as provided to the Judge must be posted as close as possible to the entrance of the arena, and should be posted at least 30 minutes before the beginning of each competition
3. The track length, the time allowed, time table, penalties and the time limit for the jump-off must be included on all courses posted
4. A Learner Course Designer may not be responsible for designing more than two rings at one competition
5. Senior Designers may design up to three rings at one competition
6. If possible Judges should not act as Course Designer in the same competition at which they are acting as the Jumper Judge

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5.10 (e) Timing

1. The timekeeper is required to record the competitors' competition number and then time the complete round by the means of an electronic timing system or stopwatches
2. Automatic timers should be used when possible, (timers are available for rent from HCBC at no charge)
3. At least one hand timer (stop watch) should be used for back up when automatic timers are in use.
4. If Automatic timing is not available it is recommended that three stop watches be used with the median time being recorded as the official time
5. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest time
6. A timekeeper may not time alone in a class where a family member or clients are competing
7. Timing should be recorded in seconds and hundredths of a second
8. Timing starts when the mounted competitor passes the starting line in the correct direction providing the starting signal has been given and extends to the moment when
9. the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle
10. The time allowed for a round in each competition is determined in relation to the length of the course and the speed for the round, the track should be measured with a generous line of travel
11. Where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second.
12. If the clock is stopped, the competitor remains free to move around until the ringing of the bell gives them permission to start again. The clock is restarted when the horse and rider reach the place where the clock was stopped.
13. In the case of a Disobedience with a knock-down, 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 Athlete can continue the round. The Athlete is penalized for a refusal and a time correction of 6 seconds is added to the time taken by the Athlete 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 a 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.

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5.10 (f) Bell or Whistle

1. A bell, whistle or horn is used to give signal to the competitor
 2. To start and to activate a forty-five (45) seconds countdown, (The 45 seconds countdown sets the time that the Competitor can spare before commencing their round)
 3. To stop a competitor on course for any reason or following an unforeseen incident and to signal to continue the round after an interruption
 4. To indicate to the competitor that an obstacle knocked down following a disobedience has been replaced
 5. To indicate by prolonged and repeated ringing that the competitor has been eliminated. If the competitor does not obey the signal to stop at the discretion of the Jumper Judge, they may be eliminated.
 6. After an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, they will be eliminated
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5.10 (g) Jumper Classes

1. Regular Jumper Classes and Mini Prix Competitions

- a) Normal and Mini Prix Competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principle factor although speed may be introduced to separate ties for first place by a jump-off.
- b) These competitions are judged under Table I against or not against the clock, but always with a time allowed.
- c) The course is built primarily to test the ability of the horse over the obstacles. The number of obstacles, their type, their height and spread, within the laid down limits, are the responsibility of Organizing Committees and the Course Designer.
- d) Mini Prix competitions must be conducted in accordance with one of the following formulas: over one round with one two jump-offs, the against the clock, over two rounds (identical or different) with one eventual jump-off against the clock; over two rounds, with the second round against the clock

2. Match the clock or optimum time

- a) Classes are designed to help developing riders learn the skill of riding a course at the posted speed, rather than with the fastest time. Competitors with equal faults will be placed according to how close their time is to the optimum time, which is based on the course being ridden at the posted speed.
- b) Scoring will be under Table I.
- c) Optimum time may be used in the first round, the jump off, or a combination of both. Optimum time should be four (4) seconds less than the time allowed. The course designer will calculate the optimum time based on the posted speed

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5.10 (h) Jump Off

1. The second round of a jumper class in which all riders with no faults, or to break a tie in the first round compete for final placement in an event. It is conducted on an abbreviated version of the first course and is generally the most exciting part of a competition as riders go all out to attempt to have the fastest times with the fewest rails down.
 2. A jump off course may be shortened to a minimum of six obstacles, which may be raised and spread. Additional efforts may be added in the jump off, providing that competitors have the opportunity to walk the jump off course before the initial round
 3. There are two types of Jump Offs
 4. The jump-off takes place after every entrant has completed the first round. This format is commonly used for Grand Prix and Classics
 5. Immediate Jump off. The rider must wait for the buzzer to signal the count down to start their jump off immediately after completing a clean first round
 6. If no provision for a jump-off is specified in the schedule, it is considered that the class will be run with no jump-off
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5.10 (i) Jump Off Tables

Table 1a → After the class /Jump Off

The jump-off takes place after every entrant has completed the first round. This format is commonly used for Grand Prix and Classics.

Table 1b After the Buzzer / Immediate Jump Off

If the competitor goes clear in the first round, they then must STOP and WAIT for the buzzer that signals the countdown to start your jump-off. Again, emphasis on waiting for the buzzer!

5.10 (i) Methods of Scoring

Table 1

Adding the penalties for faults at the obstacles and the time penalties, gives the score obtained by the competitor for his round. Time may be taken into consideration to separate ties for first place and/or following places

1 Not against the clock

- a) Competitors with equal number of penalties share the prizes.
- b) Competition not against the clock with a time allowed, clear rounds jump off in a jump off round

2 Against the Clock

- a) Competitors tied for any place are placed in accordance with their recorded time taken to complete the round. In the event of a tie for first place, there may be a jump-off.

English: Section 5

5.10 (i) Methods of Scoring

- b) Against the clock, but in the event of a tie for first place, there will be one jump-off against the clock. Other Athletes are placed according to their penalties and time in the first round.

5.10 (j) Penalties

Fault	Penalty
First Disobedience /refusal / run out	4 faults/penalties
Second Disobedience	4 faults/penalties
Obstacle Knocked Down /rail down	4 faults/penalties
Exceeding the time allowed	One penalty point for each second over
Fall of horse or rider	Elimination
Third Disobedience	Elimination

5.10 (k) Elimination

1. Jumping or attempting to jump an obstacle in the arena before the start of the round
2. Jumping the first obstacle of the course before the signal is given
3. Taking more than 45 seconds to jump the first obstacle after the time of the round has started, unless due to unforeseen circumstance beyond the competitors' control
4. Horse resisting for 45 consecutive seconds during the round
5. jumping the first obstacle without crossing the starting line between the flags in the correct direction
6. off course
7. Jumping or attempting to jump an obstacle following a refusal which has been knocked down, before it has been rebuilt
8. Not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle (
9. Loose horse leaving the arena before the end of the round, including prior to starting
 - a. Accepting while mounted any object whatsoever during a round other than headgear and/or glasses
10. Using a whip of more than 75 centimetres in length, or weighted at the end,
11. Accident/injury to a rider or horse which prevents them from completing the class

Fall of horse or rider during the round: fall after crossing the finish line does not incur Elimination If the Judge or Provincial Rules Official feels that for any reason horse or rider is unfit to continue in the class

English: Section 5

5.10 (k) Elimination

12. Jumping or attempting to jump an obstacle in the arena after completing the course round except in cases where circumstances rendered it impossible for the Rider/Horse combination to avoid jumping the obstacle
13. Jumping or attempting to jump an obstacle with an incorrectly fastened or not fastened helmet, unless the circumstances rendered it unsafe for the competitor to stop
14. Not stopping when the bell is rung during the round

5.10 l) Horse Welfare

1. All forms of cruel, inhumane or abusive treatment of Horses, which include, but are not limited to various forms of rapping, are strictly forbidden. and will result in elimination In the case of rapping or any other abusive schooling practice within the period of jurisdiction of the Competition Management and Provincial Rules Official, the competitor and the horse concerned will be disqualified from the competition with the possibility of being asked to leave the competition grounds
2. The following are considered to be abuse of a Horse
 - Rapping: The term "rapping" is construed to include all of the artificial techniques intended to make the horse jump higher or more carefully in competition. In general Rapping consists of the Rider- and/or dismounted assistants, (for whose behaviour the rider is responsible) - either hitting the horse's legs with something (no matter with what or by whom) or deliberately causing the horse to hit something itself, whether by building obstacles too large and/or too wide, setting false ground lines, placing trotting poles or the elements of a combination at a false distance, intentionally pulling or pushing the horse into an obstacle or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it. Excessive use of the whip, the whip may not be used to vent an Athlete's temper. Such use is always excessive.
 - The use of a whip on a Horse's head is always excessive use;
 - A Horse should never be hit with a whip more than three times in a row.
 - As a result of hitting the horse with the whip and the horse's skin is broken, it is always considered excessive use of the whip
 - The whip is not to be used after Elimination
 - Excessive number of rounds: typically, no one horse should do more than three jumping rounds in one day

5.11 Pony Jumpers

1. Open to all ponies (14.2 hh and under)
2. Pony Jumpers should be run under Table I Optimum Time Rules
3. Immediate jump-offs are permitted.
4. No open water permitted but liverpools may be used.
5. Max height 1.0m max spread 1:10m
6. Stallions may not be ridden in Pony Jumpers.

English: Section 5

5.12 Jumper Derby

1. A Jumper Derby course should not be limited to just stadium jumps but should include natural obstacles such as a water or Liverpool, ditches, grob and other jumps not typically seen in a show jumping class.
 2. Current rules regarding Jumper heights, tack, attire and equipment apply.
 3. Heights to be set at the discretion of the designer taking into consideration the level of competition. Heights not to exceed 1.10m.
 4. The first obstacle should be inviting, not difficult (i.e. no blind corners).
 5. Course to consist of 15 to 20 jumps.
 6. There should be at least two changes of direction, preferably more.
 7. Faults incurred when refusing or knocking down an obstacle or for putting one or more feet in the water (if applicable) and are penalized by adding four seconds for each occurrence.
 8. Time penalties must be listed on the course plan. All Faults converted to time. A refusal is 4 seconds, rebuilds incur six seconds.
 9. Time allowed will be determined by the course designer.
 10. Causes of elimination as per Jumper rules.
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5.13 Miscellaneous English

Lead line

This class is limited to youth aged six and under. The exhibitors are to be judged on their basic position in the saddle, seat and hands, and ability to control the horse.

(a) Attire

- Suitable English attire is permissible.
- Helmets are mandatory
- Boots with heels are mandatory
- Must be led by a suitably attired Adult (18 years or over)

(b) Equipment

- Shown in a snaffle bridle with a halter worn either under or over the bridle and lead shank attached for the handler to control
- English saddle, lead line saddle or bareback pad with stirrups

(c) Rules

1. Lead Liners are not required to be HCBC members, but a waiver should be signed by the adult responsible for the entry
2. No entry in Lead line classes may be tied, buckled or fastened to the saddle in any manner
3. In the line-up, the Judge may ask the exhibitors simple questions to help assess the extent of the exhibitor's horsemanship.

English: Section 5

5.13 Miscellaneous English

Lead line

4. 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.
 5. Youth entered in a Lead Line Horsemanship class may not cross enter in any other class in that show except for Lead line Equitation, Showmanship.
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5.14 Saddle Seat

(a) Attire

- 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.
- 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.
- Protective headgear may be worn without penalty

(b) Elimination

- The Judge must eliminate and order from the ring any unruly horse whose actions threaten to endanger the rider or other exhibitors.

(c) Equipment

- Entries must be shown in full double bridle (curb and snaffle). Pelham bits are permitted in Pleasure Equitation classes.
- Single snaffles or hackamores are not permitted.
- English-type cut back flat seat or deep seat saddle saddles are required.
- Forward seat, dressage, western and side-saddles, are all prohibited.
- Electronic devices of any kind are prohibited.
- Martingales, or similar tie-downs are all prohibited.
- Blunt spurs, whips, or crops are optional.

Saddle Seat English Pleasure Horse

1. Exhibitors enter the arena at a trot, tracking to the right proceeding to the right in a counter clockwise direction.
2. To be shown at the flat-footed walk, normal trot and easy canter, shown in both directions
3. To be judged on manners (40%), performance (45%), quality and confirmation (15%)

English: Section 5

5.14 Saddle Seat

Saddle Seat Equitation

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

1. Exhibitors enter the arena at a trot, proceeding to the right in a counter clockwise direction.
2. To be judged on saddle seat equitation of the rider and overall performance of rail and individual work.
3. 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.
4. The canter must be called for from the walk.
5. The command to reverse may be executed by turning either direction towards or away from the rail.
6. Exhibitors must line up on command and stand quietly.
7. The Equitation test pattern will be performed individually.
8. The test pattern to be determined and announced on command at the sole discretion of the judge.
9. All exhibitors must perform the same individual test pattern for the class.

5.15 Showmanship

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.

(a) Attire General

- The exhibitor should be well groomed, neat and clean, and wearing appropriate English attire for either Hunt Seat or Saddle Seat depending on the class requirements.
- Chaps are not permitted.
- Spurs are not permitted
- Youth competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety harness correctly secured at all times.

English: Section 5

5.15 Saddle Seat

Saddle Seat Type Attire

- Exhibitors must wear jackets in conservative colors such as black, blue, grey or brown. Pleasure class exhibitors may wear day coats. Clothing must include Kentucky jodhpurs that match or coordinate with the jacket; a collared shirt; a tie; a derby, soft hat or protective headgear; and jodhpur boots.
- Whips, gloves and small boutonnieres are optional.

English Hunter Type Attire

- Exhibitors must wear hunt-style jackets or blazers in conservative colors (including but not limited to blue, black, hunter green or brown).
- Traditional hunt shirts in conservative colors are required. Riding breeches and hunt boots, or jodhpurs with garters or legging straps and jodhpur boots are required.
- Recommended colors for jodhpurs include tan, rust, grey or olive.
- Protective headgear is required
- Regular ties or stock ties and stock pins are acceptable.

(b) Equipment

Saddle Seat Type Equipment

- Horse may be shown in a bridle if over age 2.
- Whips or crops may be used with discretion.
- Exception: Arabians may be shown in a pleasure type or fine horse show halter at any age
- Boots or wraps are not permitted

English Hunter Type Equipment

- Horse may be shown in a bridle (such as a snaffle, kimberwick or pelham) if over age 2. A plain leather halter with throat latch is also acceptable.
- Whips or crops may be used with discretion
- Boots or wraps are not permitted

(c) Faults

- Failure to recognize and attempt to correct faults in the horse's position
- Kicking or placing the horse's legs into position by hand (actual contact) or visibly cueing the horse by pointing their feet at the horse during the set up.
- Failure to follow the Judge's instructions.
- Failure to stop turning when showing at a walk or trot.
- Failure of the horse to lead properly.
- Failure to back when necessary.
- Turning the horse, the wrong direction
- Losing control of the horse.

English: Section 5

5.15 Showmanship

(c) Faults

- Failure to complete pattern correctly.
- Visiting or conversing with other exhibitors or spectators during the judging of the class.
- Loud voice commands to the horse.
- Over showing through unnecessary actions.
- Causing the Judge to move to avoid being bumped or stepped on by the horse.
- Blocking or obstructing the Judge's view of the horse.
- Improper or ill-fitting equipment or attire.
- Loss of control or escaping of a horse that endangers other horses, exhibitors, or Judges will be cause for elimination.
- Improper or ill-fitting equipment or attire.

(d) Rules

- Horses' conformation not to be judged
 - The exhibitor will show the horse in the required 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.
 - 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.
 - When showing the horse in an English bridle, it is correct for the exhibitor to hold the bridle reins similarly to halter shank; in the hands not leading the horse with the reins over the horse's neck UNLESS the bridle has two reins, in which case one rein (curb rein) may remain over the neck and secured in the mane or removed.
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HORSE COUNCIL
BRITISH COLUMBIA

English Performance
Rules 2024

Section 6: Eventing Derby

6
EVENTING DERBY

6.0 Eventing Derby Rules

General

The Horse Council BC Eventing Derby competition format presents great learning and development opportunities for both horses and riders.

The HCBC Eventing Derby includes Dressage, Show Jumping and Eventing Derby Phases. Competitions may include all three phases or a combination of Dressage and Show Jumping or Dressage and an Eventing Derby. The Eventing Derby is to consist of both Show Jumps and natural or Cross-Country type obstacles.

Attire: For Dressage and Show Jumping See HCBC General Rules

1. Eventing Derby Phase Attire:

An equestrian body protector safety vest **MUST** be worn according to manufacturer instructions. BETA or ASTM standard body protectors are highly recommended.

Inflatable vests are allowed but must be worn according to manufacturer instructions

Appropriate light weight clothing, any colour shirt with suitable short or long sleeves (not sleeveless or cap sleeve). Breeches or jodhpurs and gloves - any colour

Body protectors may be worn in all Derby phases without penalty

Tack and Equipment: See HCBC General Rules

Divisions

- a. Cross Pole: 45 cm (18") *for competitors or horses in their first year of showing*
 - b. Intro: 60 cm (2')
 - c. Beginner: 69 cm (2'3")
 - d. Green: 77 cm (2'6")
 - e. Pre-Novice: 85 cm (2'9")
 - f. Novice: 90 cm (2'11)
-

Phases

6.1 Dressage Phase

The arena size to be 20m x 40m

Test callers are permitted

Whips may be carried but must not exceed 120 cm for horses and 100 cm for ponies

6.0 Eventing Derby Rules

Phases

Dressage Phase

6.1 (a). Tests:

EC or HCBC Tests may be used

1. Cross Pole Division: EC Intro level or HCBC Walk/Trot Tests
2. Intro Division: EC Intro level Dressage or HCBC Walk/Trot Tests
3. Beginner Division: EC EV85 Dressage, or HCBC Training Level Test 1
4. Green Division: EC EV85 Dressage Test, HCBC Training Level
 - a. *(May use a Test of Choice within Training Level)*
5. Novice Division: EC EV85 Dressage Test, HCBC First Level Test 1
6. Open Division: EV90 Dressage Test, HCBC First Level
 - a. *(May use a Test of Choice within First Level)*

6.1 (b). Scoring

1. Each movement is scored out of 10 points. 0 being the lowest mark and 10 being the highest
2. Errors are scored as -2 points. First error = 2, second error = 4, third error = elimination
3. The points are totaled and any errors subtracted before dividing by the total possible score to achieve a percentage.
4. The percentage is then subtracted from 100 to achieve a penalty score. This penalty score is carried by the horse and rider through the remainder of the competition.

6.1 (c). Elimination

1. Evidence of blood on the horse
 2. Use of illegal equipment
 3. Continuous irregular pace or lameness. Judge's decision on lameness is final with no appeal.
 4. Dangerous/unruly behavior of horse
 5. Resistance of more than 20 seconds in a test
 6. All four feet of the horse leave the arena during test
 7. Fall of horse or rider during the test
 8. Dismounting during a test
 9. Taking more than 45 seconds to enter the arena at A after the start signal results in -2 points and more than 90 seconds results in elimination.
-

6.0 Eventing Derby Rules

6.2 Show Jumping Phase

Jumping may take place on a level grass arena but the area must be enclosed with a perimeter fence and an in/out gate.

Must be noted in Prize List if the Show Jumping Phase is to be held on grass.

Specs may be modified to suit arena or weather conditions; any changes must be clearly communicated to all competitors and must be made before the first rider is on course.

	Cross Pole	Intro	Beginner	Green	Pre-Novice	Novice
Maximum Height (cm)	45	60	69	77	85	90
Distance (m)	250 - 300	275 - 325	275 - 325	275 - 325	350 - 450	350 - 450
Speed (mpm)	225	225	225	300	300	325
Number of Jumps	7 - 9	8 - 10	8 - 10	8 - 10	9 - 12	9 - 12
Maximum Width (m)	Cross Poles only	No Oxers,	No Oxers	69	1.0	1.10

1. Courses should be built to encourage clear rounds and built with minimal or no fill.
2. All Fences should be straight forward with true groundlines
3. Cross Pole Division: No fill. Course to consist of cross poles only. Simple track with one or two changes of direction.
4. Intro Division:
Simple track, no oxers, no combinations, two changes of direction. Minimal fill or decoration
5. Beginner Division: No combinations
6. Green Division:
If combinations are introduced they must be a minimum of two strides and should be presented in the easiest most inviting way. Generous track measurements should be taken.
7. Novice Division:
Related distances may be used, distances of less than five strides should be used. Double combinations of two strides may be used (10 meters)
8. Open Division:
Two stride combinations and related distances allowed
9. No liverpools to be used for any division

6.0 Eventing Derby Rules

6.2 Show Jumping Phase

6.2 (b) Penalties

First Disobedience	4 Faults
Knock Down (considered as such when the height of the jump has been altered/lowered by horse or rider)	4 Faults
Refusal	4 Faults
Second Refusal	8 Faults
Third Refusal	Elimination
Exceeding Time Allowed	0.4 Fault for every second or fraction of a second over
Exceeding time limit	Elimination
Fall of horse or rider or both	Elimination

6.2 b) Penalties

1. If a competitor jumps an obstacle correctly which has been improperly rebuilt, they will not incur a penalty, but if they knock down this obstacle they will incur a knockdown penalty.
2. A resistance or stop is considered a disobedience and is penalized as such. A resistance is when a horse refuses to go forward, stops, steps back or makes one or more ½ turns. If the rider stops the horse for any reason it can also count as a resistance. A competitor stopping their horse may only be allowed if the course is rebuilt improperly. If it is determined by the judge and Provincial Rules Official that the course has been rebuilt properly, the competitor will incur a refusal penalty.
3. If 'resisting 'or stopping for 45 consecutive seconds the horse/rider will be eliminated

6.2 (c) Timing

1. The Competitor must wait for an audible signal (whistle, bell, buzzer) before crossing the start line
2. The Competitor will have 45 seconds after the signal to cross the start line
3. The same signal is used to stop the competitor on course in the case of having to reset a knocked down or dislodged fence, for an elimination, or off course.
4. Using electric timers with two stop watches as back up timers is recommended
5. If hand timers are used, a minimum of three watches is recommended with the median time used as the official time. (*The median time is the same time indicated by two of the three watches. If no two watches indicate the same time, the median time will be the time indicated by the watch which is neither the slowest or fastest time.*)
6. Time allowed must be used. Time allowed is based on the course length measurement at the prescribed speed (measurement of track should be generous) Time limit is calculated as twice the time allowed.

6.0 Eventing Derby Rules

6.2 (c) Timing

7. Time is recorded in seconds and 1/100ths of a second.
8. Time shall start when the horses' chest reaches the start line and until after the last jump is taken and the horses' chest reaches the finish line
9. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle, 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.
10. If disobedience with a 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 is the exhibitor's responsibility to be ready to continue the course when the signal is given. If the bell has been rung and the competitor jumps other elements of the combination in his stride, it does not entail elimination or any further penalty should he knock down this element of the combination.
11. If a horse slides through an obstacle, the Judge must decide immediately if it is to count as a refusal or as an obstacle knocked down. If it is decided that it is a refusal the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as
12. It has been rebuilt. If the Judge decides that it is not a refusal, the bell is not rung and the competitor must continue on course and will be penalized as a knockdown.
13. In the event of broken timing equipment, the rider may continue without penalty.

6.3 Eventing Derby Phase

The Derby course is to include a mix of Show Jumping and Cross-Country type fences. A minimum of 4 Cross Country fences to a maximum of 50% cross country type fences may be used. All Fences must have true visible groundlines with minimal or no fill. Courses are to be built to encourage clear rounds.

6.3 (a) Course

1. Cross Pole Division: No fill. Course to consist of cross poles only. Simple track with one or two changes of direction.
2. Intro Division: Minimal fill or decoration. Simple Track with 2-3 changes of direction. No combinations. Jumps and X Country type obstacles must be straightforward in design. No oxers on Show Jump obstacles.
3. Beginner Division: No combinations
4. Green Division: If combinations are introduced they must be a minimum of two strides and should be presented in the easiest most inviting way i.e.: vertical to an oxer. Generous track measurements should be taken.
5. Pre-Novice Division: Course may include one double combination of two strides (10 meters). Water and ditches are considered as jumping efforts

6.0 Eventing Derby Rules

6.3 (a) Course

6. Novice Division: Course may include one double combination of two strides (10 meters).
Water and ditches are considered as jumping efforts

Derby Course – Specifications

Specs may be modified to suit Derby arena or weather conditions. Any changes must be clearly communicated to all competitors and must be made before the first rider id on course.

	Cross Pole	Intro	Beginner	Green	Pre-Novice	Novice
Max Height (cm)	45	60	Fixed - 69 Brush - 78	Fixed – 77 Brush – 85	Fixed – 85 Brush - 94	Fixed - 90 Brush – 1.00
Distance (meters)	500 - 700	600 - 900	600 - 900	650 - 1000	800 – 1200	800 - 1200
Speed (mpm)	300	300	325	350	350	375
Number of Jumps	10 – 12 No combinations	10 – 15 No combinations	10 – 15 No combinations	10 – 18 No combinations	10 - 18	10 - 18
Max number of X country obstacles	6	7	7	9	9	9
Max Spread	-	Top - 60 Bottom - 76	Top - 69 Bottom - 107	Top – 77 Bottom - 115	Top – 122 Bottom - 122	Top - 140 Bottom -150
Max Drop	No Drop	No Drop	69	77	85	1.00
Water (if available)	Splash only with a flagged bypass option	Splash only with a flagged bypass option	Splash only with a flagged bypass option	Splash only with a flagged bypass option	Flagged on exit only. No jump before or after	Flagged on exit only. No jump before or after
Ditches (if available)	No Ditches	No Ditches	Not Recommended	Shallow Ditch only with a well-defined take-Off must also have a straight forward wide bypass option	Shallow Well-defined Max 122 cm	Shallow Well-defined Max 140 cm
Banks	No Banks	No Banks	No Banks	Not Recommended	Bank up to 85cm	Bank up to 90cm

Book 6.0 Eventing Derby Rules

6.3 (b) Timing

See Show Jumping Phase

6.3 (c) Scoring

See Show Jumping Phase

Refusals etc. on cross country fences will be scored the same as disobediences in Show Jumping.

Knockdowns will be scored as 4 faults (same as Show Jumping) A knock down is considered as such when the height of the jump has been altered. ie: dislodged or fall or drop of top rails

First refusal, run-out or circle	4 penalties
Second refusal, run-out or circle at same fence	8 penalties
Third refusal, run-out or circle at same fence	Elimination
Second refusal, run-out or circle on course at a different fence	4 penalties
Third refusal, run-out or circle on course at a different fence	8 penalties
Fourth cumulative refusal, run-out, circle or disobedience of any sort anywhere on course	Elimination
Exceeding time allowed	0.4 fault for every second or fraction over the optimum time
Excessive speed (at judge's discretion)	8 penalties
Exceeding time limit (double time allowed)	Elimination
Fall of horse or rider or both	Elimination
Missing a fence	Elimination

6.3 (d) Officials

Provincially recognized Dressage and Jumper Judges with designing with natural obstacles/derbies may be used for the Derby course design

Guest carded Officials may be used

Technical Delegates are not required but a Provincial Rules Official with Eventing specific experience must be used for Eventing Derbies hosting Green Divisions and over.

6.0 Eventing Derby Rules

6.4 Derby Cross

Derby Cross

Derby Cross is a great learning opportunity for horses and riders looking to gain experience or just have a good time! The Derby Cross class will combine elements of jumping stadium fences and natural obstacles either in a field or in an arena. Derby Cross may be offered to include Dressage test for a combined score.

At the judge's discretion, riders may have their coach assist them while on course.

Dressage tests may be called.

At Show Management's discretion and if time permitting, riders who have been eliminated for reason other than a fall may complete the course as Hors Concours.

It is strongly recommended that a medical personal be onsite and a veterinarian be on call

Attire

For Dressage and Show Jumping See HCBC General Rules

1. Eventing Derby Phase Attire:

An equestrian body protector safety vest **MUST** be worn according to manufacturer instructions. BETA or ASTM standard body protectors are highly recommended.

Inflatable vests are allowed but must be worn according to manufacturer instructions

Appropriate light weight clothing, any colour shirt with suitable short or long sleeves (not sleeveless or cap sleeve). Breeches or jodhpurs and gloves - any colour

Body protectors may be worn in all Derby phases without penalty

Tack and Equipment: See HCBC General Rules

- Martingales: Running martingales are allowed for the Derby jumping phase. You may also use a bib martingale. Standing martingales are not permitted.

Officials

- HCBC Officials or Guest Carded Officials may be used
- HCBC SR Course Designers may be used

Divisions

A horse may not be entered in more than two consecutive levels. Suggested speeds and related Dressage Tests are as follows:

Intro: 24" 325 / mpm

- Dressage test HCBC Walk/trot test 3

Beginner: 2'3" / 325 mpm

- Dressage Test HCBC Walk/trot test 3

Green: not to exceed 2'6" / 350 mpm

- Dressage Test HCBC Training test 1

Book 6.0 Eventing Derby Rules

Divisions

Novice: 2’9” – 2’11” / 350mpm

- Dressage Test HCBC Training test 1

Derby Cross

To allow for time, riders may start the Derby course in a staggered fashion, so it may be the case that several riders are moving through the same part of the course. Because this presents the potential for other riders’ performances to be affected, there are specific rules when riding with other competitors

1. If a rider’s progress is hampered to the point it may hold up another rider, they must hold back until it’s safe to recommence.
2. Competitors that are held up will have their time stopped until they can move again.
3. If a rider fails to stop when told to on the course, they will be eliminated.
4. If a rider deliberately obstructs the route of an overtaking rider, they will be eliminated.
5. If a rider overtakes another horse unsafely, they will be eliminated.

Eliminations and Penalties

First disobedience (refusal or run-out)	4 penalties
Second disobedience (refusal or run-out)	8 penalties
Third disobedience (refusal or run-out)	Elimination
Knockdown	4 penalties
Fall of Competitor or horse	Elimination
Exceeding optimum time (per second)	1.0 penalty
Exceeding time limit	Elimination
Off course/not rectified	Elimination
Leaving arena area	Elimination

6.0 Eventing Derby Rules

Derby Cross Course

1. The Derby Cross course may have 10 to 25 obstacles.
 2. All obstacles must be clearly numbered and flagged
 3. Water obstacle: Splash or small ditches only
 4. Solid in appearance with Visible groundlines where appropriate
 5. Combinations:
 6. Intro, Beginner, Green: no combinations, no oxers
 7. Novice: One combination only composed of two elements, vertical to oxer with a minimum of two strides, No combinations or related distances for cross country jumps.
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