



Horse Council British Columbia

Rule Book 2025

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Horse Council BC (HCBC)

is recognized by the Government of British Columbia as the official
organization for Equestrian Sport in BC.

Every eventuality cannot be provided for in these rules.

It is the duty of the officials and the competition management to make informed decisions in a fair and sporting spirit, approaching as near as possible the intention of these rules, and in doing so protecting the reputation of the sport and the welfare of the horse.

All Competition Organizers hosting HCBC sanctioned competitions, should be familiar with the HCBC rules and policies and should have copies available for the use of exhibitors, parents, volunteers and officials. At no time are Equestrian Canada Rules to be used at a Provincially sanctioned competition.

The HCBC Rules are reviewed annually and posted on the HCBC website. Submissions for recommended rule changes will be considered until October 1st annually and reviewed for inclusion to the next years' rule book.

Aims Goals and Objectives

To ensure that Competition Organizers have the tools and support they need to operate within the recognized sport framework, follow current safety rules and guidelines and be aware of the risk management that is necessary and of the utmost importance for hosting a well-planned, successful competition.

To provide HCBC sanctioned competitions the support and governance of the current Horse Council BC Rule Book.

To develop, grow and retain a deep pool of well-educated and knowledgeable officials.

To capture the activity that demonstrates the value of Equestrian Sport to the government at all levels.

To provide, through education, participation in a quality structured, grass roots competition system and a well-planned development pathway, a feeder system that will grow and strengthen the development of the discipline sports and equestrian athletes.

To align with Long Term Equestrian Development (LTED)

Horse Council BC welcomes and encourages all grass roots and entry level competition organizers to sanction their show with HCBC. By doing so the equestrian sport community in BC can work together to ensure a fun, affordable environment within a fair playing field that will aid towards the growth and success of Equestrian Sport in BC.

Horse Welfare Statement

Horse Council BC members are responsible for the well-being and humane treatment of any equine entrusted to their care. Every horse at an HCBC approved event shall, at all times, be treated humanely and with dignity, respect, and compassion. The welfare of the horse is paramount. Any inhumane treatment or the abuse of a horse by any person at an approved HCBC show is forbidden. The obligation and responsibility to handle horses you own, use or that are in your care, with skill and compassion ensuring, regardless of value that they are not subjected to abuse, neglect or mistreatment. Horses used in competition, spectator events, shows, or exhibitions must not be subjected to unscrupulous use of medications, non-nutritive agents, equipment or procedures that may alter performance, appearance or natural function.

The standard by which conduct, or treatment will be measured is that which a person who is informed and experienced in generally accepted equine training and competition practices would determine to be neither cruel, abusive, nor inhumane.

It is recommended that competition management publish a statement in their show program regarding the commitment to humane treatment of horses with the penalties to be imposed for confirmed abuse of horses at a recognized event.

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

- 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 behavior 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. 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

- Excessive use of the whip:

- The whip may not be used to vent an Athlete’s temper.
- A Horse should never be hit with a whip more than three times in a row.
- The horse’s skin should never be broken due to excessive use of the whip
- The whip is not to be used after elimination

- Excessive number of classes: typically, no one horse should do more than five classes in one day.

Bio Security

It is strongly recommended that horses be up to date on vaccinations and in good health to perform.

Vaccinations offer horses protection from some infectious diseases, but do not eliminate disease risk. Vaccination guidelines vary by region. This should be taken into consideration when weighing the risk for exposure. While there are costs associated with vaccines, those costs are generally much lower than the costs associated with an infectious disease.

Show management has the right and duty to demand removal of a horse from the grounds if it is deemed unfit to compete. Competition management may enforce vaccination requirements for their competition or venue.

A request for supporting documentation confirming a horse's compliance with mandatory vaccination requirements is an acceptable condition of entry.

For more information on bio security practice please visit <https://hcbc.ca/equine-welfare/biosecurity/>

Helmet Policy

Horse Council BC (HCBC) strongly recommends that anyone riding or driving a horse should wear ASTM/SEI/BSI/BS EN; EN; AS/NZS; CE VGI approved protective headgear, specifically designed for equestrian activities. ASTM (American Society for Testing Materials); SEI (Safety Equipment Institute, Inc.); BSI/BS EN (British Standards Institution); EN (European Union Standards); AS/NZS (Australian/New Zealand Standards); or CE VG1 01.040 2014-12 (provided they are BSI Kitemarked).

The helmet should be properly fitted with safety harness correctly secured, while mounted, riding or driving, ***with the exception for the discipline of vaulting.***

Every time, every ride, all riders all drivers.

Youth competitors must wear properly fitted approved ASTM, SEI, BSI/BS EN, EN, AS/NZS/ or CE VG1 protective headgear, with safety harness correctly secured while mounted on the competition or event grounds and in ALL classes and Performance Divisions.

The wearing of religious headwear will be accepted for adult riders/drivers without penalty. The option to wear an approved helmet with a sports turban is strongly advised.

Concussion Policy

Resources: For concussion education and awareness resources, please visit the Concussion Awareness page on the HCBC website www.hcbc.ca.

Definition: A concussion is a type of traumatic brain injury (or TBI), caused by a bump, blow, or jolt to the head that can change the way the brain normally works. Concussions can also occur from a fall or a blow to the body that causes the head and brain to move quickly back and forth. All concussions are serious.

Concussion Policy (cont.)

Policy Statement: Anyone participating in an activity with horses should understand the signs, symptoms and implications of sustaining a concussion.

It is recommended by health care professionals that anyone presenting symptoms or suspected of sustaining a concussion should cease the activity until they have been evaluated and cleared by medical personnel.

Anyone having contact with, or handling horses is responsible to educate themselves on the prevention and proper management of concussion related injuries.

All Coaches and Instructors recognized by Horse Council BC will be required to participate in concussion awareness training once in every three-year period to maintain current certification status.

Liability

The Horse Council BC (HCBC) Competition Committee, HCBC and co-sponsoring organization, if any, will not be responsible for any accident, injury of horse or person or loss or damage of any article of any kind or nature that may be lost or destroyed or in any way damaged that may occur to, or be caused by, any horse exhibited at a competition.

Each exhibitor, agent or horse owner will be responsible for any injury that may be occasioned to any person, animal or damage to any property while on the competition grounds, by any horse owned, exhibited or in custody or control and shall indemnify and hold harmless HCBC, its officials, staff and Directors individually and collectively, and any co-sponsoring organization, from and against any and all claims, demands, cause of action costs, charges and expenses of every kind or nature whatsoever arising out of, or which may be caused by, or incurred by, reason of the ownership, exhibition, custody or control of any animal exhibited.

HCBC will not be responsible for any financial arrangements between show management, exhibitors, owners, agents, or officials.

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

Safety

It is essential that every sanctioned competition/event have an emergency action plan in place.

A First Aid kit should be always readily available.

A competition or event must have qualified medical personnel appointed for the duration of the competition who is trained in First Aid Emergency Medical treatment. Qualified Medical personnel are defined as either a:

- Doctor
- Professional emergency personnel, such as EMT or Paramedic
- An adult with recognized and valid First Aid certification who is not competing. This individual may act in some other capacity at the competition providing this does not restrict their availability to all areas on the competition grounds.

Safety (cont.)

It is recommended that the minimum certification required for qualified medical personnel be Standard First Aid Certification.

The facility address, emergency contact name and phone number should be posted at the show office and in other appropriate locations for the benefit of the exhibitors and public at any time.

Emergency Phone Numbers: veterinarian, farrier, hospital name and address should be posted at the show office and in other appropriate locations for the benefit of the exhibitors and public at any time.

It is recommended that all shows arrange for a veterinarian and farrier to be available either on– call or on the show grounds for the duration of the show.

In the event where an accident occurs at an HCBC sanctioned competition or event, Accident Report Forms must be filled out and returned to HCBC. Accident Forms will be emailed to all organizers as part of the sanctioning package, but can be found on the HCBC website at

<https://hcbc.ca/competitions/competition-documents/>

If a competitor suffers a fall in warm-up or during a class, they may be asked to be evaluated by the attending medic. Competitors are solely responsible for ensuring on-site medical assistance takes place. If a competitor refuses evaluation, Competition Management may make the decision to disqualify the competitor from the competition.

Administration

Sanctioning

Any organization, club, individual or group may apply to Horse Council British Columbia (HCBC) to sanction an entry level competition or event offering any of the disciplines outlined in the HCBC Rule Book. There is no restriction to prize money offered at the competition.

The Person Responsible listed on application must be a current HCBC member and is responsible for the conduct of the competition in accordance with the current Horse Council BC Rule Book.

Organizers must apply through the HCBC/ Horse Sport Pro online event sanctioning portal.

Instructions for Login and links to the online application process can be found on the Competition page of the HCBC website <https://hcbc.ca/competitions/organizers/>

The competition application and all required information must be uploaded through the online system, preferably within a minimum of one month prior to the competition or event date(s).

The competition must be approved before publishing, posting online or circulating the prize list.

All required information, prize list, entry forms and a current, endorsed certificate of insurance must be provided.

Administration (cont.)

Every competition must obtain a certificate of insurance endorsed by the insurance carrier to cover law suits, claims or judgment for bodily injury or property damage sustained by spectators, participants, or others arising out of the use of the show grounds or operation necessary or incidental to the show.

All approved competitions will be emailed a Competition Package including a HCBC Certificate of Sanction which is to be printed and displayed in the Competition Office, or other clearly visible location.

The Competition Organizer is required to provide a copy of the approved Competition Prize List to the Official(s).

Competitions or Events should not start earlier than the time listed in prize list or advertised in the schedule.

Competitions sanctioned with another discipline or breed association may apply for dual sanctioning with Horse Council BC for specific divisions. Discipline or Breed Association rules may supersede HCBC rules at a dual sanctioned show in some divisions.

Clubs may include local club rules provided the local rules do not compromise the integrity and safety standards of Horse Council BC sanctioned competition. Any local club rules must be stated clearly in the Prize List and be approved by Horse Council BC during the application process.

Sanctioning Fees

The fee for sanctioning a Horse Council BC Provincial Competition is \$42.00 per show.

Payment of fees can be processed by credit card through the [HCBC Online Sanctioning Portal](#) or by mailing a cheque to the HCBC office.

Sanction fees are not refundable.

An NSF charge of \$50.00 will be applied for any returned fees.

Prize List

All Prize Lists must contain the following disclaimer:

It is the responsibility of the show/event committee, or competition organizers and the facility owners and managers to ensure that all BC Health Authority and WorkSafeBC directives are followed and enforced. Horse Council is not a regulatory body, and it is understood and agreed that sanctioning and approval of a HCBC Provincial competition / event relates to the use of the rule book and approved officials only.

This Competition is a Horse Council BC provincially sanctioned competition and will be governed in accordance with the Horse Council BC Rule Book. Knowledge of the rules is the responsibility of Competition Management, Officials and Competitors.

The Horse Council BC Rule Book, can be found at www.hcbc.ca <https://hcbc.ca/competitions/competition-documents/>

Prize List (cont.)

Neither Horse Council BC, its Board of Directors, organizing committee, staff, volunteers, officials, or employees of the horse show, will be responsible in any way, for damage, injury, or loss to persons, horses or property of exhibitors, spectators, owners, riders, trainers, or grooms. All competitors and owners of horses must be members of Horse Council BC to participate."

Prize Lists must include:

- Date(s), Start Time, Location, Directions
- Official's names
- Name and contact of the person responsible, or competition manager
- Entry Secretary's name and contact information
- Type of Competition
- Entry deadline.
- State the competition will be run under the current HCBC rule book
- HCBC Prizelist Disclaimer
- Any local club rules must be stated clearly in the Prize List and be approved by Horse Council BC during the application process
- Entry fees per class or division
- Classes numbers and specifications for each class
- Reserve the right to cancel or combine any class that does not have sufficient entries
- If post entries or day of adds are allowed
- If Hors Concours entries are allowed
- Number of ribbons for each class and if there are trophies and /or prize money.
- Types of Championships or/and Aggregates and how will be determined.
- . Any Age Categories where classes will be split.
- Any special ground rules.
- Whether jumping will be held on grass or sand rings.
- Local Hotels and Accommodations with Contact information

If prize money is offered in any classes, the amounts and class entry fee must be specified in the Prizelist. Prize money distribution by total percentage breakdown or dollar amount by placings for each class where prize money is offered must be shown.

The competition's' policy regarding Hors Concours entries (not to be judged) must be clearly stated in the prize list.

Prize List (cont.)

Prize and Awards

Show management must make the full payment of prize monies as specified in the competition Prize List.

If High Point Awards are to be presented at the competition, the method of tabulating points for such awards is at the discretion of show management and must be stated in the Prize List.

The following schedule of ribbons is recommended:

First Place	Red
Second place	Blue
Third Place	White
Fourth Place	Yellow
Fifth Place	Green
Sixth Place	Pink
Seventh Place	Purple
Eighth Place	Brown
Champion	Red, Blue, White
Reserve Champion	Blue, White, Yellow

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

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



Section 1:

General Competition Rules

1.1 Entries

All exhibitors are required to be current Horse Council BC members when participating in HCBC sanctioned events.

Exception: Lead Line class competitors 6yrs of age and under. Lead Line competitors must be accompanied by an adult holding current HCBC membership.

In the event of failure to sign the entry form, the exhibitors' first entry into the ring shall be deemed in acceptance of these rules.

1.1.1. a) Hours concours (H/C) Entries:

Hors Concours entries may be accepted at the discretion of the organizing committee. The competition's' policy regarding Hors Concours entries must be clearly stated in the prize list.

Hors Concours entries must pay the same entry fee as regular entries (unless otherwise stated in the prize list) and are subject to the same conditions and rules which apply to regular entries.

Hors Concours entries are not eligible for prizes or awards.

1.1.2. b) Youth Entries

The age limit for a youth competitor is 18 years of age or younger as of January 1st of the current year. A person born on January 1st shall assume the older age as of that date.

Proof of youth's age may be required on entry forms at HCBC sanctioned competitions.

All entry forms for youth exhibitors 18 years of age and under must be signed by parent or legal guardian.

Youth competitors must wear properly fitted approved ASTM, SEI, BSI/BS EN, EN, AS/NZS/ or CE VG1 protective headgear, with safety harness correctly secured at all times while mounted on the competition or event grounds and in ALL classes and Performance Divisions.

Exception: Vaulting

The Youth competitor need not own or lease the horse he or she is competing with to enter any class.

A horse may be entered in any or all youth age divisions, but not more than once in each class A youth competitor may not show a stallion in any class, regardless of the age or size of the stallion.

1.2 Competition Numbers

Competition numbers will be issued by the Show Secretary to all entries (horses not riders/drivers) and must be visible at all times while competing.

Competition numbers are available for purchase through the HCBC website <https://store.hcbc.ca/>

1.3 Officials

Horse Council BC sanctioned events must use current, certified Provincial Officials when possible.

Officials with expired status or recognized by another organization may be used, with a guest card, provided they meet the requirements for that discipline as set out by the provincial body responsible for said discipline.

All provincial officials must be current members of Horse Council BC and be listed on the competition or event application. In the event that an official must be substituted, Horse Council BC is to be notified immediately and provided with the name and contact info of the substitute.

It is strongly recommended that for the protection of both the official and the competition management, a written contract be completed between both parties.

Officials should arrive on the competition grounds at least one hour before the first class begins.

The Judge's decision is considered as final in all classes.

Judges should be provided with the Prize List and any tests, courses or patterns they will be judging at the competition.

Competition management must schedule appropriate breaks for officials.

1.4 Provincial Rules Officials

HCBC Provincial Rules Officials (PRO) may attend provincially sanctioned competitions to offer help and guidance with HCBC rules, assist competition management with the development and rule content in prize lists as well as address questions or concerns arising at a competition. Provincial Rules Officials attendance at competitions will aid to encourage a safe and enjoyable competition experience for both horses and competitors.

All Provincial Championship designated competitions must have a PRO in attendance.

Provincial Rules Officials are appointed by and will be assigned by HCBC to competitions as requested by competition management or by the HCBC office.

Provincial Rules Officials are governed by the HCBC Officials' Code of Conduct and protocol.

1.5 Officials Protocol / Conflict of Interest

An official shall not discuss with any exhibitor the purchase, sale or lease of a horse during a show at which that Judge is officiating.

An official shall not be an exhibitor, rider, driver, trainer, coach, handler, manager, or conditioner of any horse at any show or event at which they are officiating.

A judge may not act as course designer at the same competition in which he or she is judging.

1.5 Officials Protocol / Conflict of Interest (cont.)

No horse may be shown under an official that has acted in the capacity as an owner, coach, trainer, agent, or conditioner of the horse, within 30 days prior to the event, 14 days if the official is presiding over a virtual/online event and is not judging entries in person.

The Official must comply with class specifications and rules governing individual classes. Class specifications should be noted and included on all class judge's cards where possible.

Officials are prohibited from using tobacco and/or alcohol products, cellular phones, pagers or electronic communication devices in the arena or judges' booth.

All Officials must dress appropriately and professionally (no jeans, shorts, tank tops, etc.)

1.6 Guest Cards

Uncertified officials may be used at provincial sanctioned competitions under the following conditions.

- Individuals must have extensive experience and knowledge of the discipline being judged and of the current HCBC Rule Book.
- Uncertified officials may be requested to provide HCBC with a minimum of two references.
- Guest card application must be completed during the competition approval application process.
- HCBC will approve a maximum of three guest cards to an uncertified official. Once three guest cards have been issued to an uncertified official, further guest card applications for that individual will be subject to a fee of \$25.00 charged to the competition. The Official will be encouraged to participate in the HCBC Officials Program to become certified.

1.7 Scribes

Scribes should arrive and check in with the competition office at least forty-five (45) minutes before the start of the competition. This will allow for enough time to gather any paperwork, tests, bell, whistle etc. or any other equipment needed. Scribes should allow for time to go over any scribing instructions with their judge.

Cell phones (or any other personal electronic device) must be turned off while scribing

All test sheets must be completed in ink. Pencil is not permitted.

It is the duty of the scribe to ensure that the test sheets include the competitor's entry number, class, description, and Judge's signature if required.

Before the test sheet is handed in for totaling, the scribe must give the test to the Judge for review

Scribes must be appropriately dressed (clean and neat, no cut offs, tank tops, etc.)

1.8 Test Callers

If a competitor requires a test caller, it is their responsibility to provide one.

Calling the test is limited to reading the movement a maximum of twice without adding anything else which might assist the competitor.

Elimination of the competitor may happen should there be a failure to comply by the caller. The Judge will monitor this.

Permitted dress for a Caller is considered “smart casual”, such as jeans, slacks, mid length shorts. Tank tops, flip flops, short shorts, sandals, etc. are not allowed. Inappropriately dressed callers may not be allowed to call a test.

Callers may not wear two-way personal electronic communication devices, i.e. Bluetooth headphones, etc. while calling a test. They may however read tests from a media device. Exception: Para athletes or athletes with hearing impairment may use a two-way communication device, provided a request for dispensation has been submitted in writing to competition management prior to the competition. If in attendance, the PRO (Provincial Rules Official) and judge must be advised of any dispensation.

Callers must position themselves so as not to obstruct the judge’s view.

1.9 Elimination

All artificial appliances are prohibited in any class. Any incident in contravention of the HCBC Horse Welfare Statement may at the judge’s discretion result in disqualification of the competitor from participating in the remainder of the competition.

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

All horses must be serviceably sound. Any horse showing lameness, broken wind, or impairment of vision shall be refused an award.

Lack of complying to required appointments for a class will result in elimination of the competitor in that class specifying required appointments.

The judge shall have the authority to eliminate any entry from a class who at their discretion is not under sufficient control and or considered by the judge to be a safety risk.

The judge, and/or competition management have the authority to eliminate from the competition / event any exhibitor, owner, or agent, for cruelty or the abuse of a horse.

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

1.10 Unsportsmanlike Conduct

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

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

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

No points or awards may be given to any person or person's horses if they are disqualified from a sanctioned competition or event for any unsportsmanlike conduct.

1.11 Protests

Protests for any violation of HCBC competition/event rules at any HCBC sanctioned competition/event may be filed by an exhibitor, owner, trainer, spectator and or parent of a youth exhibitor at that show.

Inquiries must be made through a member of the competition committee regarding a decision. Should the competitor not be satisfied with the result of the inquiry, an official protest must be lodged to competition management. At no time may the judge be approached directly unless the competition specifically prints an exception to this policy. In the event contact with the judge is permitted, at no time will abusive or confrontational language or gesturing be tolerated, under penalty of elimination and possible further disciplinary action initiated.

The person lodging the protest shall do so in writing within 12 hours of the time of the cause of the protest and submit the protest to the competition management.

No protest will be recognized unless it is accompanied by a deposit of \$100.00 in cash, which shall be forfeited if the protest is not sustained.

Neither HCBC nor any organizing committee of the competition will recognize any protest that is not in writing, not signed, or not accompanied by the protest fee.

Any protest shall be adjudicated by a Protest Committee, consisting of two competition officials not involved in the dispute and a committee representative also not involved in the dispute.

1.11 Protests (cont'd)

An official of the competition /event, a director of HCBC, or Provincial Rules Official may file a claim at any HCBC sanctioned competition /event to either the competition committee or the Board of Directors of HCBC for any violation of HCBC recognized event rules.

The judge's decision representing his or her individual preference may not be protested unless it is in clear violation of the recognized event rules. The judge's decision will be considered final.

1.12 Procedure

Upon receiving a protest or a dispute, the Protest Committee shall promptly hold a hearing and obtain from any witnesses, all necessary information and evidence.

All persons directly involved and concerned shall be immediately notified and given the opportunity to attend a hearing.

The Protest Committee shall then adjudicate the issue impartially, make effective its decision upon the parties of interest and report its decision to the parties of interest. A report of the decision shall also be given to the HCBC Competition Manager

1.13 Appeals

An appeal of a Protest Committee's decision may be made to the HCBC Officer specializing in Competition and Sport.

Appeals must be made in writing within 20 days of the date of the Protest Committee's decision and must be accompanied by an appeal fee of \$300.00 payable to Horse Council BC.

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

The Appeal Committee of the Board of Directors of HCBC shall consist of two members of the HCBC Board plus one member from the competition organizing committee.

The competition organizing committee of a competition at which a protest is lodged and upheld, must hold all awards, points and prize money for the protested classes in escrow for a placed horse and all following horses, until after a 20-day appeal deadline has passed.

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



Section 2:

Discipline Rules Dressage

2.1 Dressage

2.1.1. English Dressage

The object of Dressage is the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose, and flexible, but also confident, attentive, and keen, thus achieving perfect understanding with the rider. These qualities are demonstrated by the freedom and regularity of the paces, the harmony, lightness, and ease of movements. The dressage horse should demonstrate the correct basic training principles, with lightness of the forehand and engagement of the hindquarters originating from a lively impulsion, while willingly accepting a light contact on the bit without tension or resistance. At all times the training should be following the training scale, the basis of which is three pure gaits.

2.1.2. Western Dressage

Western Dressage integrates the historic principles of classic Dressage with the best of Western Working Horse tradition. The goal of Western Dressage is to develop a partnership between an equine athlete working in harmony with its rider. Western Dressage is a systematic and progressive system of training for the Western horse and rider, in the traditional stock tack with the purpose of enjoying a safe, pleasurable, versatile, and useful working horse. Western dressage tests provide the opportunity for horse and rider to demonstrate growth through a series of progressive elements by advancing from test to test and level to level as they develop in physical skill, mental maturity, and partnership.

The Western Dressage Horse should travel in a natural way demonstrating free flowing, comfortable strides. The gaits are free, regular in cadence and rhythm, consistent in speed and tempo. Lightness and harmony are the hallmarks of a Western Dressage horse with the horse willingly accepting light contact on the bit without tension or resistance to present a balanced harmonious appearance with the rider.

2.1.3. Levels of Dressage Tests for English and Western

Note: For all HCBC Dressage Tests, the rider has the option of rising or sitting the trot at ALL levels unless it calls for a collected trot. The collected trot must be ridden sitting.

HCBC Dressage Tests for English and Western, including the Rising Stars Equitation Score Sheets are available for use at no cost, and can be found on the HCBC website under link: Competition Documents.

The tests offered through Horse Council BC are as follows:

- Introductory (walk, trot/jog & small introduction of the lope)
- Training
- First Level
- Second Level
- Third Level
- Fourth Level

2.1.4. Purpose of Dressage Levels – English and Western

Introductory Level – Walk, Trot/Jog & small introduction of the Lope

- The purpose of this level is to provide an opportunity for the horse and rider new to dressage to demonstrate elementary skills to encourage correct performance and prepare the horse for dressage tests, which will include all three gaits. All trot work to be ridden in rising trot.

Training Level

- The purpose of training level is to confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit. All trot work may be ridden sitting or rising, unless stated. Halts may be performed through the walk.

First Level

- The purpose of First Level is to confirm that the horse demonstrates correct basics. In addition to the requirements of Training Level, the horse has developed the thrust to achieve improved balance and thoroughness and maintain a more consistent contact with the bit. All trot work may be ridden sitting or rising, unless stated otherwise.

Second Level

- The purpose of second level is to confirm that the horse demonstrates correct basics, having developed the thrust required in First Level, now accepts more weight on the hindquarters (collection) and can elevate the forehand sufficiently to execute balanced medium gaits and transitions while reliably on the bit.
- Self-carriage is required with lateral movements as an integral part of horse development within this level.

Third Level

- The purpose of Third Level is to confirm that the horse demonstrates correct basics and has developed an uphill balance with increased engagement, especially in the medium and extended gaits. Transitions between collected, medium and extended gaits should be well defined and performed with engagement. A greater degree of straightness, bending, suppleness, balance, and self-carriage is required than at Second level. The horse must at all times be reliably on the bit.

Fourth Level

- The purpose of Fourth Level is to confirm that the horse demonstrates correct basics, and has developed sufficient suppleness, impulsion, and thoroughness to perform the Fourth Level tests which have a medium degree of difficulty. As a result of improved engagement and collection, the horse remains reliably on the bit, showing a clear uphill balance and lightness of forehand. The movements are performed with greater straightness, energy, and cadence than at Third Level

2.2 Dressage General Rules

- Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- The arena size may be 20m x 40m (Introductory/Training) or 20m X 60m for Training Level. These measurements are for the inside of the arena.
- First Level through Fourth levels must be ridden in a 20m x 60m arena.
- It is recommended the competition arena should be separated from the public by a minimum distance of 10 meters up to 15 meters for outdoor rings and 5 meters for indoor rings.
- If self-supporting letter markers are used, they should be placed outside the ring about 0.50 meters away from the fence and clearly marked.
- During the competition, the arena/ring fence may remain open at A. The letter A must be placed a minimum of 5 meters away from the arena. A distance of up to 15 meters is permitted. The entrance at A should be 1.5 to 2 meters wide.
- Arena fence conditions must be the same for all competitors in a class.
- The footing in the arena should be flat and level.
- The Judge should be positioned 5m from 'C' and elevated for a good view of the whole ring. A booth, platform or truck should be used to give the judge a proper view of the arena. (Note: The Judge should not be on ground level sitting at a table).
- Test Callers are permitted.

2.2.1. Errors/Penalties

An entry will receive penalty points on their test under the following circumstances:

- Failure to salute is an error of test and the competitor will incur a two-point penalty.
- An "Error of Course" made by a competitor will result in the Judge signaling the rider with their bell/whistle. The Judge will correct the rider by explaining the error and where the competitor is to resume their test.
- If the bell/whistle is not used to signal the competitor and the same error occurs against the same movement which is required to be repeated in the test, only one error is recorded.
- If a competitor performs a rising trot when a sitting trot is required or vice versa, the judge must signal the rider with their bell/whistle and warn the competitor that this is an error that accumulates if repeated, which could lead to elimination at the third occurrence.
- Not entering the arena within 45 seconds after the signal (bell/whistle) has been given, but within 90 seconds is a "Late Entry". This is considered an error. Two points will be deducted. This is not cumulative.
- A competitor who enters the arena before the starting signal is sounded may be directed by the Judge to exit the arena and commence the test again. The mark for the entrance will be given and crossed out with one line and then another mark applied to indicate the deduction of two points. The Judge should add the remark "Competitor entered before start signal". (Note: this is not considered an "Error of Course").

2.3.1 Errors/Penalties (cont.)

- The Judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if the Judge feels in their opinion some unusual circumstance has occurred to interrupt a test.
- Use of voice in any way or the clucking of the tongue once or repeatedly is a significant fault, which will receive a deduction of two marks from the movement in which it occurs. Each use of voice and/or tongue will incur a deduction of marks, but does not result in elimination. (e.g., 7 becomes 5, with the comment: voice).
- "Error of Course, "When the bell/whistle has sounded or not must be penalized:
 - First Error = 2 points,
 - Second Error = 4 points,
 - Third Error = Elimination. At the discretion of the judge, the athlete may finish the test unless by doing so, it will interfere with the start of the next scheduled time.

2.2.2. Eliminations

An entry shall be eliminated under the following circumstances:

- Evidence of blood on the horse
- Not complying with the dress rules
- Use of illegal equipment
- Unauthorized assistance (such as: voice, signs, earphone, electronic communication devices)
- Continuous irregular pace or unevenness
- Judge's decision is final with no appeal
- Dangerous/unruly behavior of horse
- Resistance by the horse of more than 20 seconds in a test or earlier if resistance creates a dangerous situation.
- All four feet of the horse leave the arena during the test
- Fall of horse or rider during the test, may not remount to continue the test.
- Dismounting during a test
- Taking more than 90 seconds to enter the arena at A after the start signal.
- Three errors of course
- Taking more than 30 seconds to enter the arena after the start of the music in a freestyle test.

2.2.3. a) Judge

- Must check the arena being used for correct placement of the letters, etc.

2.2.4. b) Scribes

- All test sheets must be completed in ink, pencil is not acceptable.
- The Scribe must check that the test sheets include the competitor's entry number, competition name, date, and judge's name.
- Any changes in the marks given by the judge must be initialed by the judge and be in ink.
- Before the test sheet is handed in for totaling, the scribe must give the test sheet to the judge to review to ensure all movements have been scored, comments filled in and signed by the judge.
- Scribes should familiarize themselves with the tests being judged.

2.2.5. c) Test Callers

- Test callers are permitted.
- If a competitor requires a test caller, it is their responsibility to provide one.
- Calling the test is limited to reading the movement a maximum of twice without adding anything else which might assist the competitor. Elimination of the competitor may happen should there be failure to comply by the caller. The Judge must monitor this.
- Permitted dress for a Caller is considered "smart casual", such as jeans, slacks, mid length shorts. Tank tops, flip flops, sandals, etc. are not allowed. Inappropriately dressed callers may not be allowed to call a test.
- Callers may not wear two-way personal electronic communication devices, e.g., Bluetooth, headphones, etc. while calling a test, they may however, read tests from any form of media device. (Exception: Callers for competitors with documented hearing impairment may use a two-way communication device provided documentation of their impairment has been submitted and the PRO (Provincial Rules Official) and the Judge have been advised.)
- Callers must position themselves so as not to obstruct the judge's view.

2.2.6. d) Provincial Rules Official (PRO)

- Provincial Rules Officials provide help and guidance with HCBC rules at Provincially sanctioned competitions. A PRO is to assist show management with questions or concerns and encourage a safe and enjoyable competition experience.
- PRO should be dressed in "smart casual," such as trousers/slacks, mid length shorts, etc.

2.2.7. e) Para Dressage

- Intended for equestrian competitors with physical and/or visual impairments and to provide and develop competition opportunities for Para athletes.
- Para competitors must supply the show organizer with the correct documents regarding any permitted compensating aids according to his/her respective degrees of impairment.
- A copy of these documents must be attached to the test(s) for the judge's information.

2.2.8. f) Miscellaneous Tests

Prix Caprilli

- In the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse. The horse must softly accept the bit and may show more “roundness” in the parts of the tests separate from the jumps. Trot work to be done posting. Transitions into and out of the halt maybe through the walk. Tests may be called. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge’s discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced, the bell will be rung again telling the rider to continue from where he stopped. In the event of TWO refusals at one of the jumps, the rider should go around the jump and continue with the test. This does not incur elimination.
- Rising Stars Equitation Score Sheet (see Rising Stars section for more information)
- RS-Adult Amateur Equitation Score Sheet (see RS Adult Amateur section for more information)
- Tests of Choice
- Eventing, Pony Club, English/Western Dressage, Freestyle, Para or other dressage tests may be offered at HCBC recognized competitions as Test of Choice but must be specified in the prize list.

2.2.9. g) Attire English Dressage

- All dressage competitors regardless of age participating at any HCBC sanctioned Dressage competition must wear properly fitted approved BSI or ASTM ASTM, SEI, BSI/BS EN, EN, AS/NZS/ or CE VG1 01.040 2014-12 (provided they are BSI kitemarked) protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
- Long hair should be neatly in a braid, bun or fully under the helmet, use of a hair net is recommended.
- Riders must wear riding boots (plain with or without boot crowns, laced or with zippers) with heels (tall boots or jodhpur/paddock boots). Boots may be of a matching colour to the coat. Tasteful piping or crystal decoration is permitted.
- Half chaps may be worn with paddock boots if they are well fitted and are of matching colour to the boots.
- Long or short sleeved shirts with a collar may be light coloured, two complementary solid colours or pin-striped without bold pattern, with a stock tie, bow tie, rat catcher with choker of any colour or dress shirt with tie and may be long or short sleeved.
- Stock ties are not required when riding without jackets.
- White, light or dark solid-colored breeches (preferably white); are permitted. Contrasting piping is permitted.
- Jackets or tailored dressage vests of any single colour. Subtle pin striping, checks, tweeds and modest piping are allowed. Contrasting colours, collars with modest piping and or crystal decorations are allowed.
- Safety jackets/vests may be worn without penalty, provided they conform to the rules governing jacket colours.
- In case of inclement weather riders may wear a suitable warm or waterproof jacket and protective hat cover. In extreme humidity or temperature, the judge may permit riders to ride without a jacket or vest. When permission is given, competitors must comply with all other dress requirements except shirt collars may be open.
- Gloves should be worn. Black or brown gloves are recommended.

2.2.9 g) Attire English Dressage (cont.)

Not Permitted

1. Sleeveless shirts or tank tops are not permitted when riding without jackets.
2. Multi-coloured/patterned gloves.
3. Bright coloured or patterned breeches.

2.2.10. h) Dressage Equipment English Bits

- 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.
- Snaffles and curbs bits with smooth ridges are permitted.
- Snaffle bits must be made of metal, durable plastic, synthetic material or flexible rubber.
- Snaffle bits may be Loose Ring, D Ring, Eggbutt,, Full Cheek
- Snaffle and bridoon rings: inside dimensions must be between 3.5cm and 10.16 cm
- Minimum bit diameters where the bit connects to the cheek or ring: Ponies: 10 mm for snaffles
- Horses: 10 mm for snaffles and bridoons; 12 mm for curbs
- Upper cheek pieces must not exceed 5 cm or be longer than the curb lever arms, measured below the mouthpiece which should not be more than 10 cm when the mouthpiece is in the uppermost position.

Not Permitted

- Wire or hard twisted bits are not permitted.
- Bit burrs
- Bit guards
- Tongue ties

2.2.11. i) Bridles

- English style correctly fitted bridles with reins, black or brown of any type (may have a subtle accent color on the bridle such as white padding, etc.)
- Reins may be plain, rolled, braided and must be leather or rubber.
- Browbands may be plain, contrasting padding, coloured. Tastefully decorated browbands are permitted as long as there is nothing dangling or hanging from the browband (exception: name tags)
- Noseband, at all dressage levels a snaffle bit and bridle with one of the following nosebands are permitted; drop, regular cavesson, flash, figure 8 (also known as a crossed or Mexican noseband), comfort noseband (either with or without a flash for a snaffle, must be plain when used with a double bridle) or crescent cavesson (which may only be used with a snaffle bridle). Note: the noseband must not be tight.
- A throatlatch strap is required except when a combined noseband or Micklem bridle is used.
- Micklem bridles (bit clips are not permitted) may be used at any level where snaffles are permitted.
- At higher levels (Test of Choice, third, fourth) double bridles are optional.
- Bitless bridles may be used at the discretion of Show Management.

2.2.12. j) Saddles

- Dressage saddle or English style saddle or side saddle, black or brown in color only (subtle piping is permitted on the saddle) with a girth, stirrups or safety stirrups (safety stirrups may be used and have the opening on the outside).
- White, off-white, grey, black or conservative coloured saddle pads are recommended. Piping of a different colour is permitted. Striped or multi-coloured pads are not permitted.

2.2.13. k) Other Permitted Equipment

- Boots or bandages
- Well fitted “Scoot Boots”, hoof boots or glue on shoes are allowed, provided they do not protect the soft structures of the hoof, such as the heel bulbs and coronet bands.
- Girth covers
- Sternum relief girth or pads
- Fore girths
- Breastplates
- Cruppers
- Non-restrictive fly guards
- Bucking straps
- Fly bonnets (un-stuffed)
- Net Relief or UV visor for Head shakers or light sensitivity if accompanied by a letter from the athlete and a veterinary certificate recommending its' use.
- Headsets for athletes with documented hearing impairment. (Documentation from a doctor must be provided to show management. Competition organizer must be able to appoint a supervisor to stand with the caller.)
- Whips may be carried at all levels. Note: Total length of whip must not exceed 120cm for horses and 100cm for ponies.

Spurs

- Spurs or ‘dummy’ spurs may be worn.
- The arms of the spur must be smooth.
- The shank the spur must point downward or straight pointing directly back from the center of the spur.
- Rowel spurs must be mounted vertically, free to rotate, and not sharp and point directly back from the center of the spur.
- Junior athletes mounted on ponies may not use spurs with rowels.

2.2.14. l) Other Prohibited Equipment

- Martingales (*EXCEPTION: running martingales are only allowed in designated warm-up and/or schooling areas if a snaffle bridle is being used*)
- Draw reins
- Blinkers
- Ear Plugs

2.2.15. m) Turnout of the Horse

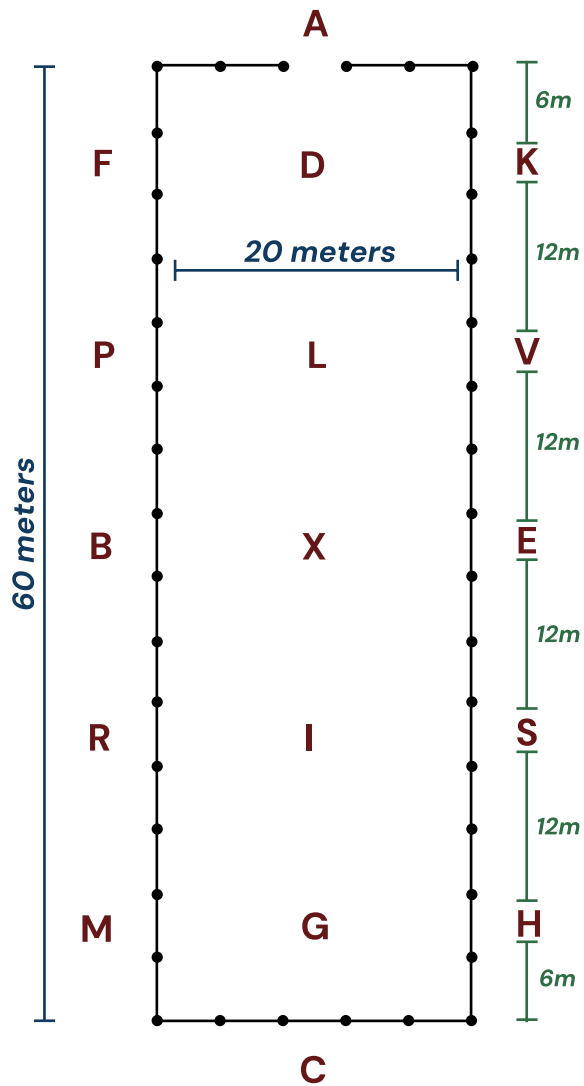
- Manes and forelocks may be braided. There is to be no penalty if not braided.
- Tails should not be braided.
- If braiding:
 - Black, brown, or white braiding tape.
 - Black, white or coloured thread/wool/elastic bands are allowed.
 - Braiding wire is allowed.
 - Braiding bands are allowed. This includes decorative bands with a smooth base and no sharp edges.
 - The forelock does not need to be braided even if the mane is.
 - Items such as ribbons or flowers, etc. in the mane or tail are **Not Allowed**. Exception: a simple **RED** ribbon in the tail for safety reasons.

2.2.16. n) Arena

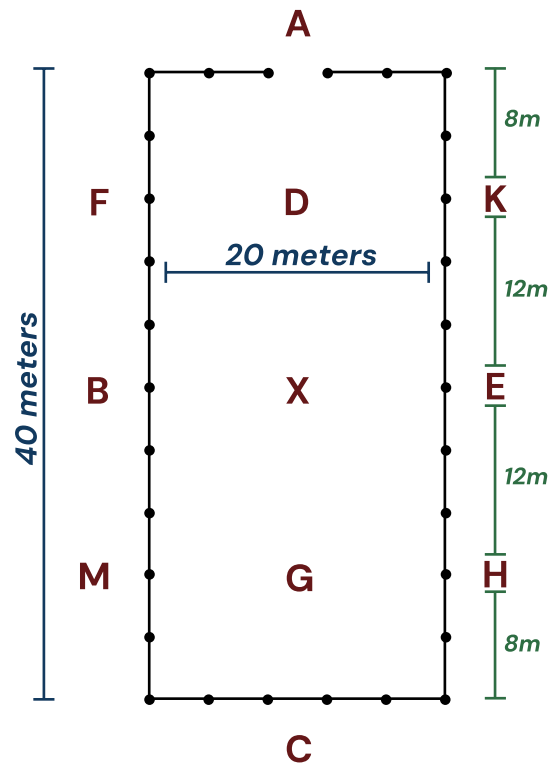
- Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
- The arena size may be 20m x 40m or 20m X 60m for Introductory and Training Levels
- First Level through Fourth levels must be ridden in a 20m x 60m arena.
- It is recommended the competition arena should be separated from the public by a minimum distance of 10 meters for outdoor rings and 5 meters for indoor rings.
- If self-supporting letter markers are used, they should be placed outside the ring about
- 0.50 meters away from the fence and clearly marked.
- The ring fence may remain open at "A" during competition.
- The letter "A" must be placed at least 5 meters away from the arena and a distance of up to 15 meters is permitted.
- Arena fence conditions must be the same for all competitors in a class.
- Footing in all warmup and competition rings should be flat and level.
- The Judge should be positioned 5m from 'C' and elevated for a good view of the whole ring. A booth, platform or truck should be used to give the judge a good view of the arena. (Note: The Judge should not be on ground level sitting at a table).



20 x 60 Meter
40 Four Meter Sections
12 Letters



20 x 40 Meter
30 Four Meter Sections
8 Letters



2.3 Provincial Rising Stars Dressage Equitation Program

Program

The Rising Stars Equitation Program was developed and continues to be overseen by the Rising Stars Youth Dressage Committee established in 2004 in Chilliwack, B.C. In 2023, Horse Council BC collaborated with the Rising Stars Youth Dressage Committee for approval to offer this program through the HCBC Provincial Competition System.

Mission Statement

To provide Youth Dressage Riders, up to and including 25 years of age, the opportunity to participate in Rider Skill Development programs which foster competence and confidence to take part in Dressage competitions that provide a fair playing field environment for Youth Dressage Riders wherein each can compete with their peers at all levels of skill, from beginners to advanced.

Objectives:

To assist in the development, improvement and continuing advancement of the equitation skills required by Dressage Riders, by providing an ongoing evaluation of their equitation skills during the performance of a technical dressage test.

The improvement of equitation skills is the best pathway forward to develop Dressage Riders toward higher levels.

Categories:

Foundation Level: those competing at: Training, First and Second level. Progressive Level: those competing at: Third and Fourth Level

NOTE: A competition may offer the Foundation Level only or they may offer both the Foundation and Progressive levels. The decision is at the discretion of the show organizers. Offering Introductory level is optional depending on entries. If it is offered, Introductory will have its own Champion/Reserve Champion (including the “Ride Off”) and will not be combined with the Training, First and Second Level riders.

2.3.1. Ages and Levels

Youth: up to and including 25 years.

Adult: 26 years and over

Foundation Level: those competing at Training; First and Second

Progressive level: those competing at: Third; Fourth.

Anyone judging Rising Stars classes must be a Certified Senior Dressage Judge

- The Equitation Judge for both the judging of equitation during the technical test and for the “ride off” must be the same judge.

2.3.1 Ages and Levels (cont.)

- Rising Stars Equitation classes in each division will be designated in the competition prize list by the show organizers. (i.e., in Foundation Level Training, First and Second level and in Progressive Level; Third, Fourth.
- The show organizer will decide if they will use the two (2) judge system for the equitation judging or the one (1) judge system.
 - Two (2) Judge system: The Judge at C will be judging the technical test. The second Judge, (the Equitation Judge) may sit at E, H, M, B or any marked letter. The Equitation Judge can be added to a scheduled technical class.
 - One (1) Judge system. A class designated as the RS Equitation Evaluation class. The Rider will ride their technical test at their level, but will only be judged on their equitation. The Equitation Judge in this case, would sit at C.

2.3.2. Ride Off/ and Championships:

- The equitation score and technical score are not to be combined to determine equitation placings.
- Based only on the equitation scores of the RSYD Riders, all riders achieving 60% or over, will be eligible to compete in one of two Equitation Championships
- For eligible riders in: The Equitation Foundation Level Championship, the 'Ride Off' will be based solely on equitation skills judged by the 'Equitation Judge'.
- The 'Ride Off' will be a group class including all riders who achieved 60% or over on their Equitation score sheet in Introductory, Training, First or Second level.
- Individual patterns may be requested by the 'Equitation judge' to establish the Champion and Reserve.
- **If Introductory is offered, there is a separate Champion/Reserve Championship ride off. This is not to be combined with Training, First or Second level Championship Ride Off.
- For eligible riders in: Equitation **Progressive** Level, the Champion and Reserve will be determined by the highest and second highest equitation scores achieved by those riders who achieved 60% or over on their Equitation score sheet at Third, Fourth or FEI level(s).
There is no ride off for the Progressive level.

NOTE: If for any reason, a show committee is not able to offer the "ride off" for the Champion and Reserve Equitation **Foundation** Level, then the Champion and Reserve will be determined by the overall highest and second highest score (from the Equitation score sheets).

NOTE: This program may be offered to Western Dressage Riders as well.

2.4 Western Dressage

2.4.1. Level Requirements

- Through Introductory to Second Level all horses must compete in a snaffle (loose ring, eggbutt, or D-ring configuration, and be ridden with two hands.
- At Second Level, the introduction of a snaffle shank bit is permitted and can be ridden in one or two hands.
- Third and Fourth Level may compete in a snaffle or shank bit with either a solid or snaffle mouthpiece and can be ridden in one or two hands.

2.4.2. Attire

- All Youth Western dressage competitors participating at any HCBC sanctioned competition must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
- Adult Western Dressage competitors may wear:
 - A Western Style Hat
 - approved protective Western headgear
 - approved protective English headgear
- No rider may be penalized for wearing equestrian protective headgear or a safety vest in any class.
- Long sleeved shirt of any colour with a collar. Weather permitting and at the discretion of the judge, short sleeves may be permitted.
- Western jackets, sweaters or vests are optional.
- Pants, trousers, clean jeans, or a one-piece long-sleeved collared equitation suit
- Chaps, chinks, or split riding skirt are optional.
- Gloves are optional.
- Necktie, kerchief, bolo tie or pin are optional.
- Boots with a distinguishable heel up to one (1) inch.

2.4.3. Equipment/ Bridles

Western type headstall must be used. The headstall may be used with or without a cavesson.

- A Western cavesson (flat, rolled, braided or plain, with an adjustable noseband), pencil bosal with or without a get-down rope with space for two fingers placed between the cavesson and the jowl of the horse is allowed. No metal (except for the buckle on the cavesson), studs of any kind, or other harsh substances can be used in conjunction with or part of a Bosal and the jowl of the horse.
- A bitless bridle of western style made of leather or leather-like material is acceptable. A cross-under bitless bridle – a simple and subtle two-loop system, one over the poll and one over the nose that embraces the whole of the head is permitted. No other variations are permitted.

2.5.3 Equipment/ Bridles (cont.)

- A Hackamore (Bosal) is permitted on a horse of any age, and at any level. A hackamore includes a bosal, rounded in shape, and constructed of braided rawhide or leather. It must have a flexible
- Non-metallic core attached to a suitable headstall. It does not refer to a mechanical hackamore. There must be a minimum of a two finger space (approximately 1 1/2") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband. Bosals may be wrapped with smooth electrical tape to prevent rubbing.
- Any horse may compete with a western style bit or solid curb bit with one hand.
- Any horse may compete with a snaffle bit at any age and be ridden at any level. When using a snaffle, the rider must ride with two hands whether using a loop rein or split reins.
- Split reins may be used with a snaffle or a curb bit. When used with a snaffle bit, two hands must be used. For a curb/shank bit, riders may use one hand (see "level requirements & Hand position" for exceptions).
- Romels may be used with a solid curb bit but must be ridden with one hand only. The reins must come up from the bottom of the hand and out of the top with no fingers in between the romel reins.
- Curb chains and flat leather chin straps must be at least 12.7mm in width and lie flat against the jaw of the horse.
- A curb strap or chain (bit hobble) may be used with a snaffle bit. It must be attached below the reins. A curb strap when used as a bit hobble may be braided or narrow.
- A Western style saddle is required.
- A working Western side saddle is also permitted.
- A breastplate and/or crupper may be used.
- Spurs: western style spurs with or without blunt tines, English dressage style, roller ball, and blunt bumper spurs are allowed. Rowels must be vertical.

2.4.4. 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 1/2" inch (12.7mm).
- Chin straps cannot have wire, rawhide, metal, or other substance in conjunction with or as part of the flat leather chin strap or curb chain.
- Round, rolled, braided or rawhide curb straps are prohibited.
- Standing or running martingales or tiedowns.
- Bosal without reins attached and used as a noseband.

2.4.4 Prohibited Equipment (cont.)

- Mechanical hackamores.
- Horsehair Bosals.
- Bitless bridles with sidepulls.
- Any Twisted wire mouthpiece.
- Rope halters or bridles.
- Bit guards.

2.4.5. Hand Position on the Reins

- Romal reins – the romal is held in one hand with no fingers between the individual reins and the end of the romal may be held in the hand not used for reining. This will keep the romal end from swinging and to adjust the position of the rein.
- Split reins – may be held in one or two hands. **NOTE:** the rider may not switch back and forth from one and to two hands during a test.
- There is no restriction on the method of holding the reins in two hands.
- When split reins are held in one hand, there are two ways in which the rider may use them:
 - The rider may put one finger between the split reins with the ends of the reins falling on the side of the reining hand.
 - The rider may hold both reins in one hand without a finger between the reins. In this method the rider's hand must be around the reins. The end of the split reins may be held in the hand not used for reining in order to keep them from swinging and to adjust the position of the reins.
- Should a looped rein/buckled reins be used, the reins are held in one or two hands. There is no switching back and forth between one or two hands during a test.

2.4.6. Turnout of the Horse

- The mane of the horse may or may not be banded.
- Braiding of the forelock is permitted.
- The tail must be left natural.
- Items such as ribbons or flowers, etc. in the mane or tail are Not Allowed. **Exception:** a simple RED ribbon in the tail for safety reasons



Section 3:

General Driving Rules

The competition management, the judge, and/or a Provincial Rules Official (PRO) has the authority to deny participation to any competitor whose skill level, horse, harness, bit, or vehicle is deemed unsafe or unsuitable.

A trained medical person, First Aid First Level 1 or higher, must be on site during a competition.

Medical transportation must be available on short notice.

A veterinarian is not required to be on site during a competition, but one must be on call and available on short notice.

Competitors have a maximum of 30 minutes to dispute a result. After 30 minutes all placings are final.

3.1 General Safety

- The driver is the first in and last out of the vehicle.
- An equine should NEVER be led from the ground when it is put to a vehicle without a capable driver on the box seat with the reins in their hands.
- The bridle or reins should never be removed from an equine that is put to a vehicle.
- Stallions, of any size, must not be driven by a junior.
- In the case of an incident or a broken vehicle, the equine must be taken from the vehicle immediately.

3.2 Turnout

Turnout is described as the overall combination of the equipment, vehicle, harness, and attire of the driver and passengers.

(a) Equipment

- The driver must always carry a whip; the whip must not be in the whip holder while the vehicle is in motion.
- The driver must carry a whip in their hand that is long enough to reach the shoulder of the equine when the vehicle is in motion. It must touch the farthest side of a pair and the farthest side of the lead equine in a tandem, unicorn, or team of four.
- Brushing boots are permitted for Driven Games and for marathon. They are prohibited in any other instance.
- Hoof boots are permitted in the marathon but are prohibited otherwise.
- Wraps and bandages are prohibited.

3.2 Turnout (cont.)

(b) Vehicles

- All vehicles must be in safe working condition and be appropriate for the horse and the event.
- Two-wheeled or four-wheeled vehicles are permitted unless otherwise specified in the Prize List or the class description.
- All vehicles must have a solid or mesh floor.
- Sulky, stirrup type racing carts or hyper bikes are not permitted.

(c) Harness

- Harness fit may be checked by an individual appointed by the competition management or the PRO if there is one in attendance.
- The harness must fit properly and be in good, clean condition without cracks, dryness, or breaks in the stitching.
- The harness may be either neck collar or breast collar style depending upon the requirement of the vehicle.
- The harness may be made of leather or synthetic material; however, uncoated open-weave nylon web harness is not permitted.
- Reins should be brown for pleasure driving, dressage, and cones.
- Spliced black and brown reins are permitted.
- Reins can be any colour for marathon and driven games.
- A throatlatch and full noseband are required.
- Blinkers are recommended.
- A kicking strap may be used.
- Tongue tying is prohibited.
- Sidechecks and overchecks are allowed in Pleasure Driving classes but are prohibited in Combined Driving Derbies, Arena Driving Trials, Field Driving Trials and Horse Driving Trials.
- Drop nosebands, tiedowns, and standing or running martingales are prohibited.
- For tandems only, the traces of the lead horse must be attached to the wheel horse's traces using tandem keys or other strong clips at the tug/trace buckle or attached directly to the singletree. The leader's traces must never be attached to the hames of the wheel horse or to any auxiliary rings on the breast collar.
- Rein clamps or buckles may be used for tandems, unicorns and fours.

3.2 Turnout (cont.)

(d) Bits

- Traditional driving bits, including but not limited to Liverpool and butterfly, either one-piece or jointed, are permitted.
- Snaffles, including but not limited to loose ring, eggbutt, D-ring, and half cheek, either one-piece or jointed, are permitted.
- Bits for a multiple turnout do not need to match.
- Bitless or side-pull bridles and/or hackamores are not permitted.
- Traditional western leverage bits, twisted wire, burr, or gag bits are prohibited.

(e) Attire

General

- Competitors must always wear properly fitted, approved BSI or ASTM protective headgear in good condition that is recommended to be no more than 5 years old, with safety harness correctly secured while on a vehicle that is put to an equine.
- An approved equestrian protective vest may be worn by anyone at any time without penalty.
- Inflatable vests are not considered safe for driving and are not recommended.
- Appropriate, clean, and neat attire is always required.
- Sunglasses may be worn without penalty.
- Shorts, dresses, sandals, flip flops, high heels and/or open-toed shoes are prohibited.
- During cold or wet weather, appropriate outerwear may be worn.

Traditional Driving

- Ladies are required to wear a long sleeve blouse, or a jacket/ blazer with a blouse or scarf underneath, dress pants or knee length skirt and dress shoes or boots.
- Gentlemen are required to wear a button-front collared shirt, tie, blazer, dress pants and dress shoes or boots.
- Sleeveless shirts are not permitted without a blazer over top.
- Long hair should be worn neatly in a braid, bun or fully under the helmet. The use of a hair net is recommended.
- Aprons or lap robes, between below-the-knee and ankle length, are required for drivers and should compliment the colour of the upholstery of the vehicle.
- Gloves, in brown or tan, are required for both driver and groom(s).
- Gloves and sleeves should be long enough to overlap.
- Bright colours, glitter and rhinestones should be avoided.

3.2 Turnout (cont.)

- Visors and hat-style slipcovers may be worn over a helmet.
- In extreme heat and with the judge's permission, blazers may be removed.
- During wet weather, waterproof attire may be worn, and aprons will not be required.

Marathon style

- An approved equestrian protective vest must be worn by all competitors on marathon and are highly recommended for Driven Games.
- Both drivers and navigators must wear marathon attire.
- Marathon attire consists of durable ankle length pants, a shirt (polo, T-shirt or fitted long sleeve) and sturdy footwear.
- Excessively loose-fitting clothing should be avoided.
- Gloves of any colour are optional for drivers and navigators.
- Aprons or lap robes should not be worn.

3.3 Presentation

- Presentation will be judged on the appearance and appropriateness of attire of driver and grooms as well as cleanliness, fitness, and condition of horses, harness and vehicle, and that the vehicle and harness are the correct type and style for the class.
- If Presentation is to be judged it must be listed in the Prize List.
- Whether or not presentation is judged, competitors must always be appropriately turned out.
- See *also* 2.1.2 Turnout in General Driving Rules.

3.4 Officials

- A Horse Council BC (HCBC) Driving Judge may be used. Alternatively, an experienced person with driving history and knowledge of driving may be used as a guest carded official. Guest carded officials must be approved by HCBC.
- Multiple judges may be used at the competition management's discretion.
- When multiple judges are used in dressage, the judge at C will be considered the head judge.
- A Provincial Rules Official may attend.
- Competition management, the judge, or a PRO must check the course and facilities for safety adherence to HCBC Rules prior to the start of each class or phase of competition.
- The judge and other officials should be provided a tent or covering to keep them from the elements.

3.5 Grooms, Headers, and Navigators

- All headers, grooms and navigators must be current HCBC members.
- All headers, grooms and navigators must turn at least 12 years old during the current calendar year.
EXCEPTION: Groom(s) and navigator(s) for intermediate Horse Driving Trials must turn at least 14 during the current calendar year.
- A header or groom should dress to compliment the turnout. A header may wear a white lab coat.
- Schedule permitting, a groom/navigator may be shared. This must be stated on the entry form.
- Headers, grooms, or navigators may not use the whip or brakes during competition. EXCEPTION: Grooms and navigators may use a fifth wheel brake if located behind the driver.
- The groom(s) must sit quietly with their hands on their lap; they may not slide or shift their weight or purposefully affect the vehicle's way of going.
- If a groom, header, or navigator must interact with a horse, they must not touch the reins while they are in the driver's hands, they must only hold the horse by the cheek piece or adjust the harness as needed.

GROOMS OR NAVIGATORS REQUIRED						
	Single Small Pony or smaller	Single Medium Pony or larger	Pairs any size	Tandem any size	Unicorn/Four Small Pony or smaller	Unicorn/Four Medium Pony or larger
Dressage	No	No	One	One	One	Two
Cones	No	No	One	One	One	Two
Marathon	No	One	One	One	One	Two
Pleasure	No	No	One	One	One	Two
Games	No	Yes	N/A	N/A	N/A	N/A

3.6 Age of Competitors

The competition age of an individual is defined as the age reached during the current calendar year.

Drivers

Age classifications are:

- **Junior A** – competition age 10 years old and under
- **Junior B** – competition age 11-13 years old
- **Junior C** – competition age 14-18 years old
- **Adult** – competition age 19-54 years old
- **Masters** – competition age of 55 years or more

Stallions of any size must not be driven by a junior.

3.6 Age of Competitors (cont.)

Junior A and Junior B drivers must always be accompanied by a person holding a current HCBC membership, whom is 18 years of age or older, experienced, and capable of driving the turnout and aiding when necessary or in the case of an emergency.

This individual should be the first in and last out of the vehicle and must have the reins in their hand(s) while the junior is mounting; handing the reins to the junior once they are on the box seat.

The junior must be seated firmly and not be held in place by the assisting adult.

EXCEPTION: At the discretion of their parent or legal guardian (unless required by competition management) Junior B drivers competing in a securely enclosed arena with a single Very Small Equine (VSE), do not need to be accompanied in the vehicle. This exception is NOT applicable to Field Driving Trials or Horse Driving Trials.

- **Junior A and B**, in classes requiring a header, an additional appropriately attired, capable individual over the age of 18 must come from the rail so that the driver is at no time alone in the vehicle. These individuals must be experienced with horses, be familiar with the format of the event and be current HCBC members.
- **Junior A** must compete in a securely enclosed arena.
- **Junior B** may compete outside of an arena.
- **Junior C** drivers, at the discretion of their parent or legal guardian, may compete with a single turnout and do not need to carry a groom unless required by class specifications.

Grooms, Headers, and Navigators

All grooms, headers and navigators must turn at least 12 years during the current calendar year.

EXCEPTION: Groom(s) and navigator(s) for intermediate Horse Driving Trial competitors must turn at least 14 during the current calendar year.

3.7 Equines

Breed

All driving disciplines are open to all breeds and crosses within the height limitations, if any, of the class.

Age

All equines must be a minimum of 4 years of age at the time of competition

Fitness and Competence

Participation in Competition must be restricted to fit, well groomed and sound Equines.

3.7 Equines (cont.)

Height classification

The equine's height is to be measured at the withers. For competition purposes the height will be recorded in centimeters and the classification based on the measurement in centimeters.

If the equine is wearing shoes, subtract 1cm.

- Very Small Equine (VSE) – under 99cm
- Very small donkey (VSD) - under 99cm
- Standard Donkey – 99cm and over
- Small Pony – 99cm to under 120cm
- Medium Pony - over 120cm and under 137cm
- Large Pony – 137cm to under 148cm
- Horse – 148cm and over

3.8 Dressage - Driving Rules

Dressage aims to achieve continued balanced enhancement of the horse's physical attributes and skills. Through continued training, the horse becomes forward, relaxed, supple, and displays a good sense of attentiveness and enthusiasm in its performance. Dressage may be held alone or as part of a driving trial.

3.8.1. Format

- HCBC Driven Dressage tests may be found on the HCBC website and are available for use at no charge.
EXCEPTION: HCBC tests are not to be used for Horse Driving Trials.
- The competition management may list the dressage test to be driven in the Prize List or may allow the competitor to drive a Test of Choice from a list of recognized tests.
- The dressage test must be consistent with the level being driven, e.g. training level will drive a training level test.
- Dressage tests must be driven from memory for preliminary and intermediate competitors.
- Tests should be scheduled at regular time intervals, with sufficient time for the test to be driven and the judge to complete paperwork.
- Competitors will be provided a time for the dressage test.
- Competitors may be asked to do their dressage test early but must agree to the change of time and cannot be forced to drive before their posted time.
- If judging is running behind, competitors must be ready at their posted time and be prepared to drive when their turn comes.

3.8.1 Equines (cont.)

- Before their test, competitors should drive near to the Judge's booth and state their competitor number, and level (training, preliminary, etc.). When Test of Choice has been permitted, the test number or letter should be stated as well. If unable to approach the judge from the outside of the arena, the competitor may be allowed to enter the arena and approach the judge by staying on the rail to announce their competition number and level. They must exit the arena on the rail and wait for the signal to start.
- Competitors must enter the dressage court within 60 seconds of the judge sounding the bell or the whistle.
- Once the competitor is inside the arena, the gate should be closed. A cone may be placed across the entrance if no physical gate exists.
- The test is driven.
- Should the competitor go off-course, the judge will sound the bell or whistle, and the competitor will immediately proceed to the judge and will be instructed where to restart the test. In the case of multiple judges, it will be the judge at C who makes the decision.
- Competitors participating in training level may have the test called from B or E and must provide the caller. The competition management is not responsible for providing this person.
- Competitors that are hard of hearing and wishing to use a caller may use a communication device, but this must be within earshot of the judge. This must be noted on the entry form and the PRO and Judge should be advised. Such devices may not otherwise be used.

3.8.2. Safety Check

- The competition management will ensure that a safety check is performed at any time prior to the start.
- The safety check will be performed by a PRO or a qualified person appointed by the competition management.

3.8.3. Facilities

- Recommended arena size for singles: 40m x 80m (standard size) with standard letter spacing.
- Recommended arena size for tandems, unicorns, or team of four: 40 m x 100 m unless otherwise specified on the dressage test.
- Classes with VSE only may use a smaller arena.
- Recommended arena size for VSE Singles: 30 m x 60 m.
- Recommended arena size for VSE tandem, unicorn, or fours: 30 m x 75 m.
- Should an arena less than 40 metres wide be used, the letters F, H, K, and M should be placed on the long side distance equal to 25% of the short side's width, e.g. short side is 34m. $34 \div 4 = 8.5$. F, H, K and M are placed 8.5m from the corners on the long side.
- To allow easy entry, the letter A may be placed between 5 and 7 meters from the entrance of the arena.

3.8.4. Classes

- At the discretion of the competition management, classes may be divided by equine size and type, single or multiples, level of dressage test.
- At the discretion of the competition management, classes may be split or combined as entries warrant.

3.8.5. Levels

- Competition management may offer different levels of competition, which must be listed in the Prize List.
- Training Level – suitable for beginner drivers or equines.
- Preliminary Level – suitable for competitors with more than two years driving experience.
- Intermediate Level - suitable for competitors with more than two years driving experience in preliminary.

3.8.6. Turnout

(a) Attire

- Traditional driving attire must be worn by drivers and grooms.
- See *also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.
- See *also* Dressage under 2.5.10 ADT and 2.6.11 FDT for exceptions.

3.8.7. Presentation

- If presentation is to be scored it will be during the dressage test and must be listed in the Prize List.

3.8.8. Drivers and Grooms

- Schedule permitting, drivers and grooms may compete with multiple entries. This must be stated on the entry form.
- See *also* 2.1.2 (e) Attire under Turnout in General Driving Rules.
- See *also* 2.1.5 for Grooms, Headers, and Navigators under General Driving Rules.

3.8.9. Officials

- The judge should be placed approximately 5 metres from C and is recommended to be slightly elevated.
- When a judge cannot be placed at C, they will be placed at B or E.
- When a second judge is being used, the head judge will be at C and the second judge will be placed at either B or E.
- See *also* 2.1.4 for Officials under General Driving Rules.

3.8.10. Penalties

PENALTIES FOR DRESSAGE ADT, FDT, HDT	
Part of the turnout leaving the arena	Mark down for inaccuracy
The whole turnout leaving the arena	Elimination
Incorrect attire of driver and/or groom – No helmet	Elimination
Incorrect attire of driver and/or groom – No gloves	5 penalties (each)
Incorrect attire of driver and/or groom – No lap robe (when required)	5 penalties
Groom dismounting turnout – 1 st instance	5 penalties
Groom dismounting turnout – 2 nd instance	10 penalties
Groom dismounting turnout – 3 rd instance	Elimination
Error on course 1 st instance	5 penalties
Error on course 2 nd instance	10 penalties
Error on course 3 rd instance	Elimination
*Disobedience 1 st instance	5 penalties
*Disobedience 2 nd instance	10 penalties
*Disobedience 3 rd instance	Elimination
Vehicle overturning	Elimination
* Disobedience is a resistance in forward movement. Kicking or rearing is considered to be a disobedience. These will be penalized by the Judge at “C” only.	

3.9 Cones - General Rules

Cones is a timed event where competitors pass through sets of cones (obstacles) of varying widths, based on level and class, within the allotted time. The competitor with the least penalties wins. Cones may be part of a Pleasure Show, Driven Games, Arena Driving Trials, Field Driving Trials or Horse Driving Trials. See *Cones* under ADT, FDT, HDT for exceptions and additional information.

3.9.1. Format

- Course inspection/walk will be open up to 30 minutes prior to the start of competition.
- Course maps must be available prior to the event and be included in the competitors' information pack.
- Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.
- Upon arriving to the course, the competitors will stop and salute the judge and wait for a bell or whistle to sound.

3.9.1 Format (cont.)

- Timing will start when the nose of the horse(s) passes the Start line or 60 seconds after the bell or whistle has sounded and will stop when the nose of the horse(s) passes the Finish line.
- Competitors will drive the course once, starting at the Start line, passing through each gate in numerical order and any lettered gates in alphabetical order, and then past the Finish line.
- When driving through a gate, competitors must keep the red markers on their right and white markers on their left.
- If a competitor misses a gate(s) or drives through any gate(s) out of numerical or alphabetical order, they are eliminated. Course corrections are not accepted.
- Competitors are permitted to drive across their already driven path and between gates in a multiple.
- Competitors must drive the course from memory. Onboard maps are not permitted.
- During competition, grooms are permitted to quietly communicate verbally with the driver but must sit quietly and not shift their weight in any way that will affect the vehicle's way of going.

3.9.2. Safety Check

- The competition management will ensure that a safety check is performed prior to the start.
- The safety check will be performed by a PRO or a qualified person appointed by the competition management.
- The track width of the vehicle can be measured during safety check.

3.9.3. Facilities

- Cones may be held in a suitable sized indoor arena or outdoors in a safe area.
- The recommended area is a minimum of 40 m x 100 m long or an equivalent space. This is the suggested minimum area but a larger area is permitted.
- The size of the competition arena will be at the discretion of competition management and dependent on venue specifics.

3.9.4. Classes

- At the discretion of the competition management, classes may be divided by equine size and type, junior, adult or masters drivers, single or multiple turnouts, and/or level, and may be split or combined as entries warrant.

3.9.5. Levels

- Competition management may offer different levels of competition, which must be listed in the Prize List.
 - Training Level – suitable for beginner drivers or equines.
 - Preliminary Level – suitable for competitors with more than two years driving experience.
 - Intermediate Level - suitable for competitors with more than two years driving experience in preliminary.

3.9.6. Turnout

(a) Vehicles

- Solid rubber tires are permitted at any level.
- Bicycle style pneumatic tires are only permitted at training and preliminary levels and not permitted when cantering.
- Pneumatic tires made specifically for the use of a carriage are permitted at any level.
- Wire spokes are only permitted at training level.
- Solid spoke wheels may be used at any level.
- See *also* 2.1.2 (b) Vehicles under Turnout in General Driving Rules.

(b) Attire

- Approved equestrian protective vests are highly recommended.
- Traditional driving attire will be worn. **EXCEPTION:** Training level competitors in a Field Driving Trial may wear marathon attire.
- If cones are being included in Driven Games, marathon style attire may be worn.
- Gloves, brown, or tan are required for both driver and groom(s). **EXCEPTION:** Driven Games.
- See *also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

3.9.7. Presentation

- Presentations is not judged in cones.

3.9.8. Pace

- Permitted paces must be listed for each level in the Prize List.
- Training level competitors are permitted to walk and trot only; cantering is not permitted.
- Preliminary and intermediate level competitors are permitted to walk, trot, or canter.
- Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

3.9.9. Drivers and Grooms

- During competition, grooms are permitted to quietly communicate verbally with the driver but must sit still and not shift their weight in any way that will affect the vehicle's way of going.
- Grooms giving physical directions to the driver (such as pointing), or sliding, lifting, or moving the vehicle in any way will cause the entry to be eliminated.
- Grooms may compete with multiple entries which must be listed on the entry forms.
- Grooms wishing to stand during competition must ask the judge for permission.
- *See also 2.1.5* for Grooms or Navigators Required chart under General Driving Rules.
- *See also 2.1.6* for Age of Competitors under General Driving Rules.

3.9.10. Officials

- One HCBC driving judge or guest carded judge must be used.
- If cones competition takes place at the same time as another phase, a PRO, or a knowledgeable person who must receive a guest judge card from HCBC prior to the event, may be used to judge the course.

3.9.11. Course

- The number of sets of cones/obstacles to a maximum of 20, will be determined at the discretion of the competition management and will be based on available space and the capacity of the course to flow well. EXCEPTION: Arena Driving Trials will use a maximum of 14 cones, except where space allows for more.
- The course must be designed in such a way as to allow competitors to drive in a smooth, forward, and controlled fashion.
- Course maps should be available and posted at the arena or in the competitor information pack and must include maps, indicating distance, speed, and the time allowed based on equine size, class, and level of competition.
- The course must be measured and rounded to the nearest metre, by competition management or a PRO, with a measuring wheel via the shortest, drivable route, starting from the middle of the start gate, through the center of each obstacle on course, finishing through the center of the finish gate. This measurement will determine time allowed, based on the size, class, and level of the equine.
- If an alternative route is being offered, the longest route will be measured and used.
- The minimum distance between the Start line and the first obstacle and between the last obstacle and the Finish line will be a minimum of 10 metres for ADT and a minimum of 15 meters for all other courses.
- There is no minimum distance between sets of obstacles.
- The gate for the Start and Finish line(s) must be a minimum of 3 metres wide.
- The course length should measure between 400 metres and 800 metres and be proportionally shorter should a smaller area be used.
- The cones course will consist of pairs of numbered cones to a maximum of 20 obstacles; this number should be proportional to the space used.
- A ball must be placed on the top of each cone at each gate.

3.9.11 Course (cont.)

- Three multiples of up to four gates (A, B,C,D) may be used.
- The suggested minimum distance between lettered cones in a multiple is 10 – 12 metres. If the competition consists of only large ponies or smaller, the suggested distance is 8-11 metres.
- Horizontal railings may be used as part of a multiple and must be between 40 and 60 cm in height.
- Up to 5 single obstacles may be reduced in width by 5 cm and must be marked both on the course maps and on the course. Separate coloured cones, balls, or another indicator may be used.
- A maximum of 2 alternate routes may be used and must be single obstacles.
- Oxers are not considered multiples. Oxers must be spaced a minimum of 1.5 – 3 metres apart; the second set of cones must be flagged red and white. If needed the width of the oxe should be adjusted appropriately between competitors and levels.
- Pairs of cones will be numbered sequentially, with a red number on the right-hand cone and a white number on the left-hand cone of each pair. Free standing numbers may be used, or numbered sleeves may be placed over the cones themselves.
- Wherever possible the cone on the inside of the turn should have a semi-circle of spray paint on the ground around it. The spray paint should be carried across the ground to the opposite cone so that the angle of the cones is consistent between competitors.
- When adjusting the width of cones between competitors and levels, the cone placed on the inside of the turn will remain stationary and the outside cone will move.
- Wherever possible the numbers should be positioned so that at least one number from each obstacle is visible from the previous obstacle.
- Where appropriate, letters should be used to designate the elements of a multiple obstacle.
- Bridges may be used in all levels, but an alternative route must be made available for training level.
- Wooden bridges must have a bridge surface not more than 35 cm above the ground; a usable width of 3 metres and a maximum length of 5 metres are permitted. Boarded or rail sides with a minimum height of 50 cm are required. There must be a pair of cones at the entrance (flag lettered A) and exit (flag lettered B) with the cones at least 2m apart.
- Water may not be used.
- An obstacle that purposefully requires a reinback is not permitted.
- Cones must be reset between competitors, levels, and divisions: training, preliminary, single, pair, etc.

3.9.12. Vehicle Track Measurement and Allowance

- The vehicle track measurement must be done before the beginning of the competition.
- The vehicle's track width is measured by competition management, a qualified appointed person, or a PRO at ground level between the outside edges of the wheels of the widest axle.
- In the case of a vehicle with any parts protruding outside of the wheels (such as a splinter bar) the width should be measured if it is at or below the height of a ball on a cone.
- At the discretion of the competition management, any vehicle with a track width within 5cm of the previous track width measurement on course may use the same allowance.

3.9.12 Vehicle Track Measurement and Allowance (cont.)

WIDTH ALLOWANCE FOR CONES				
	VSE Single/Pair	Horse/Pony Single/Pair	VSE Tandem/Unicorn/Four	Horse/Pony Tandem/Unicorn/Four
Training	Track + 30 cm	Track + 35 cm	Track + 40 cm	Track + 45 cm
Preliminary	Track + 25 cm	Track + 30 cm	Track + 35 cm	Track + 40 cm
Intermediate	Track + 20 cm	Track + 25 cm	Track + 30 cm	Track + 35 cm

3.9.13. Speed

DRIVING SPEEDS FOR CONES				
	VSE Single/Pairs	Horse/Pony Single/Pairs	VSE Tandem/Unicorn/Four	Horse/Pony Tandem/Unicorn/Four
Training	160	180	150	170
Preliminary	180	200	170	190
Intermediate	190	210	180	200
Speed shown is Metres Per Minute (mpm)				

3.9.14. Time Allowed On Course

- Time allowed refers to time allowed to complete the course before penalties are incurred.
- Time limit on course is twice the time allowed., e.g. time allowed = 2 min, time limit = 4 min.

TIME ALLOWED ON COURSE FOR CONES
Length of course in metres, divided by speed in metres per minute, remainder x 60 seconds = Time Allowed
<p>Example:</p> <p>Course length in metres = 438 m</p> <p>Prelim Horse/Pony = 200 mpm</p> <p>$438\text{m} \div 200\text{mpm} = 2.19 \times 60 = 131.40$</p> <p>Time Allowed for cones is 131.40 seconds</p>

3.9.15. Penalties

- Competitors exceeding the time allowed will be penalized 0.5 points per second.
 e.g. Time allowed is 2:46. Competitor's time 2:53:36. Competitor is 7:36 over time allowed.
 $7.36 \times 0.5 = 3.68$ penalty points.

PENALTIES FOR CONES*	
Improper attire	5 penalties per item
Failing to start within 60 seconds of the bell being rung	5 penalties
Starting and passing through an obstacle before the bell is rung	10 penalties and must restart
Entering the arena and driving without a whip or dropping the whip	10 penalties
Exceeding time allowed	0.5 penalties per second
If any obstacle in advance of the one being driven is knocked down by the competitor, the bell will be rung; the competitor must stop for the obstacle to be rebuilt.	3 penalties and add 10 seconds
Knocking down 1 or 2 balls in the same single obstacle	3 penalties
Knocking down more than 1 ball in a multiple (A,B,C,D)	3 penalties per lettered set
Knocking down any part of an element after it has already been driven	10 penalties
Driver dismounting	20 penalties
Grooms standing on course without permission from the judge	5 penalties
Groom dismounting 1 st instance	5 penalties
Groom dismounting 2 nd instance	10 penalties
Groom dismounting 3 rd instance	Elimination
Groom physically indicating the course to the driver in any way	10 penalties per occurrence
Off course	Elimination
Missing a gate	Elimination
No breeching when required	Elimination
Outside assistance	Elimination
Failing to pass through Start or Finish line	Elimination
Driving and obstacle out of sequence	Elimination
Exceeding the time limit (time allowed x 2)	Elimination
Disobedience – 1 st instance	5 penalties
Disobedience – 2 nd instance	10 penalties
Disobedience – 3 rd instance	Elimination
* These penalties apply unless otherwise specified.	

3.9.16. Scoring

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.
- The competitor with the lowest number of penalties places first.
- At the discretion of the competition management, a tie will be decided by a drive off consisting of a modified course (will not include multiples) or placings may be shared.
- The way in which a tie will be broken must be listed in the Prize List.
- If a competitor is eliminated, they are not placed.

3.10 Marathon – General Rules

Marathon is a timed event where competitors pass through sets of cones and obstacles based on level and class. Time on course and errors are combined to one score and lowest score wins. Marathon may be part of Driven Games, Driving Trials. See Driven Games and Marathon in ADT, FDT, and HDT for additional rules.

3.10.1. Format

- Marathon start times are given to competitors in their information pack.
- Timing will start at the posted time.
- Competitors should receive a 10 second countdown.
- Competitors will drive the course starting with passing through the Start line then driving through each course gate in numerical order (obstacles must be driven in order) then finish by passing through the Finish line.
- Timing will stop when the competitor passes the Finish line.
- When driving through a gate, competitors must keep the red marker on the right and the white marker on the left.
- If a competitor misses a gate or drives through any gate(s) out of numerical or alphabetical order, they will be considered off course and must proceed to the missed gate and correct their course before approaching the next obstacle. Penalty applies.
- Competitors not correcting an error will be eliminated.
- Obstacles will have an In and Out gate.
- Obstacles will consist of 3 gates for training level: A, B, C.
- Obstacles will consist of up to 4 gates for preliminary level: A, B, C, D.
- Obstacles will consist of up to 5 gates for intermediate level: A, B, C, D, E.
- Lettered gates are considered “live” until they are passed through in the correct order and direction.
- Once a gate has been passed through in the correct order and direction, competitors may pass through it again in any direction without penalty.
- Letters in an obstacle that are not associated with the level being driven (e.g. D and E gates in training level) may be driven in any direction at any time.

3.10.1 Format (cont.)

- A deviation of course is not permitted between gates (no circling, etc.)
- Drivers and navigators are free to communicate as much as they need.
- Outside assistance may be subject for elimination.
- Drivers are to follow posted arrows and directions according to their level of competition.
- Kilometre markers for each level should be posted.
- Should the next kilometre occur within an obstacle, the marker shall be placed with the exit sign.
- Training level signs are black or white diamonds with the opposite colour writing.
- Preliminary level signs are green squares with black writing.
- Intermediate level signs are red circles with black writing.

3.10.2. Safety Check

- The competition management will ensure that a safety check is performed prior to the start.
- The safety check will be performed by a PRO or a qualified person appointed by the competition management.
- When required, it is the responsibility of all competitors to accurately complete and submit the safety checklist which must be provided by the competition management.

3.10.3. Facilities

- The size of the competition arena will be at the discretion of competition management and dependent on venue specifics.

3.10.4. Classes

- At the discretion of the competition management, classes may be divided by equine size and type, junior, adult, or master driver, single or multiple turnout, and/or level, and may be split or combined as entries warrant.

3.10.5. Levels

- Depending on the type of event, the competition management may offer different levels.
- Levels offered must be listed in the Prize List.
- The levels may consist of the following:
 - Training Level – suitable for beginner drivers or equines.
 - Preliminary Level – suitable for competitors with more than two years driving experience or at the competitor's discretion.
 - Intermediate Level - suitable for competitors with more than two years driving experience in preliminary or at the competitor's discretion.

3.10.6. Turnout

(a) Vehicles

- Vehicles should be built in a manner to withstand the demands of a marathon.
- Antique vehicles or vehicles with protruding hubs are not recommended.
- Two-wheeled or four-wheeled vehicles are permitted at any level.
- Solid rubber tires are permitted at any level.
- Bicycle style pneumatic tires are only permitted at training and preliminary levels and not permitted when cantering.
- Pneumatic tires made specifically for the use of a carriage are permitted at any level.
- Wire spokes are only permitted at training level.
- Solid spoke wheels may be used at any level.
- All vehicles must have a solid or mesh floor.
- Sulky, stirrup type racing carts or bikes are not permitted.

(b) Attire

- An approved helmet designed specifically for equestrian activities, in good condition and recommended to be no older than 5 years, is mandatory for all drivers and navigators.
- Approved equestrian protective vests must be worn by drivers and navigators.
- See *also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

3.10.7. Presentation

- Presentation is not judged.

3.10.8. Pace

- Permitted paces must be listed for each level in the Prize List.
- Permitted gaits for training level are walk and trot anywhere on course. Cantering at training level is not permitted.
- Permitted gaits for preliminary and intermediate level are walk and trot anywhere on course and cantering is permitted in obstacles.
- Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

3.10.9. Drivers and Navigators

- Drivers and navigators may communicate.
- Competitors may be required to carry a navigator(s). See 2.1.5 General Driving Rules (Grooms or Navigators Required)
- Navigators may compete with multiple entries. This must be listed on the entry forms.
- Turnouts that can not carry a navigator (small ponies and VSE's) may use a person on the ground who is outfitted with an electronic device (headset) in cones.

3.10.10. Officials

- One HCBC driving judge or guest carded judge is required.
- A Provincial Rules Official (PRO) may attend.

3.10.11. Course

- See Course under Marathon in ADT, FDT, and HDT sections.

3.10.12. 3.2.12 Speed

- See Speed under appendices.

3.10.13. Time Allowed On Course

- See Time Allowed on Course under Marathon in ADT, FDT and HDT sections.

3.10.14. Penalties

- See next page for Penalties For Marathon chart

3.10.15. Scoring

- See Scoring under Marathon in ADT, FDT and HDT sections.

3.11 Arena Driving Trials (ADT)

Arena Driving Trials are open to single or multiple turn outs and are generally held with all three phases in a single day.

3.11.1. ADT Format

Arena Driving Trials (ADT) will consist of three phases of competition in the following order: Driven Dressage, Marathon, and Cones.

- Course inspection/walk must be announced prior to the start of the competition.
- Course maps should be available and posted at the arena and are typically at the in-gate.
- Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.

3.11.2. ADT Safety Check

- The safety check will take place prior to dressage and before marathon.
- The safety check must be performed by a Provincial Rules Officer (PRO) or a qualified person appointed by the competition management.
- When required, it is the responsibility of all competitors to accurately complete and submit the safety checklist which must be provided by the competition management.

3.11.3. ADT Facilities

- Arena Driving Trials may be held in a suitable sized indoor arena or outdoors in an enclosed and safe area.
- The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.
- Arenas may be permanent or temporary.

3.11.4. ADT Levels

- Levels offered at a competition must be listed in the Prize List. Competition Management has the right to split or divide levels into age or experience categories to accommodate entries if required, this must be stated in the Prize List.
 - Training Beginner Level – suitable for beginner drivers or equines with less than 2 years driving experience
 - Training Open Level -Suitable for drivers or professionals with more than 2 years experience and allows experienced drivers to compete at training level
 - Preliminary Beginner Level – Suitable for competitors with more than two years driving experience. This level allows competitors to move up from Training Open and compete with other drivers at the same skill level.
 - Preliminary Open Level – Suitable for drivers or equines with more than two years driving experience at a higher level of competition and allows experienced/higher level drivers to compete with other drivers at the same skill level.

3.11.5. ADT Turnout

(a) Vehicles

- The same vehicle must be used to dressage and cones; a separate marathon vehicle may be used.
- The same vehicle may be used in all three phases.

(b) Attire

- Marathon attire may be worn for all phases.
- Should traditional driving attire be required for dressage and cones, it must be stated in the Prize List.
- Aprons or lap robes are not required when wearing marathon attire.

3.11.6. ADT Pace

- Permitted paces must be listed for each level in the Prize List.
- Permitted gaits for training level are walk and trot in all phases. Cantering at training level is not permitted.
- Permitted gaits for preliminary level is walk and trot anywhere on course; cantering is permitted in cones and obstacles.
- Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

3.11.7. ADT Drivers and Grooms

- Schedule permitting and at the discretion of the competition management, competitors may participate with more than one entry.
- If competitors are competing with more than one entry, this must be stated on the entry form.
- See *also* 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

3.11.8. ADT Presentation

- Presentation may be scored but must be listed in the Prize List.
- If presentation is being scored, it will be scored by the dressage judge(s).

3.11.9. ADT Event Scoring

- Penalties from dressage, cones, and marathon are added together for total individual competitor penalties.
- The competitor with the lowest number of penalties places first.
- If a competitor is eliminated in any phase, they are not placed.

3.11.10. ADT Dressage

See 2.2 Dressage - General Rules.

- When sufficient room is not available for warmup outside of the arena perimeters, competition management in agreement with the judge may allow competitors to warm up inside the arena either before the start of the class or approximately 1 minute of warm up inside the arena after the previous competitor has exited.
- Competitors must be notified of the warmup schedule before the start of the competition.
- Warm up time should be clearly posted at the show office or at the arena.

3.11.11. ADT Dressage Scoring

- A scribe will be used to record the judge's scores.
- Scoring will be done as indicated on the dressage tests and converted to penalty points.

3.11.12. ADT Marathon

- See 2.4 Marathon – General Rules

3.11.13. Format

At the discretion of the competition management, the course may be run in either of the following ways:

- One-Part Marathon
 - The judge will signal the competitor with a bell or a whistle to start the course.
 - Timing will start when the nose of the equine crosses the Start gate or 60 seconds after the judge's signal.
 - Each competitor will drive the course and after crossing the Finish line will immediately continue to drive the course a second time in one continuous go.
 - Timing stops when the nose of the equine crosses the Finish gate.
 - Two timers are required for this competition option.
 - If a competitor dislodged any part of the course on their first go, the whistle (or bell) will be sounded, and the competitor will stop after crossing the Finish line. The competitor must return to the start line and wait until the course has been rebuilt. The judge will then restart the competitor. No time penalties are incurred for the reconstruction period.
- Two-Part Marathon
 - The judge will signal the competitor with a bell or a whistle to start the course.
 - Each competitor will complete the course. After all competitors have driven the course, Obstacles 1 and 2 are then relettered in a different configuration and become Obstacle 3 and 4 and the course is driven again by each competitor.
 - Timing will start when the nose of the equine crosses the Start gate or 60 seconds after the judge's signal.
 - Timing stops when the nose of the equine crosses the Finish gate.
 - The time from each round is added together to give a combined time to be used to determine penalties.

3.11.14. ADT Marathon Course

- The dressage arena or an adjacent arena may be used.
- Course inspection/walk will be open 30 minutes prior to the start of the competition.
- Course maps should be available and posted at the arena and are typically at the in-gate.
- There must be 4 obstacles, with no more than 2 set up in the arena at one time.
- Up to 14 sets of cones may be used.
- All obstacle gates must be a minimum of 2.5 metres wide.
- One 3 metre entry/exit gate must be used.
- Clearly numbered cones must define the course to and from each obstacle from start to finish
- Cones must be arranged to allow for smooth and forward driving.



3.11.15. ADT Calculations For Marathon Time Penalties

- Time for each round of the marathon course will be recorded in minutes, seconds, and hundreds of seconds, e.g. 1:20:56.
- Minutes will be converted into seconds and then combined, e.g. 1:20.56 becomes 80.56.
- To obtain the total time penalties for marathon phases with more than one round, converted times are added together and multiplied by 0.25, e.g. $80.56 + 79.45 = 160.01 \times 0.25 = 40$ penalty points.

3.11.16. ADT Marathon Penalties

- See 2.4.14 for Penalties under Marathon – General Rules.

3.11.17. ADT Marathon Scoring

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

3.11.18. ADT Cones

- See 2.3 Cones – General Rules

3.11.19. ADT Cones Course

- The dressage arena or an additional adjacent arena may be used.
- The cones course will consist of pairs of numbered cones to a maximum of 14 sets of cones that may include one multiple and one oxer.
- At the discretion of the competition management, if a larger arena is being used up to 20 cones may be used as long as the course is still able to flow and drivers are able to drive at speed.

3.11.20. ADT Cones Penalties

- See 2.3.15 for Penalties for Cones chart under Cones – General Rules.

3.11.21. ADT Cones Scoring

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

3.12 Field Driving Trials (FDT)

- All phases are held in one day and are generally held back-to-back over two days.

3.12.1. FDT Format

Field Driving Trials (FDT) consists of three phases of competition in the following order: Driven Dressage, Cones, and Marathon.

- Course inspection/walk shall be available until 30 minutes prior to the start of the competition.
- Course maps should be available and included in the information package and are suggested to be posted in a common area.
- Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.

3.12.2. FDT Safety Check

- The safety check will take place prior to dressage and again prior to the marathon.
- The safety check must be performed by a Provincial Rules Officer (PRO) or a qualified person appointed by the competition management.
- It is the responsibility of all competitors to accurately complete a safety checklist, which must be provided by the competition management, and will be collected before dressage.

3.12.3. FDT Facilities

- Field Driving Trials may be held in a suitably sized and safe area.
- The size of the competition area will be at the discretion of competition management and dependent on venue specifics.

3.12.4. FDT Levels

Levels offered at a competition must be listed in the Prize List. Competition Management has the right to split or divide levels into age or experience categories to accommodate entries if required, this must be stated in the Prize List.

- Training Beginner Level** – suitable for beginner drivers or equines with less than 2 years driving experience
- Training Open Level** -Suitable for drivers or professionals with more than 2 years experience and allows experienced drivers to compete at training level
- Preliminary Beginner Level** – Suitable for competitors with more than two years driving experience. This level allows competitors to move up from Training Open and compete with other drivers at the same skill level.
- Preliminary Open Level** – Suitable for drivers or equines with more than two years driving experience at a higher level of competition and allows experienced/higher level drivers to compete with other drivers at the same skill level.

3.12.5. FDT Turnout

(a) Vehicles

- The same vehicle must be used in dressage and cones. A separate vehicle may be used for the marathon phase.
- The same vehicle may be used in all three phases.
- See *also* 2.1.2 (b) for Vehicles under General Driving Rules.

(b) Attire

- Marathon attire may be worn for all phases for training level competitors only.
- Should traditional driving attire be required for all competitors in dressage and cones, it must be stated in the Prize List.
- See *also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

3.12.6. FDT Age of Competitors

- For the purposes of Field Driving Trials and Horse Driving Trials all drivers must turn a minimum of 12 as of January 1st of the calendar year.

3.12.7. FDT Pace

- Permitted gaits for training level are walk and trot; cantering is not permitted.
- Permitted gaits for preliminary level are walk and trot; canter is permitted in cones and inside obstacles on marathon.
- Permitted gaits for intermediate level are walk and trot; canter is permitted in cones and inside obstacles on marathon.
- Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

3.12.8. FDT Drivers and Grooms

- Schedule permitting and at the discretion of the competition management, competitors may participate with more than one entry; this must be stated on the entry form.
- If grooms are competing with more than one entry, this must be stated on the entry form.
- See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

3.12.9. FDT Presentation

- Presentation is not scored unless otherwise stated in the Prize List.
- If presentation is being scored, it will be scored by the dressage judge(s).
- If a dressage test with presentation is being used and no presentation score is being given, all competitors must receive a 10.

3.12.10. FDT Event Scoring

- Penalties from dressage, cones, and marathon are added together for total individual competitor penalties.
- The competitor with the lowest number of penalties places first.
- If a competitor is eliminated in any phase, they are permitted to continue to drive in the event, but they are not placed.

3.12.11. FDT Dressage

- See *also* 2.2 Dressage – General Rules.
- When sufficient room is not available for warmup outside of the arena perimeters, competition management in agreement with the judge may allow competitors to warm up inside the arena either before the start of the class or approximately 1 minute of warm up inside the arena after the previous competitor has exited.

3.12.12. FDT Dressage Scoring

- A scribe will be used to record the judge's scores.
- Scoring will be done as indicated on the dressage tests and converted to penalty points

3.12.13. FDT Cones

- See 2.3 Cones - General Rules.

3.12.14. FDT Cones Course

- The dressage arena or an additional adjacent arena or area may be used.
- The cones course will consist of pairs of numbered cones to a maximum of 20 obstacles; which may include two multiples and two oxers.
- The width of the cones is adjusted based on competitor level. See 2.3.12 for Width Allowance for Cones chart under Cones – General Rules.

3.12.15. FDT Cones Speed

- Speed is measured in metres per minute (mpm).
- See *also* 2.3.13 for Driving Speeds for Cones chart under Cones – General Rules.

3.12.16. FDT Cones Time Allowed On Course

- Time allowed refers to time allowed to complete the course before penalties are incurred.
- See *also* 2.3.14 for Time Allowed On Course for Cones chart under Cones – General Rules.

3.12.17. FDT Cones Penalties

- See 2.3.15 for Penalties for Cones chart under Cones – General Rules.

3.12.18. FDT Cones Scoring

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

3.12.19. FDT Marathon

- See 3.2 Marathon – General Rules.

3.12.20. FDT Marathon Course

- Courses 2 km or under will consist of 3 obstacles.
- Courses between 2 km and 4 km will consist of 3 or 4 obstacles.
- The distance from the Start line to the entry gate of the first obstacle must be a minimum of 50 metres.
- The distance from the exit gate of an obstacle to the entry of the next obstacle must be a minimum of 50 metres.
- The distance from the exit gate of the last obstacle to the Finish line must be a minimum of 50 metres and a maximum of 300 metres.
- All man-made gates must be a minimum of 3 metres wide.
- Natural gates may be 2.5 metres wide.
- The Entry and Exit gates of an obstacle must be a minimum of 3 metres wide.
- Clearly numbered gates must define the course to and from each obstacle from start to finish and must be a minimum of 3 meters wide.
- No lettered gate shall be less than 15m from the start or finish lines.
- All obstacle gates should be a minimum of 1.25m high. EXCEPTION: Courses for VSE only should be a minimum of 1m high.
- A marker shall be placed 30 metres after the exit of each obstacle.
- Should the groom(s) become dislodged from the carriage during an obstacle, they may remain off the vehicle and do not need to follow the vehicle around the course in the obstacle. They must remount the vehicle before the vehicle passes the 30-meter mark of the obstacle.
- Repairs may be made anywhere along the course, but penalties will be incurred for having the groom(s) or the driver down outside of the 30-meter marker of the last obstacle.
- Competitors may stop without penalty before the 30-meter mark of the last obstacle for harness or equipment repairs. The groom may step off the vehicle to facilitate said repairs.
- Competitors with a VSE or small pony may dismount from the carriage to conduct repairs with no penalty in this location as well.

3.12.21. FDT Marathon Time Allowed On Course

Time allowed shall be calculated for each level and equine size and will be posted in minutes and seconds with an allowed window of minus 30 seconds.

3.12.22. FDT Calculations for Marathon Penalties

- Time on course will be recorded in minutes, seconds, and hundredths of seconds, e.g. 1:20:56.
- Minutes will be converted into seconds and then combined, e.g. 1:20.56 becomes 80.56.
- This time is then checked against the time allowed.
- If the time is in the time allowed window, no penalty points are given.
- If the time is outside of the time allowed window, the difference in time will be multiplied by .25 per second or elapsed portion of a second and any points for rule infractions will then be added to that total.
- Time penalties, and other penalties are combined for a total penalty score for this phase.

3.12.23. FDT Marathon Penalties

- See 2.4.14 for Penalties for Marathon* chart under Marathon – General Rules.

3.12.24. FDT Marathon Scoring

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

3.13 Horse Driving Trials (HDT)

Horse Driving Trials are open to single or multiple turnouts and will consist of three phases of competition in the following order; Dressage, Cones, and then Marathon.

3.13.1. HDT Format

- These can be run over one day (all phases), two days (Day 1 Dressage and Cones, Day 2 Marathon) and are often held back-to-back with all three phases each day. The rules for Field Driving Trials to be used but will include the following modifications. See 2.6 Field Driving Trials (FDT).
- Competitors are timed in obstacles in preliminary and intermediate which are turned into penalty points.

3.13.2. HDT Turnout

(a) Attire

- Traditional driving attire must be worn for dressage and cones.
- Marathon style attire must be worn for a marathon.
- See *also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

3.13.3. HDT Presentation

- Presentation will be judged in dressage by the dressage judge.
- If more than one judge is used in dressage, all judges will give a presentation score.

3.13.4. HDT Levels

- Training, preliminary, and intermediate levels may be offered.

3.13.5. HDT Dressage

- Field Driving Rules apply. See 2.6.11 for Dressage under Field Driving Trials.
- American Driving Society (ADS) tests will be used.

3.13.6. HDT Cones

- See 2.3 Cones – General Rules.

3.13.7. HDT Marathon

- See 2.6 Field Driving Trials.

3.13.8. HDT Marathon Course

- The minimum course distance for all competitors is 4 km.
- The maximum distances are: Training 6 km, Preliminary 8 km, and Intermediate 9 km.
- The number of obstacles and gates are:
 - Training min 4 and up to 5 obstacles with up to 3 gates
 - Preliminary min 4 and up to 6 obstacles with up to 4 gates
 - Intermediate min 4 and up to 7 obstacles with up to 5 gates
- The distance from the Start line to the first obstacle will be a minimum of 500 metres.
- The distance between obstacles will be a minimum of 300 metres.
- The finish line will be a maximum of 300 metres from the last obstacle.

3.13.9. HDT Time Allowed On Course

- Training level competitors receive no penalty points for time inside an obstacle unless they exceed 5 minutes.
- The maximum time allowed in an obstacle at all competitor levels is 5 minutes.
- Time Allowed window shall be 2 minutes under time allowed.

3.13.10. HDT Calculations for Marathon Time Penalties

- In preliminary and intermediate levels, the time in an obstacle is recorded in minutes, seconds, and hundreds of a second, e.g. 1:20:56.
- Minutes will be converted into seconds and combined, e.g. 1:20:56 = 80:56.
- See *also* 2.6.22 for FDT Calculations For Marathon Penalties

3.13.11. HDT Penalties

- For preliminary and intermediate level, time in obstacles is penalized at a rate of .25 penalties per second; e.g. 80:56 x .25 = 20.14 penalty points.
- All other penalties apply as per 2.4.13 for Penalties for Marathon chart under Marathon – General Rules.

3.13.12. HDT Pace

- See 2.6.7 for Pace under Field Driving Trials.

3.14 Combined Driving Derby

The Combined Driving Derby is run as a timed event using marathon and cone obstacles combined into one course. This can be held as a stand-alone event or as part of a Pleasure Show or Driven Games.

3.14.1. CDD Format

- See 2.4 Marathon – General Rules.
- Timing will start when the equine's nose passes the Start line.
- Timing will end when the equine's nose passes the Finish line.
- Driving through obstacle gates in the wrong order is considered off course.
 - If a competitor goes off course, they must correct this by returning to the missed gate and resuming the course correctly before approaching the next obstacle.
- If a competitor is off course and is not corrected, they will not receive a time.
- Competitors do not receive additional penalties should they go through more than one gate while off course and are considered off course until it is correct.
- The course must be open for walking at least 30 minutes before the start of the class.

3.14.2. CDD Facilities

- A safe and secure arena that is either indoor or in an outdoor area is permitted.

3.14.3. CDD Classes

- At the discretion of the competition management and subject to entries, this class may be divided into two equine size classifications: equines measuring 148.9 cm (14.2 hands) or below, and equines measuring 149 cm (14.2 hands) or above.

3.14.4. CDD Course

- Course maps should be available and posted at the arena. (Maps are typically posted at the in-gate.)
- There must be 4 obstacles, with no more than 2 set up in the arena at one time.
- Up to 14 sets of cones may be used.
- All obstacle gates must be a minimum of 2.5 metres wide.
- One 3 metre entry/exit gate must be used.
- Clearly numbered cones must define the course to and from each obstacle from start to finish.

3.14.5. CDD Turnout

- Marathon style attire should be worn.

3.14.6. CDD Presentation

- Presentation is not judged.

3.14.7. CDD Scoring

- The fastest times, including converted penalties, are placed in descending order for class placings.
- In the case of a tie, the competitor with the least penalty seconds incurred wins.

3.14.8. CDD Penalties

PENALTIES COMBINED DRIVING DERBY	
Dislodging or knocking down a ball	5 seconds
Dropping or putting down whip	5 seconds
Cantering when not permitted (three strides or more)	5 second penalty for each occurrence
Preventing a ball from being knocked down or falling	10 seconds
One refusal	10 seconds
Two refusals	10 seconds
Three refusals	Elimination
Driver off of vehicle	20 seconds
Off course correction	20 seconds
Off course not corrected	Elimination
Continuing on course without whip	Elimination
Crossing Finish line before completing the course	Elimination
Starting before judge's signal	Elimination
Failing to cross the Start or Finish line	Elimination

3.15 Pleasure Driving

Pleasure driving includes Command Pleasure Driving, Working Pleasure Driving, and Driving Reinsmanship.

3.15.1. Safety Check

- The safety check will take place prior to the first class of the day.
- The safety check must be performed by a Provincial Rules Official (PRO) or a qualified person appointed by the competition management.

3.15.2. Facilities

- Arenas of suitable size may be indoor or outdoor and must be safe.
- Outdoor arenas may be constructed of fencing, or a temporary arena may be used.
- The size of the competition arena will be at the discretion of competition management and dependent on venue specifics.

3.15.3. Classes

- At the discretion of the competition management, classes may be split or combined as entries warrant.
- All classes may be split based on the following:
 - Age (Junior, Adult, Masters)
 - Two-wheeled or four-wheeled vehicles
 - Equine height classification

3.15.4. Turnout

(a) Equipment

- See 2.1.2 (a) Equipment under Turnout in General Driving Rules.

(b) Vehicle

- Vehicles of traditional style are recommended.
- New and antique vehicles are permitted.
- See *also* 2.1.2.(b) Vehicles under Turnout in General Driving Rules.

(c) Harness

- Overchecks may be permitted at the competition management's discretion.
- See *also* 2.1.2 (c) Harness under Turnout in General Driving Rules.

(d) Bits

- See 2.1.2 (d) Bits under Turnout in General Driving Rules.

3.15.4 Turnout (cont.)

(e) Attire

- Traditional driving attire must be worn.
- See *also* 2.1.2 (e) Attire under Turnout in General Driving Rules.

3.15.5. Equines

- Manes may be braided
- Tails should not be braided.

3.15.6. Drivers, Grooms and Headers

- All drivers, headers, and grooms must be current HCBC members.
- The use of a header or groom is optional when driving a single turnout.
- The header or groom(s) must not disturb or distract any entry.
- When in the vehicle, grooms must sit quietly with their hands on their lap; they may not slide or shift their weight or purposefully affect the vehicle's way of going.
- Grooms may dismount from the vehicle when it is safe to do so or at the direction of the Ring Steward.
 - Headers will wait outside the ring and enter when it is safe to do so or at the direction of the Ring Steward.
- Headers or grooms will stand quietly, positioned approximately 1m in front and to the left side of the equine and will only interact when needed.
- If a groom or header must interact with a horse, they must not touch the reins while they are in the driver's hands. They must only hold or move the horse by the cheek piece or adjust the harness as needed.
- Headers and/or grooms may not use the reins, whip or brakes during competition.
EXCEPTION: Grooms may use the fifth wheel brake if it is located behind the driver.
- A groom may step up or square the leader(s) in a tandem, unicorn, or four without penalty.
- Judges will penalize an entry where it becomes necessary for the header or groom(s) to restrain a horse prior to the completion of judging.
- All headers and grooms should dress to compliment the turnout.
- A header may wear a white lab coat.
- See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

3.15.7. Officials

- See 2.1.4 for Officials under General Driving Rules.

3.15.8. Age of Competitors

- Open to competitors of all ages.
- See *also* 2.1.6 for Age of Competitors under General Driving Rules.

3.15.9. Placings and Awards

- Placings are at the discretion of the judge.
- Ribbons and/or other prizes may be awarded to competitors and must be listed in the Prize List.
- If a competitor is eliminated, they are not placed in that class.

3.15.10. Command Pleasure Driving

This is a competition to show the abilities of a well-trained, responsive driving equine; open to single or multiple turnouts.

- At no time are entries judged individually.
- Turnouts may be shown on the right rein and the left rein in the ring.
- Drivers may use either a one-handed or two-handed method of driving without penalty.
- The following gaits may be called for by the judge: working walk, strong or extended walk, collected trot, working trot, strong trot, halt, and rein back.
- The call to halt on the rail may only be given once each direction.
- A rein back of a maximum of 4 steps may be requested.
- When asked for a rein back, drivers must first be requested to pull away from and remain parallel to the rail a minimum of 1 to 2 metres and must space themselves sufficiently from other drivers in the class.
- Entries are eliminated one at a time at the discretion of the judge.
- Once an entry has been eliminated, that entry will no longer be judged and will be called to the center of the ring (space and conditions permitting).

Causes for Elimination

- Breaking gait
- Equine resisting at the rein back
- Not executing the required command to the judge's preference

3.15.11. Working Pleasure Driving

Consideration will be given to the fact that an equine is pleasurable to drive; open to single or multiple turnouts.

- Maximum credit is given to an equine that moves straight with free movement, exhibits good manners and a bright expression.
- Turnouts will be shown on the right rein and the left rein in the ring.
- The following may be called for by the judge: working walk, slow trot, working trot, strong trot, stand quietly, and rein back.
- Drivers may use either a one-handed or a two-handed method of driving without penalty.
- Entries to be judged 70% on performance, way of going, and the ability to show that the equine is a pleasure to drive; 20% on condition, proper fit and suitability of the harness and vehicle put to the equine; 10% on neatness, appropriate attire of the driver and the groom(s)/header.

Faults:

- Excessive speed at any gait
- Disobedience
- Exaggerated animation
- Over flexing/behind the vertical
- Breaking gait
- Excessive nose out
- Pulling on the reins
- Poll too low (below withers)
- Head tossing
- Excessive tail swishing

3.15.12. Driving Reinsmanship

Entries are judged primarily on the ability and skill of the driver, open to single or multiple turnouts.

- Drivers may use either a one-handed or two-handed method of driving without penalty.
- Turnouts may be shown on the right rein and the left rein in the ring.
- The following may be called for by the judge: working walk, working trot, strong trot, stand quietly, and rein back.
- Individual drivers may be asked to perform a test while driving one- or two-handed.
- Entries to be judged 75% on handling and control of the reins, whip and use of voice commands, posture, and driver's skill; 25% on attire, cleanliness and condition of vehicle and harness.

3.16 Driven games

Driven Games include Driven Barrel Bending and Driven Barrel Racing and are open to single turnouts only.

- Starting line markers, or where possible, electric timers shall be placed against the arena fence, across the entry gate.
- Should the timing equipment fail when a reason exists to eliminate the exhibitor being timed (off course, etc.), the exhibitor will not be given another run.

3.16.1. Safety Check

- The safety check will take place prior to the first class of the day.
- The safety check must be performed by a PRO or a qualified person appointed by the competition management.

3.16.2. Facilities

- A safe and secure arena that is either indoor or in a fenced outdoor arena is permitted.
- The arena must be secure with all gates kept closed when competitors are in the ring.
- Outdoor arenas must be constructed of strong materials.
- The recommended minimum length of the arena is 60 metres.
- The recommended minimum width of the arena is 30 metres.
- The size of the competition arena will be at the discretion of competition management and dependent on venue specifics.

3.16.3. Course Equipment

- Large 200 litre (55 gal) steel drums in good condition or heavily weighted plastic drums with both ends closed must be used.
- Rubber or unweighted plastic barrels are not permitted.
- It is recommended that electric timers be used as official timers in all timed events.
- In the case of mechanical failure of either an electrical timer or stopwatch, an exhibitor may be given a re-run in any event where exhibitors are timed.

3.16.4. Classes

- At the discretion of the competition management, classes may be split or combined as entries warrant.
- All classes may be split based on the following:
 - Ages (Junior, Senior, Masters)
 - Two-wheeled or four-wheeled vehicles
 - Equine height – VSE, Pony, Horse. See 2.1.7 for Height Classification in Equines under General Driving Rules

3.16.5. Turnout

(a) Equipment

- See 2.1.2 (a) for Equipment under Turnout in General Driving Rules.

(b) Vehicles

- See 2.1.2 (b) for Vehicles under Turnout in General Driving Rules.

(c) Harness

- See 2.1.2 (c) for Harness under Turnout in General Driving Rules.

(d) Bits

- See 2.1.2 (d) for Bits under Turnout in General Driving Rules.

3.8.5 Turnout (cont.)

(e) Attire

- Approved equestrian protective vests are highly recommended.
- Marathon style attire should be worn.
- If Driven Games are being included in a Pleasure Show, traditional driving attire may be worn.
- See *also* 2.1.2 (e) for Attire – Marathon style under Turnout in General Driving Rules.

3.16.6. Equines

- Manes and tails do not need to be braided but tails may be braided and wrapped.
- See *also* 2.1.6 for Age of Competitors under General Driving Rules.

3.16.7. Pace

- Permitted paces must be listed for each level in the Prize List.
- Classes may be walk/trot or walk/trot/canter.

3.16.8. Drivers and Navigators

- All drivers, navigators must be current HCBC members.
- The use of a navigator is optional in a two-wheeled vehicle.
- Competitors driving four-wheeled vehicles need to have a navigator.
 - See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.
- See *also* 2.1.6 for Age of Competitors under General Driving Rules.

3.16.9. Officials

- See 2.1.4 for Officials under General Driving Rules.

3.16.10. Age of Competitors

- Open to competitors of all ages.
- See *also* 2.1.6 for Age of Competitors under General Driving Rules.

3.16.11. Placings and Awards

- Placings are at the discretion of the judge.
- Ribbons and/or other prizes may be awarded to competitors and must be listed in the Prize List.
- If a competitor is eliminated, they are not placed in that class.

3.16.12. Driven Barrel Bending

Open to single turnouts. Competitors' times are combined with any penalties incurred. The fastest time wins.

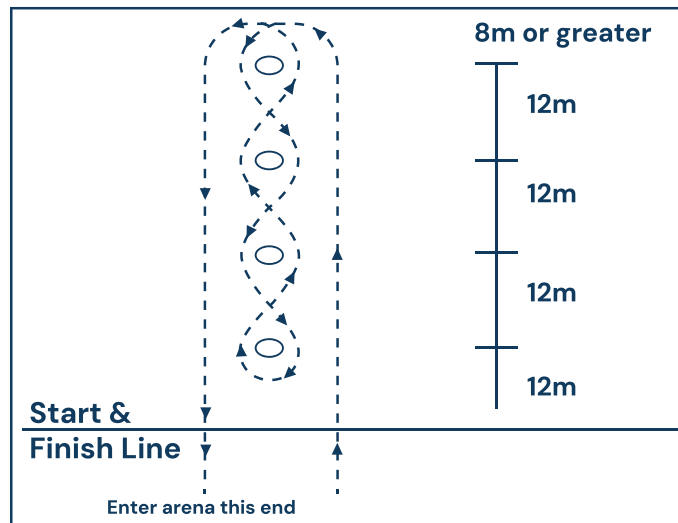
- Competitors will begin down either side of the line of barrels to the end, weave in and out through the barrels in both directions and return to the Start/Finish line.
- Competitors may enter the arena at a speed of their choice.
- A running start is permitted if the facility has enough space to keep other competitors safe.

3.16.13. Course

- The course will consist of one straight line of 4 to 6 barrels placed down the center of the arena with a common Start/Finish line.
- There must be a minimum of 12 metres from the centre of one barrel to the centre of the next.
- There must be a minimum of 8 metres from all barrels to the rails.
- There must be a cone with a ball on top of each barrel.

3.16.14. Penalties

- Competitors not following the pattern will not receive a time.
- If any part of the turnout recrosses the Start/Finish line before the pattern is completed the competitor will not receive a time.
- Competitors knocking the ball from the cone will receive a 5 second penalty which is added to their time.



3.16.15. Driven Barrel Racing

This is a timed event, open to single turnouts. Competitors individually race around three barrels in a triangle in a cloverleaf pattern and the fastest time wins.

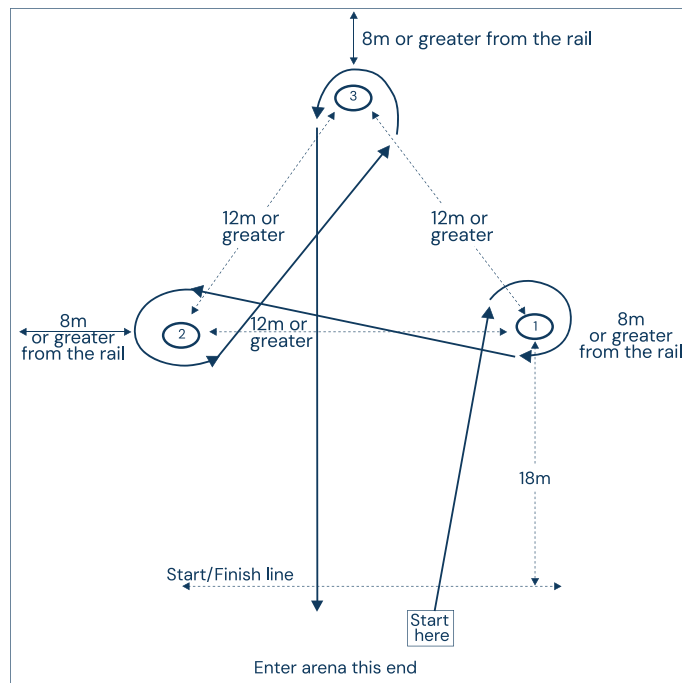
- Timing will start when the equine's nose passes the Start line and ends when the equine's nose passes the Finish line.
- Competitors may enter the arena at a speed of their choice.
- A running start is permitted if the facility has enough space to keep other competitors at a safe distance.
- At a signal from the starter, the competitor will run between barrel 1 and 2 and head to the far side of 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 competitor will start to barrel number 2, turning to the 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.

3.16.16. Course

- The 3 barrels must be placed a minimum of 8 metres from the arena rail and no less than 12 metres apart.
- The distance between barrels 1 and 2 does not need to be equal to the distance between those barrels and number 3.
- Barrels 1 and 2 must be placed a minimum of 18 metres from the start line.
- OPTIONAL: A cone with a ball on top may be placed on the barrels.

3.16.17. Penalties

- Competitors who do not follow the pattern will not receive a time.
- If any part of the turnout crosses the Start/Finish line before the pattern is completed the competitor will not receive a time.
- Competitors will receive a 5 second penalty for knocking over a barrel.
- Competitors who touch a barrel with their hands will not receive a time.
- OPTIONAL: If the ball is dislodged, a 5 second penalty is added to the competitor's time.





Section 4:

Discipline Rules: English

4.1 English Performance General Rules

4.1.1. Attire

- Hunt coats /riding jackets of any tweed or material in a conservative colour.
- Solid coloured breeches or jodhpurs.
- Riders must wear riding boots (plain, laced or with zippers) black or brown in colour with heels (tall boots or jodhpur/paddock boots).
- Half chaps may be worn with paddock boots if they are well fitted and are of matching colour to the boots
- 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.
- Long hair should be neatly in a braid, pony tail or fully under the helmet, use of a hair net is recommended
- Long or short sleeved rat catcher (shirt) with choker, stock tie or dress shirt with tie.
- Saddle Seat suits or Kentucky jodhpurs unless stipulated in class description are prohibited.
- Safety jackets may be worn without penalty, provided they conform to the rules governing jacket colours
- In case of inclement weather riders may wear a suitable warm or waterproof jacket and waterproof rain breeches.
- In extreme humidity or temperature, the judge may permit riders to ride without jackets
- Black or brown gloves are recommended

4.1.2. Spurs

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

Communication Devices

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

4.1.3. Turn out of Horse

- Manes and tails may be braided
- Coloured thread, wool or braiding elastics and braid charms are permitted

4.1.4. Equipment

Permitted Bits

- 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
- Snaffles and curbs bits with smooth ridges are permitted
- Snaffle bits, must be made of metal, durable plastic, synthetic material or flexible rubber
- Snaffle bits may be: loose ring, D – ring, egg - butt, full cheek, rotating mouth piece, jointed or double jointed with center roller
- Wire or hard twisted bits are not permitted
- Gentle, slow twists may be permitted with the permission of Show Management, the judge and or Provincial Rules Official

Bits for Double Bridles

- Bridoon/ loose, jointed, egg butt

Curb Bits

- Half moon, Weymouth, straight cheek with port curb chain
- Leather or rubber curb chain cover

Bridles

- English style correctly fitted black or brown leather bridles with reins (reins may be any type, i.e.: laced, plain, rolled or rubber)
- Bridles may be snaffle, double, pelham or kimberwick
- The fit of the noseband must be closely regulated to ensure the welfare and comfort of the horse. 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. The noseband should be placed so it does not press on the end of the delicate nasal bone or the sensitive branches of the facial nerves. Two(adult) stacked fingers (approximately 1.5 cm or 1 inch) should fit between the flat part of the horse's face and the noseband.
- Bitless bridles may be used at the discretion of Show Management, the Judge and or Provincial Rules Official
- Padding of the brow band is allowed for comfort
- Decorated or coloured brow bands are permitted as long as there is nothing dangling or hanging from the browband (exception: name tags)
- Miklem Bridles only permitted in Dressage, Hunter classes over fences, Jumper

4.1.4 Equipment (cont.)

Saddles

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

Other Permitted Equipment

- Cruppers, girth covers, fore girths, breastplates

Prohibited Equipment

- Wire or twisted wire bits
- Tie downs and draw reins
- Tongue ties
- Blinkers
- Martingales (exception over fences)
- boots of any kind and/or bandages
- Whips are NOT permitted in any hack class

4.1.5. Elimination

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

4.1.6. Class Splits

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

4.2 Equitation Division

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

4.2.1. Attire

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

4.2.2. Equipment

- Extreme forward seat jumping saddles are not recommended
- Regular cavessons with snaffles, pelhams, double bridles or kimberwicks
- Leather reins only
- Whips are optional but may not exceed 75 cm (30") in length
- 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
- Boots or conservative coloured bandages are permitted
- 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

4.2.3. Tests

- All Test patterns and or courses must be posted at least one hour before scheduled time of class
- The Judge must choose a minimum of two individual equitation tests
- Tests chosen should reflect the ability of the exhibitors
- Tests must be announced twice
- 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

4.2.3 Tests (cont.)

- Pull up between fences except in a combination
- Individual demonstration of about one minute on own mount. (Riders must advise the Judge beforehand what he or she plans to demonstrate)

4.2.4. Hunt Seat Equitation

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

4.2.5. Hunt Seat Equitation Over Fences

- Riders shall be judged on their equitation style over a course of hunter type fences
- 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
- Horses are to jump a minimum of eight jumps with one required change of direction
- Each exhibitor may circle once before approaching the first obstacle, then must proceed around course, keeping an even pace throughout.
- If a refusal occurs in a combination obstacle, the exhibitor must re- attempt all obstacles in the combination
- Maximum height of fences not to exceed 2'9". Maximum spread is 3'
- 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

4.2.6. Jumper Equitation

- Riders shall be judged on their equitation style over a course of Stadium fences
- Riders shall be scored on position and effectiveness in riding track and being close to the time allowed without exceeding it
- Faults to be scored as per a Jumper class.
- If a refusal occurs in a combination obstacle, the exhibitor must re- attempt all obstacles in the combination
- The course should include a double or a triple combination but is up to the discretion of the Show Committee and Judge

4.2.6 Jumper Equitation (cont.)

- Time allowed must be established based on 350 meters per minute
- Trainers may walk the course with riders
- Tests as per Hunter Seat Equitation may be incorporated or used in case of a flat phase or ride off

4.2.7. Elimination

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

4.3 Hack Classes

4.3.1. English Pleasure Hack

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

4.3.2. Road Hack

- To be judged on 55% performance, 20% substance, 15% conformation and 10% manners
- Must present an overall appearance of substance with refinement
- To enter the ring at a walk.
- 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
- Only 8 horses to hand gallop at one time

4.3.3. Show Hack

- To be judged on 55% performance, 20% quality, 15% conformation and 10% manners
- Must show vitality and animation
- Horses to enter ring at a walk
- To be shown at a walk, trot, canter and hand gallop
- Only 8 horses to hand gallop at one time
- Collected and extended gaits to be called for in both directions

4.3.3 Show Hack (cont.)

- 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
- Horses to stand quietly and rein back readily

4.3.4. Faults

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

4.3.5. Elimination

- Excessive schooling or training
- 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.
- Fall of horse or Rider

4.4 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

4.4.1. Attire

Please see English General Performance Rules

4.4.2. Course Design

- Competitions must provide a warm up area with a minimum of two schooling jumps
- Courses must be posted at least 30 minutes before the class
- Course Designers must provide distances of all lines and combinations. Distances must be adjusted accordingly for Ponies
- A Hunter course should consist of eight to ten fences and shall include at least one change of direction
- Jumps shall simulate obstacles found in the hunting field, such as post and rail, stone walls, chicken coops, hedges etc.
- Jump fill should be minimal and not spooky or scary
- All jumps shall have wings or be of sufficient width to simulate obstacles in the hunting field
- 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
- Striped poles are not recommended; PVC poles used as rails are not permitted. Standards made of PVC material are not recommended
- Steele pins and jump cups are not allowed, safety cups are recommended

4.4.3. Course Designers

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

4.4.4. Permitted Equipment

Please see English General Performance Rules

- 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.
- Standing or running martingales are permitted except in Hunter Hack and Hunter Under Saddle classes
- Ear Plugs
- 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
- Bell boots, but must be removed if jogging for soundness

4.4.5. Prohibited Equipment

- Bit Guards
- Boots and or bandages
- Any gimmicks (e.g. nerve lines, tongue ties, gag bits, any bit that acts as a gag, tack nose bands etc.) are illegal
- 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
- Draw Reins

4.5 Hunter Derby

- The Hunter Derby format should consist of two rounds but may be offered as one round
- 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.
- 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 as inside and unique turns
- One or two judges may be used
- Riders are scored on both rounds
- 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
- 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
- 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.
- No Hunter Derby class obstacle height may exceed 3' with a maximum of four high option fences not to exceed 3'6
- Higher option may be jumped four times on course if space is limited.
- Organizers hosting this class must take the level of competition into consideration and the designer must set class obstacle heights accordingly
- 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

4.6 Handy Hunter

- Horse to be judged on manners, quality of movement and response to the rider over obstacles
- Obstacles may include: small jumps, ground poles, back through, bridge, gate, side- pass, mail box
- The course shall vary from the normal hunter class routine to include elements that show rideability and handiness
- Faults and maximum heights as per hunter over fences
- Whips are not permitted
- It is recommended all three gaits, walk trot and canter are incorporated on course
- The 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.

4.7 Hunter Under Saddle

- 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
- Quality of the movement and consistency of the gaits is a major consideration
- Horses should be obedient, and should respond willingly to the rider with light leg and hand contact
- This class will be judged on performance, condition and conformation at the walk trot and canter both ways of the ring
- 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
- 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
- Horses may be asked to rein back and should do so quietly and obediently
- Not to jump

4.8 Hunter Hack

- The horse should move in the same style as a working hunter
- The class will be judged on style over fences, even pace, flat work, manners and way of going.
- The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- Horses are to be shown at a walk, trot and canter both ways of the ring with light contact
- Horses are required to jump two fences, set to a maximum of 2'6"
- If the jumps are set on a line they are recommended to be in increments of 3.5m (12') but adjusted to no less than two strides.

4.8.1. Faults

- Quick, short, or vertical or choppy strides
- Breaking gait
- Excessive speed or slowness at any gait
- Failure to take the appropriate gait when called for
- Loss of forward movement
- Head carried too high or so low that the poll is below the horse's withers
- Over flexing so the nose is carried behind the vertical
- Nose stretched out excessively (nosing out)
- Failure to maintain light contact with horse's mouth
- Stumbling/forging
- Being on the wrong lead and/or wrong diagonal at the trot

4.9 Working Hunter Over Fences

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

4.9.1. Faults

- Wrong lead, counter cantering or switching leads unintentionally
- Excessive speed or slowness
- Breaking gait
- Head carried too low or too high
- Opening mouth excessively
- Kicking out.
- Adding or leaving a stride out between jumps
- 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)
- Refusals
- Spooking or shying
- Pinning ears or wringing tail
- Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, this includes twisting over the fences

4.9.2. Elimination

- Excessive schooling or training
- 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.
- Fall of horse or Rider
- Use of prohibited equipment

4.10 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.

4.10.1. Attire

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

4.10.2. Schooling Area and Practice Jumps

- Competitions must provide a warm up area with a minimum of two schooling
- 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

4.10.3. Course

- 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
- 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.
- 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

4.10.3 Course (cont.)

- Once the competition has started only the Judge in consultation with the Course Designer, and the Provincial Rules Official I 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.
- 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
- The obstacles must be numbered consecutively in the order in which they must be jumped. Combinations carry only a single number.
- 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 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)
- The total length of the course in metres should never exceed the number of obstacles in the competition multiplied by 60.
- For Jump-Offs, the height and spread of fences may be 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.
- 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
- Courses should be built to be inviting and to result in a reasonable percentage of clear rounds
- 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.
- 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
- 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.
- If deemed necessary by the Jumper Judge a new time allowed and time limit may be set for any altered course

4.10.4. Course Designer

- The Course Designer must provide the Judge with a copy of the course map showing accurately all the details of the course.
- 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
- The track length, the time allowed, time table, penalties and the time limit for the jump-off must be included on all courses posted
- A Learner Course Designer may not be responsible for designing more than two rings at one competition
- Senior Designers may design up to three rings at one competition
- If possible Judges should not act as Course Designer in the same competition at which they are acting as the Jumper Judge

4.10.5. Timing

- 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
- Automatic timers should be used when possible, (timers are available for rent from HCBC at no charge)
- At least one hand timer (stop watch) should be used for back up when automatic timers are in use.
- 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
- If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest time
- A timekeeper may not time alone in a class where a family member or clients are competing
- Timing should be recorded in seconds and hundredths of a second
- 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
- the mounted competitor crosses the finishing line in the correct direction, after having jumped the last obstacle
- 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
- Where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second.
- 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.

4.10.5 Timing (cont.)

- 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.

4.10.6. Bell or Whistle

- A bell, whistle or horn is used to give signal to the competitor
- 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)
- To stop a competitor on course for any reason or following an unforeseen incident and to signal to continue the round after an interruption
- To indicate to the competitor that an obstacle knocked down following a disobedience has been replaced
- 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.
- After an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, they will be eliminated

4.10.7. Jumper Classes

1. Regular Jumper Classes and Mini Prix Competitions

- Normal and Mini Prix Competitions (the latter must be explicitly designated in the schedule) are those in which performance over obstacles is the principal factor although speed may be introduced to separate ties for first place by a jump-off.
- These competitions are judged under Table I against or not against the clock, but always with a time allowed.
- 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.
- 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.

4.10.7 Jumper Classes (cont.)

2. Match the clock or optimum time

- 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.
- Scoring will be under Table I.
- 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.

4.10.8. Jump Off

- 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.
- 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
- There are two types of Jump Offs
- The jump-off takes place after every entrant has completed the first round. This format is commonly used for Grand Prix and Classics
- 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
- 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

4.10.9. 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!

(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

4.10.9 Jump Off Tables (cont.)

1. Not against the clock

- a. Competitors with an 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.
- 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.

4.10.10. 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

4.10.11. Elimination

- Jumping or attempting to jump an obstacle in the arena before the start of the round
- Jumping the first obstacle of the course before the signal is given
- 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
- Horse resisting for 45 consecutive seconds during the round
- jumping the first obstacle without crossing the starting line between the flags in the correct direction
- off course
- Jumping or attempting to jump an obstacle following a refusal which has been knocked down, before it has been rebuilt
- Not crossing the finishing line between the flags mounted in the correct direction, after having jumped the last obstacle
- Loose horse leaving the arena before the end of the round, including prior to starting
 - Accepting while mounted any object whatsoever during a round other than headgear and/or glasses



4.10.11 Elimination (cont.)

- Using a whip of more than 75 centimeters in length, or weighted at the end,
- 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
- 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
- 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
- Not stopping when the bell is rung during the round

4.11 Pony Jumpers

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

4.11.1. Jumper Derby

- 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.
- Current rules regarding Jumper heights, tack, attire and equipment apply.
- Heights to be set at the discretion of the designer taking into consideration the level of competition. Heights not to exceed 1.10m.
- The first obstacle should be inviting, not difficult (i.e. no blind corners).
- Course to consist of 15 to 20 jumps.
- There should be at least two changes of direction, preferably more.
- 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.
- Time penalties must be listed on the course plan. All Faults converted to time. A refusal is 4 seconds, rebuilds incur six seconds.
- Time allowed will be determined by the course designer.
- Causes of elimination as per Jumper rules.

4.12 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.

4.12.1. 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)

4.12.2. 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

4.12.3. Rules

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

4.13 Saddle Seat

4.13.1. Attire

- Riding habits will consist of jackets 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

4.13.2. Elimination

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

4.13.3. 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

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

4.14 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

- Exhibitors enter the arena at a trot, proceeding to the right in a counterclockwise direction.
- To be judged on saddle seat equitation of the rider and overall performance of rail and individual work.
- Exhibitors must be worked equally in both directions of the arena at the walk, trot and canter, reverse, and repeat on command from the judge.
- The canter must be called for from the walk.
- The command to reverse may be executed by turning either direction towards or away from the rail.
- Exhibitors must line up on command and stand quietly.
- The Equitation test pattern will be performed individually.
- The test pattern to be determined and announced on command at the sole discretion of the judge.
- All exhibitors must perform the same individual test pattern for the class.

4.15 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.

4.15.1. 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.

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.

4.15.2. 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

4.15.2 Equipment (cont.)

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

4.15.3. 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.
- Failure to complete the 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.

4.15.4. 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.



Section 5:
Eventing Derby

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 consists of both Show Jumps and natural or Cross-Country type obstacles.

Attire

For Dressage and Show Jumping See HCBC General Rules

- **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

5.1 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

5.1 Dressage Phase (cont.)

(a). Tests:

HCBC or EC Tests may be used

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

(b). Scoring

- Each movement is scored out of 10 points. 0 being the lowest mark and 10 being the highest
- Errors are scored as -2 points. First error = 2, second error = 4, third error = elimination
- The points are totaled and any errors subtracted before dividing by the total possible score to achieve a percentage.
- 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.

(c). Elimination

- Evidence of blood on the horse
- Use of illegal equipment
- Continuous irregular pace or lameness. Judge's decision on lameness is final with no appeal.
- Dangerous/unruly behavior of horse
- Resistance of more than 20 seconds in a test
- All four feet of the horse leave the arena during test
- Fall of horse or rider during the test
- Dismounting during a test
- 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.

5.2 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.

	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

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.

- Courses should be built to encourage clear rounds and built with minimal or no fill.
- All Fences should be straight forward with true groundlines
- Cross Pole Division: No fill. Course to consist of cross poles only. Simple track with one or two changes of direction.
- Intro Division:
 - Simple track, no oxers, no combinations, two changes of direction. Minimal fill or decoration
- Beginner Division: No combinations
- 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.
- 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)
- Open Division:
 - Two stride combinations and related distances allowed
 - No liverpools to be used for any division

5.3 Show Jumping Phase

(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

b) Penalties

- 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.
- 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.
- If 'resisting' or stopping for 45 consecutive seconds the horse/rider will be eliminated.

(c) Timing

- The Competitor must wait for an audible signal (whistle, bell, buzzer) before crossing the start line.
- The Competitor will have 45 seconds after the signal to cross the start line.
- 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.
- Using electric timers with two stop watches as back up timers is recommended.
- 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.)
- 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.

Show Jumping Phase (cont.)

- Time is recorded in seconds and 1/100ths of a second.
- 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.
- 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.
- 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.
- 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
- 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.
- In the event of broken timing equipment, the rider may continue without penalty.

5.4 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.

(a) Course

- Cross Pole Division: No fill. Course to consist of cross poles only. Simple track with one or two changes of direction.
- 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.
- Beginner Division: No combinations
- 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.
- Pre-Novice Division: Course may include one double combination of two strides (10 meters). Water and ditches are considered as jumping efforts
- Novice Division: Course may include one double combination of two strides (10 meters). Water and ditches are considered as jumping efforts

5.4 Eventing Derby Phase (cont.)

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 ecommended	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 ecommended	Bank up to 85cm	Bank up to 90cm

(b)Timing

- See Show Jumping Phase

5.4 Eventing Derby Phase (cont.)

(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

(d) Officials

- Qualified Provincially recognized Dressage and Jumper Judges obstacles/derbies may be used
- 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 open Divisions and over.

5.5 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

5.5 Derby Cross (cont.)

Attire

For Dressage and Show Jumping See HCBC General Rules

- **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
- **Novice:** 2'9" – 2'11" / 350mpm
 - Dressage Test HCBC Training test 1

5.5 Derby Cross (cont.)

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

- 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.
- Competitors that are held up will have their time stopped until they can move again.
- If a rider fails to stop when told to on the course, they will be eliminated.
- If a rider deliberately obstructs the route of an overtaking rider, they will be eliminated.
- 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

Derby Cross Course

- The Derby Cross course may have 10 to 25 obstacles.
- All obstacles must be clearly numbered and flagged
- Water obstacle: Splash or small ditches only
- Solid in appearance with Visible groundlines where appropriate
- Combinations:
- Intro, Beginner, Green: no combinations, no oxers
- 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.



Section 6:

General Timed Events and Games

6.1 General Timed Events and Games

6.1.1. Attire

- Approved BSI or ASTM protective headgear is highly recommended. No rider will be penalized for wearing approved headgear.
- Western hats for adults are permitted.
- 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.
- Chaps are permitted
- Gloves are permitted

6.1.2. Elimination

- Any exhibitor stepping on or crossing over the start/finish line before completing the pattern or course shall be considered off course and eliminated.
- 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.
- Use of any equipment that the judge or show committee deems too severe or inhumane will result in elimination for that run or class.
- Horse running off course will result in elimination
- Running over or striking the timing equipment, starting line markers or running into (correctly positioned) arena personnel while competing shall be cause for elimination.
- Fall of horse or rider will result in elimination

6.1.3. Equipment

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

6.1.4. General Rules

- Each contestant shall be ready when called or may be eliminated at the Judge's discretion.
- An exhibitor may exhibit more than one horse provided the other horses are saddled and ready to compete.
- Contestants must obey all starting signals designated by the organizing officials or may be eliminated.
- 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.

6.1.4 General Rules (cont.)

- 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.
- In the interest of safety horses should be run individually
- Horses not under sufficient control may be disqualified at the judge's discretion from the class.
- Where point's accumulation is a factor, they will accrue to horse/rider combinations only.
- No rider may be tied, buckled or fastened in any way to the horse or tack.
- 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.

6.1.5. Timing

- It is recommended that electric timers be used as official timers in all timed events.
- When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time.
- The median time is the time indicated by two of the three watches, if two agree. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest
- 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.
- 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.
- 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.

6.1.6. Barrel Race

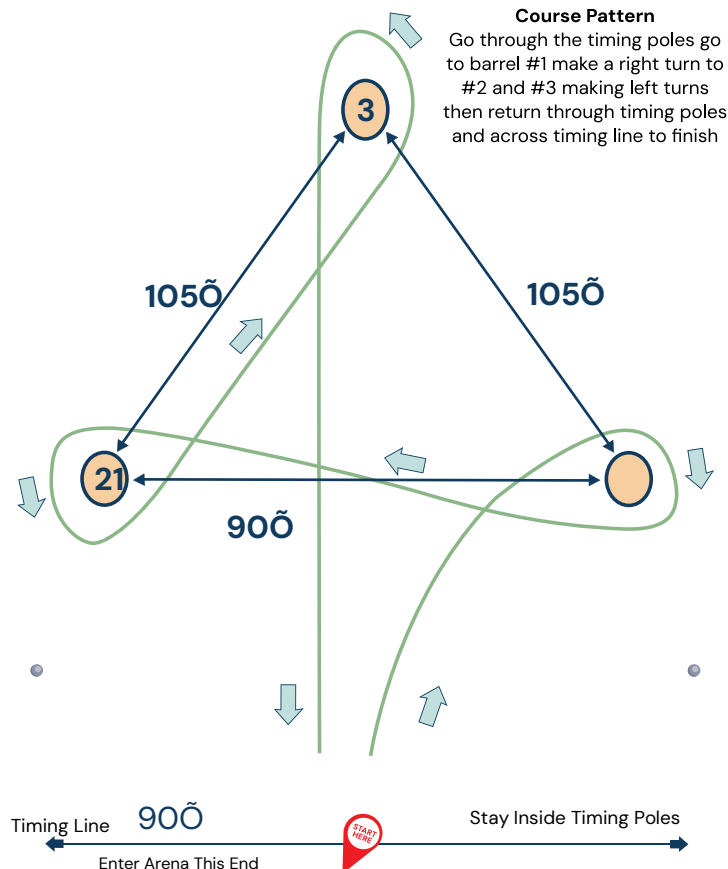
The Barrel Race is a timed event; the course consists of three barrels set in a triangular course. Horses shall race in a cloverleaf pattern around the barrels, individually timed and the fastest time wins.

- The course must be measured exactly according to the 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) 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 from barrels 1 and 2 to the fence and 36 feet from barrel 3 to the end of the arena.
- 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.
- A clearly visible start line must be provided

6.1.6 Barrel Race (cont.)

- 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.
- 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 the 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.
- The contestant may touch the barrel with his or her hands in barrel racing.
- Knocking over a barrel carries a five-second penalty.
- 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



6.1.7. 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.

- 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. The flag is to be picked up at the first barrel, contestant to proceed around the second barrel and deposit the flag in a container on the third barrel and then cross the finish line.
- Containers for the flags should be 45-gallon barrels, plastic or metal, one end open.
- Flag sticks should be 36" in length with about 1" round dowel and blunt ends.
- The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
- The same flags will be used by all contestants in a class.
- If a flag breaks during the run, the rider will be given a rerun.
- Riders may run the course to the right or left.
- The rider must signal to the ring crew if they will be running right or left

Elimination

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

6.1.8. 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. The fastest time wins.

- 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.
- The exhibitor must wait for the start signal.

Elimination

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

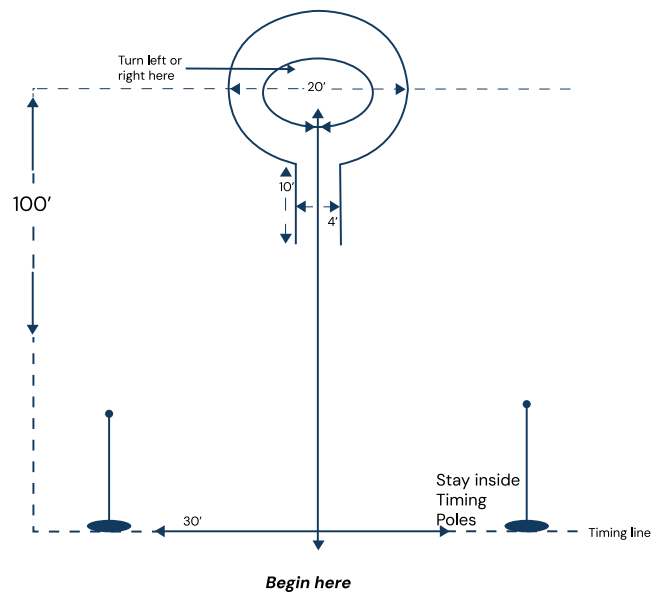
6.1.8 Key Hole Race (cont.)

Keyhole Pattern

Keyhole

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

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

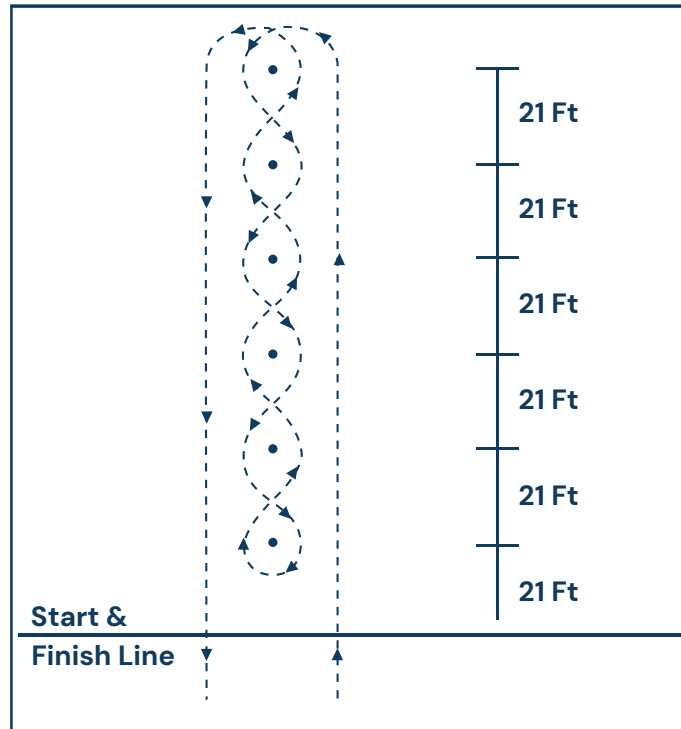


6.1.9. Pole Bending

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.

6.1.9 Pole Bending (cont.)



Elimination

- Exhibitor touching a pole with their hand
- Off course, missing a slot

6.1.10. 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.
- The 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. The 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.



Section 7:

Mountain Trail

7.1 Mountain Trail Class Guidelines

Mountain Trail classes are designed to demonstrate the horse's ability to negotiate and maneuver through and around obstacles they may encounter in a natural mountain trail setting. The competition may be held in the arena or out on the trail and can be scored individually or as a team event.

- The horse will be asked to perform multiple maneuvers over a course of obstacles that range from traditional trail obstacles, which may include hills, bridges, ditches, water, ponds, bogs, rocks, and logs.
- The horse may be required to back out of obstacles, side pass over obstacles, complete pivots with belly turns/carousel turns with 45, 90, 180, and 360 degree turns either left or right.
- Horses may be required to maneuver forward and backward and sideways in all directions between obstacles at the gait(s) specified on the course map.
- A rider may be asked to dismount, mount, drag or move an object as part of an obstacle, or guide the horse through obstacles while dismounted.
- Mountain Trail (Arena-to-Trail) encompasses two mountain trail experiences, riding nature's obstacles on a mountain trail as well as a natural portrayal of obstacles in a course design. Both actual and portrayed mountain trail courses should contain eight and up to eighteen obstacles and test the skill of the horse and rider's performance.
- The difficulty of obstacles or maneuvers should be appropriate for the level, type of class, and or competition. A start and finish marker should be included on the course map.
- The horse should approach obstacles in a forward motion remaining focused, bold, and with a willing attitude. On the line of travel between obstacles, the horse should be moving forward with a balanced, relaxed, natural head and neck position.
- The term "horse" herein, refers to all breeds of equine, horses, ponies, VSE, mules, with no preference given for any type, breed of horse, or style of riding. Scoring penalties and credits are assessed at the discretion of the Judge(s), based on performance, correctness and ease of negotiating obstacles.

7.1.1. Age & Technical Categories

- **Youth:** 17 years old and under as of January 1st of the current year. Youth competitors are not permitted to compete with a stallion.
- **Beginner:** The green rider is less experienced and defined as a rider with not more than two (2) wins or to have won a championship in this category. Green riders may not compete in open division at the same competition with no cross entry permitted.
- **Novice:** The novice riders have more experience competing in Mountain Trail (Arena to Trail) classes with not more than five (5) firsts or to have won a championship in this category.
- **Amateur:** 18 years and older as of January 1st of the current year, who participates in equestrian sport for pleasure only, and has not received any payment for training horses or coaching riders in the equine industry.
- **Open:** This category is open to all riders and horses with no restrictions. Obstacles may be of more complexity and or difficulty designed to test skills of advanced horse and rider combinations. No cross entry with the green rider division.
- Hors Concours (H/C) entries are not eligible for awards.

7.1.2. Attire

- Horse Council BC highly recommends that all riders wear properly fitted approved BSI or ASTM protective headgear at all times when mounted.
- Adults may compete in a properly fitted BSI or ASTM approved riding helmet or a western style hat.
- Youth competitors are required to wear properly fitted approved BSI or ASTM protective headgear with safety harness securely attached at all times when mounted on the event grounds.
- English or Western attire is permitted but should be consistent with the style of tack presented.
- Riding boots of any style English or Western with a 1-inch heel are required.
- Raincoats are permitted
- Gloves are permitted.

7.1.3. Equipment

- The judge may disallow any tack due to safety concerns.
- Competitors may present themselves in clean working style English or Western tack.
- English or Western style bridles, bosal, hackamore, or bit-less bridles are permitted.
- English, Western, Endurance, Australian saddles are all permitted.
- Splint boots and leg protective boots are optional and permitted.
- Draw reins are prohibited.
- Halters for riding are prohibited.
- Standing or running martingales and tiedowns are prohibited
- Mechanical hackamores and bitless headstalls that apply compressive pressure are prohibited
- Whips or crops longer than 75cm are prohibited.
- **Bits:** Excessive use of bits will be penalized at the discretion of the judge.
- **Curb:** Defined as a solid or broken mouthpiece that has shanks which act as leverage. Free of mechanical devices and is 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 1/2" in width, and must lie flat against the jaw of the horse. Rommel or split reins are permitted.
- **Snaffle:** Defined as the conventional; O-ring, egg-butt, D-ring, loose ring, full cheek, or western snaffle bit. The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable. The rider will ride two handed.
- **Hackamore:** Defined as 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 two fingers (approximately 1 1/2") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband. Rider will ride two handed.

7.1.4. Course Walk

- This is an opportunity to navigate the course on foot prior to competition to become familiar with the course map. Competitors are encouraged to walk- through the course prior to the judge's official course walk-through. Judge's course walk-through is scheduled prior to the beginning of the class. The judge leads the walk-through with the use of course maps. Each competitor should receive a course map prior to the competition. The judge may give directions at different obstacles. Participants should refrain from talking during the judge's walk-through so all competitors can hear the judge's directions. Questions are answered by the judge following each obstacle on the walk-through. Competitors are not allowed to ask questions during the competition.

7.1.5. Definitions

Obstacles / Maneuvers

- **Backing** – Backing obstacles shall be completed in a straight motion without weaving side to side. Backward motion must be performed at a consistent regular pace. The horse/rider will be penalized for hitting obstacles while backing.
- **Beam (Angle or Balance)** – Walk on straight, may be asked to back-off, side pass over, or enter/exit at any part of the beam.
- **Bog / Quicksand** – can be any dimension, but the depth should not exceed 8". Horses will not be asked to stop.
- **Boxes / Tires** – Walking up and over and backing off the box may be asked to Stop & Settle. Turns of 45 to 360 degrees in any direction may be asked of the competitor. Horses front or hind feet on the box and may be asked to turn either direction.
- **Bridge (Rolling or Suspension)** – The horse should approach a bridge squarely and move over the bridge in a forward motion when entering, crossing, and exiting the bridge in a straight path. May be asked to stop and settle, and change directions.
- **Ditches** – enter straight either forward, backwards or sideways. Ditches can be various depths, lengths and directions.
- **Forward** – Throughout the entire course the horse and rider must continue in a forward motion unless the pattern specifies otherwise. The horse's gait should be regular, consistent, and not altered unless the rider is performing a different movement or gait specified in the course plan.
- **Gates** – The rider may be asked to open the gate from either direction, pulling, pushing, or backing through the gate. The rider should have control of the gate at all times. The horse should follow the direction from the rider to stay close to the gate and minimize movement with the rider or handlers' hand controlling the gate.
- **Ground Tie** – Horse should be tied to the ground with a lead or a git-down rope.

7.1.5 Definitions (cont.)

- **Hoof Check** – The horse should pick up its leg willingly, and not move around. The rider should keep control of the horse at all times, whether the horse is tied, ground tied, or in hand. Riders may be required to pick up any number of feet including from the opposite side.
- **In Hand or Leading** – may be performed with a halter and lead, or bridle with a git-down rope. The horse should lead willingly, not crowding or lagging behind the handler which results in a lower score.
- **Maze** - Compiled group of obstacles including logs, bridges, tires, etc. Rider/handler can be asked to enter or exit from any direction.
- **Mounting or Dismounting** – Horse should stand quietly while rider mounts or dismount from either side. The rider will easily put the horse in a position of good balance for either the mount or the dismount, maintaining control of the reins and sitting down softly. Any movement by the horse will result in a lower score. A mounting block will be provided for mounting and dismounting.
- **Rocks** – Minimum 30 rocks, at a 6" minimum size.
- **Balance** – Refers to a horse rider combination that is clearly unified as a team while negotiating obstacles or maneuvers, performing smoothly, making it look effortless, simple, vigorous, fun, and easy.
- **Horsemanship** – Refers to the rider's ability to perform with confidence, balance, in harmony with the horse as a unified team, executing obstacles or maneuvers with boldness and ease over the entire course. The rider demonstrates confidence guiding the horse through the obstacles using subtle aids. The rider is penalized severely for instilling fear in the horse, jerking on the bit, and or for excessive use of crop or spurs.
- **Control** – Rider must maintain control of the horse at all times whether mounted or leading in hand.
- **Rider Awareness** – A rider should pay attention to the direction of the course, guiding the horse straight to each obstacle. The rider should evaluate each obstacle with a clear plan in mind demonstrating a safe, correct execution of the obstacle.
- **Overall Awareness** – The horse should respond to the rider without hesitation or resistance. The horse should have an alert expression and focus, demonstrating boldness with a willing attitude. The gait of the horse should be regular and maintained through the entire obstacle.

7.1.5 Definitions (cont.)

Beginner 8 - 10 Obstacles	Novice 8 - 14 Obstacles (All Green obstacles plus)	Open 8 - 18 Obstacles (All Green/Novice obstacles plus)
Backing Up	Backing with direction	Angled Beams
Barrels	Boxes (turns)	Animal Hide
Beams	Carousel Turn (belly turn)	Back down ditches
Blow Down	Cowboy Curtain	Backing through tunnel
Boxes (no turns)	Ditches	Bog/ Quicksand
Green Rider Bridge (non-moving)	Ground Tie	Cap-gun (noise)
Gate (push only)	Mailbox	Gate (back through)
Ground Tie	Mattress	Log Drag
Hoof Check	Own the Trail	Rope (drag, throw)
Mazes	Driving	Squishy Box
Mounting/ Dismounting	Raise Flag (obstacle)	
Rocks	Ramps	
Sawbucks	Ring the Bell	
Side pass	Rolling Bridges	
Step Over (logs/ poles)	Rope	
Stop and Settle	Slicker (pickup)	
Tires	Suspension Bridge	
Turn on the Forehand	Teeter Totter	
Turn on the Haunch	Tunnel	
	Water	

- **Course Pattern or Plan** – It is important for a rider to stay on pattern. Going off pattern will result in a Zero (0) score for that obstacle.
- If a class is offered with numbered obstacles, going off pattern will result in a minus 10 for that obstacle.

7.1.6. Divisions

- **Beginner:** The obstacles should be performed at the walk only, easy to understand, with basic maneuvers or skill techniques required to complete the obstacle.
- **Novice:** The obstacles may be performed at the walk, or jog (or gait). The horse and rider should be in condition to compete over a longer course.
- **Amateur:** Obstacles may be performed at the walk, jog (or gait), lope, or canter. Horse and rider have established skills to negotiate difficult obstacles, and are conditioned to compete over a longer course.
- **Open:** Obstacles may be performed at the walk, jog (or gait), lope, or canter. Horse and rider have established skills to negotiate difficult obstacles, and are conditioned to compete over a longer course.

7.2 Category and Class Divisions

The following divisions are recognized at competitions.

Local divisions or classes may be included as listed in the Prize list.

Beginner	Novice	Open
Youth Rider	Youth Rider	Youth Rider
Youth In-Hand	Youth In-Hand	Youth In-Hand
In-Hand Mares	In-Hand Mares	In-Hand Mares
In-Hand Geldings	In-Hand Geldings	In-Hand Geldings
Green Horse	Novice Horse	In-Hand Open
Green Rider	Novice Rider	In-Hand Open Jackpot
Green Ranch	Novice Ranch	Open Rider
Amateur Rider	Amateur Rider	Open Ranch
Seek the Trail	Own the Trail	Amateur Rider
Driving	Driving	Driving

- **In Hand Class:** The handler leads or sends the horse through the course obstacles on foot using a halter.
- **Money Classes:** if offered are open to all riders.
- **Gamblers Choice:** 70% of the score will be judged on horsemanship and skill – a timed event where each obstacle is worth a pre-determined number of points.

7.2.1. Judging

- The quality of the horse's performance, as well as the horsemanship skill of the rider as they guide the horse through the obstacles over the entire course are scored by the judge. Higher scores are awarded where the horse and rider perform well as a unified team.
- Horses are judged and scored on performance negotiating obstacles carefully, not rushing, responsive to the rider aids, correctly executing with a forward moving tendency throughout the obstacle.
- Judges will score each obstacle considering three phases; the entrance, middle, and exit of the obstacle.
- Judges will consider the approach to an obstacle, the straightness, accuracy, attention, and willingness by which the horse enters the obstacle maneuvers through and exits the obstacle.

7.2.1 Judging (cont.)

- Class score sheets at a competition must be provided for the judge by the competition organizing committee.
- The score sheet keeps a record of each competitor's individual obstacle or maneuver scores on course, with any credit or penalty scores from the Judge noted.
- An experienced scribe may assist the judge recording the scores in the arena, or the Judge may record their own scores.
- Credit or penalty scores are assessed by the judge for each obstacle or maneuver on course with the total final score calculated to determine the class placing results.
- The total penalties and or credits of maneuver and or obstacle scores are added or subtracted according to the system used. This results in a Final score which determines class placing results in descending order from high to low score.
- Calculating the Final scores may be determined by the Judge, or the assistant scribe in the arena, or a scoring secretary in the office.
- All Final score calculations must be verified by the judge.
- Final placings by entry number are recorded on all class score sheets.
- The judge's name, signature, class #, date, competition name, location should be listed on score sheets.
- All Judge Score sheets are available for downloading on the HCBC website at the following link: <http://www.hcbc.ca/index.php/competitions/competition- documents/>

7.2.2. Scoring

At the discretion of the Judge, or the competition management, one of two recognized scoring systems may be used at Mountain Trail (Arena to Trail) competitions. Scoring systems are based on the same horse and rider performance criteria stated herein.

Credit and penalty scores are assessed for each obstacle or maneuver, and accumulated over the entire course to determine a total Final score for each competitor. The scoring system used is at the discretion of the Judge(s). Whichever scoring system is used at a competition, the same system must be used for all classes of the competition. The final score total determines the class placings.

(0 – 10) Scoring System

- Judges score each obstacle or maneuver on the course out of a maximum possible of 10 points.
- A horsemanship assessment for the rider may be included in each obstacle score, or may be included on scorecard as a separate score with a total score possible from (0 – 10).
- Half marks (.5) may be used.
- Using the (0 – 10) scoring system, the Final score is calculated into a percentage score.
- If a separate score is used for horsemanship skill of rider then 10 points is added to total possible points for final score calculations.
- As determined by the Judge(s) specific obstacles identified prior to class may be assigned a coefficient (x 2) valued twice the points possible for that obstacle.
- A horse that receives a (– 9) at any obstacle for a complete refusal may NOT place higher than a horse with a score for each obstacle. All penalties apply to each obstacle.



7.2.2 Scoring (cont.)

Formula to determine percentage final scores is as follows:

- Add the total points (0-10) awarded to the competitor over the entire course.
- Deduct any penalty scores for misuse of tack on course.
- Divide total points awarded by the Judge(s) by the total points possible for the entire course plan.

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

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

7.2.3. Disqualification

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

70 Base Score System

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

Each obstacle is scored in three phases as follows;

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

7.2.4. Scoring Deductions (Obstacle Penalty Deductions)

Entry Deductions

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



7.2.5. Navigating Deductions

- **½ point** - for each tick of an obstacle, hopping into/out of an obstacle with the front two or back two feet, slight off-center entry, slightly off from entering straight into the obstacle.
- **1 point** - hopping into/out an obstacle, every stride out of gait, every stride off center in an obstacle, missing a required step in an obstacle, break of gait, failure to enter an obstacle straight one-horse length, failure to enter obstacle in the center.
- **1 to 1½ points** - horse and rider lose forward motion, Horse steps on or moves an obstacle. Incorrect or break of gait, skipping space or failing to step into required space, 1 step on dismount or ground-tie (except shifting to balance), deviates from center of obstacle and or course pattern.
- **2 to 2½ points** - horse stumbles, rushing, incorrect or break of gait at walk or jog for 2 strides or more, out of lead or break of gait at lope, knockdown, jumping out/in the obstacle entry/exit, steps out of obstacle with one foot, once the foot had entered obstacle, missing one element of obstacle on line of travel with one foot, steps on dismount or ground-tie.
- **3 points** - horse is not listening to the rider or judge's discretion, consistent tight rein.
- **4 points** - a small rearing where the front two feet leave the ground when uncalled for. Unsafe behavior by the horse, but not bad enough to be dismissed from the class or receive a – 5-point penalty.
- **5 points** - all the above. Rider or horse's safety placed at risk. Horse steps out of the obstacle with two or more feet once entered, or falls off the obstacle. Dropping slicker or object, cumulative refusals, balking, or evading obstacle(s). Rider letting go of the gate. Stepping outside the confines of, jumping off, or out of obstacles with more than one foot, once entered an obstacle. Blatant disobediences, 4 or more steps movement on a dismount, or ground-tie, holding onto saddle, except to mount and dismount, or for large step-down obstacles, or large step ups or jump ups. For excessive whipping or spurring, horse rearing or bucking. - 18 – failure to attempt an obstacle.

Exit Deductions

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

Horsemanship Deductions

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

7.2.5 Navigating Deductions (cont.)

Disqualification

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

Timed Class

- For timed classes a designated timer must keep the official time for all competitors.



Section 8:

Discipline Rules

Vaulting

8.1 Introduction to Vaulting

Vaulting is the performance of gymnastic and dance-like movements to music on a moving horse. The horse is controlled by a lunger who sends him in a circle around them on the end of a lunge line. Vaulters begin working in walk and progress, with training from a qualified instructor, to be able to execute fantastic freestyle performances in the canter. Vaulters learn to have the agility and athleticism of gymnasts, the grace and expression of dancers and the balance and feel of equestrians.

8.1.1. Arena

- The arena must be soft and it may include springy material.
- The competition space in the arena must be at least 20 m. for Canter Classes and 17.5m for Walk/Trot Classes.
- In the case of a competition held indoors the height to the ceiling must be at least 4.5 m for Individual, 5 m for team Squad /Pairs.
- The public must be at least 1 m, but preferably 3 m away from the edge of the competition circle.
- The centre of the competition circle must be marked.
- It is recommended that the Judge is seated on a raised Judge's stand. This should be about 50-60 cm above the ground in order to give the judge a good view of the arena.
- The Judge's table should be at least 11 m, but preferable 13-15 m, away from the centre of the lunging circle.

8.1.2. Assistance

- Delivery of a reserve lunging whip is permitted
- Any assistance from the outside necessary to avoid an accident is permitted
- All assisted mounts in the freestyle may be considered in the performance and artistry scores.

Assistance for Vaulters with A Disability

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

8.1.3. Attire

- Attire of Squad Team, Individual, and Pairs vaulters must not hinder the movement of the vaulter or the safe interaction between vaulters during the performance and attire must in no way compromise the safety of either vaulter or horse.
- Attire must not conceal the form and line of the vaulter's body during the performance in order not to hinder the judging of the exercises
- Certified, protective headgear (Helmets) secured by a three-point retention harness is required at all times when riding (for example, but not limited to, during warm up, exercise, or schooling.)
- Helmets are not permitted while vaulting.
- Attire must be formfitting and all articles of clothing, or parts thereof, must remain attached to the vaulter's body at all times.
- Suitable footwear is mandatory.
- Decorative accessories (not limited to but including belts, masks, jewelry) and props (not limited to but including hats, capes, canes, gadgets) are strictly forbidden in the arena.
- Trousers must be secured to the foot and skirts may only be worn over tights or leggings. Only soft soled shoes are permitted.
- Attire must not give the effect of nudity.
- Squad Team vaulters must wear numbers on the right arm or leg or on the back. These numbers should be 10 to 12 cm in height and must be of plain design and easily visible.
- The attire of Squad Team vaulters should give the obvious effect of uniformity.
- The lunger's attire should not distract from the performance, should be safe, and respectful.
- In order to be allowed to participate at award presentations, the attire of vaulters and lungers must be neat and dignified. Club attire should be worn if possible

8.1.4. Deductions

- Vaulters requiring an assisted mount onto the horse in the compulsories will receive a deduction from the mount score as follows:
 - All Walk and Trot classes - no deduction
 - Beginner Canter - no deduction
 - Intermediate Canter – 1 point
 - Advanced Canter – 2 points
- In all 1*, 2* and 3* classes – Mount scores 0In Pairs and Squad Team, the above deductions will occur when any assistance is provided from the ground. However, a vaulter who is already on the horse may assist another vaulter in mounting without a deduction.
- Deductions or disqualification in case of doubt are left to the Judge and cannot be appealed.

8.1.5. Disqualifications/Eliminations

The Judge may disqualify a vaulter and/or a horse in the following situations:

- Disqualification means that a vaulter and/or the horse or horses are disqualified for the entire Event.
- Disqualification may also be retroactive.
- Exercising horses in the arena without the permission of the Judge
- As per All cases of abuse and/or ill treatment reported by the Judge
- Horse bleeding on the flank(s), in the mouth or nose or marks indicating excessive use of the whip anywhere on the Horse
- In minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, officials may authorize the rinsing or wiping of the mouth and allow the lunger to continue
- Improperly registered vaulters, lungers and/or horses will result in the disqualification of the competitive unit. (This refers to all required memberships and/or licenses outlined elsewhere in the rules and may include any further requirements indicated in the Competition Invitation such as releases, waivers etc.)

8.1.6. Elimination

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

- Starting before the signal is given and touching the grips, the pad or the horse (eliminates the vaulter)
- Equipment other than what is permitted in these rules (eliminates the vaulter or the horse depending on if the equipment is on the vaulter or the horse.)
- Mounting the horse after an interruption signaled by the Judge without waiting for the bell (eliminates the vaulter)
- Vaulter and/or horse leaving the arena without permission of the Judge, including prior to starting (eliminates the vaulter and/or horse depending on who left)
- An accident to a vaulter or to a horse which prevents either from completing the test. In a squad team test, however, this does not apply when only a single squad team member has been injured (eliminates the vaulter and/or the horse depending on who is injured.)

Elimination at the discretion of the Judge

- Not entering the arena within 30 seconds after the bell
- Taking more than 30 seconds after the bell following the trot, to commence the first exercise
- All physical unauthorized assistance
- Not stopping when the bell is rung during the test
- After an interruption of the test in unforeseen circumstances taking more than 30 seconds to continue the test after the signal to resume was given
- If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test

8.1.6 Elimination (cont.)

- The performance is to take place with the horse and therefore no exercises or dance moves on the ground are allowed. Elimination for noncompliance in this instance is at the discretion of the Judge.
- Exceeding the time limit and staying on the horse for more than 10 seconds
- Any horse which shows signs of being overworked or overloaded at any time

8.1.7. Entries

In all Provincial competitions, different genders may participate together in squad or pairs classes. There is also no gender separation in the individual classes up to and including 1* classes. In 2* and 3* individual classes, there may be separate classes for males and females.

- There are no minimum or maximum age limits for any classes unless otherwise noted in the Competitions' Invitation.
- Eligibility requirements for each Division are in line and consistent with the Rules of the Vault Canada. <https://vaultcanada.org/Resources/Rules>
- Once approved by HCBC, the Prize List must be posted as an Invitation on the Vault Canada website as soon as possible.
- The Invitation must specify the method and timing for submitting music to the Competition Organizers, ahead of the competition.
- If the Vault Canada Online Competition Management System is not used by the Competition Organizers for entries, scoring, and results, the Competition Organizers will be responsible for entering the information within 7 days after the completion of the competition.
- By the entry deadline each club must provide the names of Individuals, Pairs, and Squads Teams, along with the names of the horses and the lungers
- The names of the vaulters constituting a squad team may include up to eight vaulters.
- The names of the six definite squad team members, plus a reserve n optional seventh vaulter, must be supplied to the organizing committee by the Final Changes Deadline.
- Vaulters may compete Individually, in Pairs and in Squad team at the same event. In Divisions 1*,2* and 3*, vaulters may start twice in any individual competition. Each start must be with different horses. In Division 2* and 3* each vaulter may only compete for one team and or pair.
- In all Divisions a vaulter may enter with two squad teams or two Pairs, provided they are in different Divisions (ie Walk C and Beginner Canter.) However, no more than two members of a squad team may be entered in another squad team
- In all divisions, different horses and/or lungers may be used for each test. Wherever possible, horse and/or lunger changes should be supplied to the organizing committee by the Final Changes Deadline.
- Changes at or during the competition for all divisions, horse(s) and/or lunger(s) may be changed at any time with the permission of the show office.
- Each class may not have more than three two tests scheduled per day.
- The use of competitor numbers for vaulters is at the discretion of the Event Organizers.
- Competitor numbers must not compromise the safety of the vaulter.
- When competitor numbers are not used the announcer must name each vaulter prior to them mounting the horse.

8.1.8. Equipment

- The Judge is authorized to check the equipment of any horse at any time. If checked immediately after the horse leaves the arena any discrepancy could entail elimination.
- All equipment must be used in its manufactured state.
- The use of any other equipment and any other way of attachment of the equipment than described here, will entail elimination.
- Protective tack covering to improve the comfort of the horse is permitted. i.e. extra padding on bridle.
- A Bridle with smooth snaffle bit, with no less than 2 joints. Rubber guards are permitted. If an unjointed rubber snaffle is used, the bit must be flexible.
- The use of a lunge cavesson, with or without a bit, instead of a bridle is permitted. Micklem style bridles may be used as a lunging cavesson.
- Either two side reins or three-point reins may be used. Three-point reins are attached from the surcingle through the bit rings back to the surcingle on the same side. The distance between the two attached points (top and bottom) on each side of the surcingle must not be greater than 40 centimetres. Three-point reins must be adjustable only as per manufactured and any homemade modification of the adjustment of the draw reins is not permitted (example: tying in a knot)
- Standing or auxiliary reins are not permitted
- Side Reins must not be fastened in place for an excessive period, if so side reins must be unfastened and the horse allowed to move freely for a period of time before the side reins are reattached. The side reins may be unfastened before the final salute from the center of the competition circle or, at the latest, the reins must be unfastened immediately upon exiting the competition circle. Failure to do so will be deemed to be abuse of the Horse

Lunge line and lunge whip.

- In Canter the lunge line must be attached to the inside bit ring.
- In Walk and Trot the lunge line may be attached in any way which does not cause discomfort to the horse.

Vaulting surcingle with under pad and girth.

- The surcingle has two solid handles (grips, the shape of which is not defined) and with two loops (one on each side). One short extra strap made of leather may be fixed between the inner edges of the right and left handles.
- A back pad is compulsory and may be checked by the Judge at any time while on the horse. Gel Pads are permitted.
- The back pad must have the following dimensions:
 - Max 80 cm from back edge of the surcingle to the back of the pad Max 30 cm from the front edge of the surcingle to the neck
 - Max 90 cm from side to side, the lowest point to the lowest point. If checked on the horse, the allowable tolerance may not exceed 3 cm (ie Max 93 cm) Max 3 cm thick including cover
 - Max total length 1.10 m with no more than 30 cm in front of the surcingle

8.1.8 Equipment (cont.)

- The surcingle and the back pad may be changed from test to test, time permitting.
- Ear muffs and plugs are permitted
- Bandages and/or brushing/overreach

8.1.9. General Rules

- Lungers must be at least 16 18 years of age.
- The lunger does not need to be from the same club as the vaulter(s).
- Upon entering, and before exiting the competition arena, the vaulter(s) and lunger must salute the Judge as a matter of courtesy.
- The Judge shall acknowledge the salutes.
- Entry, exit, and the formation of the salute are left to the discretion of the vaulters
- but should be dignified.
- Entry and exit may be accompanied by music at the discretion of competition organizing committee.
- A warmup circle is compulsory and must be as described above. It is recommended that there be three or more warm up circles. If the competition takes place indoors at least one indoor warm up circle must be available.
- During the Walk and Trot tests the horse moves on a circle with a minimum radius of 6 m, preferably more. During the Canter test the horse moves on a circle with a minimum radius of 7.5 m, preferably more.
- All tests must be executed in the correct gait (and not in counter canter)
- The side reins may be unfastened before the final salute from the center of the competition circle, or at the latest the reins must be unfastened immediately upon exiting the competition circle. Failure to do so will be deemed to be abuse of the Horse.

8.1.10. Officials

- All events and classes must be judged by at least one official having credentials allowing them to judge at vaulting events in BC.
- Each Judge must be assisted by a secretary.
- A timekeeper is to be placed next to the Judge for tests that have a time limit. Judges may prefer to do their own timing.
- Judges will give marks according to the test's score sheet.
- Any corrected score must be initialed by the Judge having made the correction.
- Judges must sign off the score sheets in ink.
- Judges are encouraged to make comments in the specified column on the score sheet. (Providing comments when the score is 5 or below is strongly recommended.)
- Official Vault score sheets can be printed directly from the Vault Canada Online Competition Management System.

8.1.10 Officials (cont.)

- Officials should be familiar with the required scoring criteria which is published annually on the FEI Vaulting rules website
- Officials will judge in accordance with Vault Canada (www.vaultcanada.org) and HCBC guidelines and Code of Conduct

8.1.11. Timing / Bell

A bell is used by the Judge to signal the athletes on the following occasions:

- To give the signal to enter the arena.
- To give the signal to start the test.
- To announce the end of the time.
- The time for the test begins at the moment the first Vaulters touches the grips, the pad or the horse and ends with the time limit.
- To signal that the time and music is stopped after a fall and the Vaulters is unable to continue immediately or to return to the line. The test must be continued within 30 seconds after the signal to resume.
- To give the signal to stop an athlete or performance when the horse shows any signs of irregularity, is out of control or dangerous to the vaulters.
- To give the signal to stop an athlete or performance in unforeseen circumstance which includes repair or adjustment of equipment or any other situation requiring immediate attention. If the timing and the music is stopped, the test must be continued within 30 seconds after the signal to resume
- After an interruption, the clock is started again when the vaulter touches the grip, the pad or the horse. In unclear situations the Judge and/or Lunger/Vaulter may communicate.
- If an exercise has begun just before the time limit, the exercise or combination in progress may be finished.
- If the dismounts are commenced immediately without further intermediate exercises, the dismounts will be included in the evaluation for the Technique or Artistic scores without penalty.
- If other exercises or combinations are commenced after the exercise or combination in progress at the time of the bell, other than the final dismounts, there will be a deduction from the Artistic score and all exercises after the bell, including the dismounts, will not be scored for the Technical or Artistic scores.
- If other exercises or combinations are commenced after the exercise or combination in progress at the time of the bell, other than the final dismounts, there will be a deduction from the Artistic score and all exercises after the bell, including the dismounts, will not be scored for the Technical or Artistic scores. No more static exercises may be performed after the bell.

8.1.12. Vaulting Horses

- Stallions are prohibited.
- Vaulting horses or ponies in Canter Divisions must be at least seven years old, and in Walk and Trot Divisions must be at least five years old.
- As the length of vaulting competitions, and the type of classes offered each day may vary, rules governing permissible use of the horse stipulate the maximum number of times a horse may be used on a single day. These entries are accumulative per day and may be a combination of squad team individual and pairs.
- In all classes, the horse may travel to the left or the right on the circle.
- The horse does not need to be from the same club as the vaulter(s).
- Competition organizers are encouraged where possible to schedule the classes in such a way that it will minimize the number of run-ins required for each horse.
- Horse owners and lungers are compelled to make the welfare of the horse paramount when deciding on appropriate use during competition.
- Horses may be used for a maximum of 24 units each day. The following list indicates how many units a single test requires in Compulsories or Freestyle.

	Squad	Pair	Individual
Canter	8	4	2
Trot	6	3	1
Walk	4	2	5

8.1.13. Classes and Divisions

- If required and allowed by the rules of the Division, a booster may enter the arena with the vaulters. No one else may enter the arena.
- In the freestyle, vaulters have the opportunity to show their artistry. They may plan an original program around their own capabilities, ideas and specialties.
- The Freestyle must be performed with music.
- Music with words is permitted.
- The music must be provided as stipulated in the Invitation.
- Classes other than the listed may be offered but will not count for official scoring (Guidelines for unrecognized classes can be found on the Rules and Resources Page of the Vault Canada website at : <https://vaultcanada.org/Resources/Rules>

8.1.14. Compulsories

- It is recommended that the Compulsories be performed with music.
- Each static exercise (Basic Seat, Flag, Kneel, and Stand) must be held for at least four strides.
- In Mill exercises, each leg pass must occur for exactly four strides.
- Individual, Pairs, and Team all use the same Compulsories at each level.

Beginner & Intermediate	Advanced & 1*	2*	2*Y & 3*
Vault On	Vault On	Vault On	Vault On
Basic Seat (arms Out)	Basic Seat	Basic Seat	Basic Seat
Flag (Leg Only)	Flag	Flag	Flag
Kneel (body Straight, Slight Bend at Hip)	Stand	FW Scissors	FW Scissors
FW Swing (Legs Closed)	FW Swing (Legs Closed)	BW Scissors	BW Scissors
FW Half Mill (Inside, Reverse) Leg Pass Dismount to the Inside	Half Mill (inside, Reverse	Stand	Stand
	BW Swing (Legs Open) Leg Pass Dismount to Inside	Flank 1st Part Push off to the inside	Flank 1st Part With leg pass back to seat astride
			3* Squad-swing off to the outside

8.1.15. Individual Freestyle

- A Freestyle consists of static and dynamic exercises.
- A static exercise must be held for at least three strides.
- The Freestyle should consist of a minimum of 7 exercises for which a score can be attributed.
- In Beginner classes there are limitations on the difficulty of the exercises that may be performed (limitations and the deductions can be found in the Vault Canada Competition Policies document).
- Each vaulter must wait for the bell before beginning their performance,
- there is a time limit of 1.0 minutes

8.1.16. Pairs Freestyle

- The Freestyle test consists of static and dynamic exercises.
- A static exercise must be held for at least three strides
- In 3* the time limit is 2 minutes. In all other divisions the time limit is 1.5 minutes

8.1.17. Squads

- A Vaulting Squad Team is composed of the lunger, horse and six vaulters plus an optional seventh vaulter.
- All vaulters on the squad team enter the arena together.
- All six or seven vaulters must perform the Compulsories. If less than six vaulters perform in the Compulsories a deduction will be given.
- In the Freestyle, six vaulters are to perform and only those six may enter the arena.
- When a seventh vaulter is used in the Compulsories, the team will choose any one of those seven to not perform in the Freestyle.
- If less than six vaulters perform the Freestyle a deduction will be given.
- The Squad Team Vaulting competition consists of Compulsories and Freestyle in round one, an optional round two includes only a Freestyle.
- Classes of the following may be offered in Squad
 - Walk Squad
 - Trot Squad
 - Beginner Canter Squad
 - 1* Squad
 - 2* Squad
 - 3* Squad

8.1.18. Squad Compulsories

- The Vaulter with the number 1 begins, number 2 follows, etc. All six or seven vaulters show the Compulsories.
- The second Vaulter must perform the Compulsory Exercises immediately without waiting for the bell. There is a Time Limit of 6.0 minutes.

8.1.19. Squad Freestyle

- The Freestyle test consists of static and dynamic exercises. A static exercise must be held for at least three strides.
- 1* Squad Free Test may include single and double exercises. At least one of the vaulters must remain in contact with the horse, otherwise these elements of the exercises are not scored. Time limit of 3 minutes.
- 2* and 3* Squad Free Test may include single, double, and triple exercises. At least two of the Vaulters must remain in contact with the horses; otherwise these elements of the exercises are not scored. Time limit of 3 minutes 30 seconds.



Section 9:

Discipline Rules: Western Division

9.1 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.

9.1.1. Attire

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

9.1.2. Elimination

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

9.1.3. Equipment

- 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.
- Junior horses may compete in a regulation snaffle bit or bosal-type hackamore.
- Junior horses may compete with a Western curb bit using one hand only
- A horse of any age may be shown in a snaffle or hackamore
- 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.
- Split or romel type reins.
- One hand only to be used to hold reins.
- Hackamore (see Section 8.1.4) Equipment for description.

9.1.3 Equipment (cont.)

- No metal, studs of any kind, or other harsh substances may be used in conjunction with or part of a bosal..
- 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.
- Any horse may compete with a western style bit or solid curb bit with one hand.
- Any horse may compete with a snaffle bit and split reins in two hands.
- Split or romal type reins may be used.
- A western style saddle is required.
- Bitless bridles are permitted.

9.1.4. Bits

- **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
- **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
- 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
- Noseband
- Mechanical hackamores.

9.1.4 Bits (cont.)

- Horsehair Bosals
- Any Twisted wire mouthpiece
- Rope halters or bridles
- 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, polos or splint boots on the front legs. EXCEPTION: Western Horsemanship, Western Equitation, Speed Events

9.1.5. Horse

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

9.2 Ranch

Riding, Trail, Reining, Pleasure

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.

Appointments

- No banding
- No artificial or nerved tails
- Hoof black is not recommended

9.2.1. Class requirements

- The required maneuvers for all test patterns must include the walk, trot, and lope in both directions.
- Extended trot and extended lope must be shown a minimum of one direction.
- Halt, and rein back are all required movements in all test patterns.

9.2.1 Class requirements (cont.)

- In addition, a minimum of three (3) “optional maneuvers” are required to be included in combination with the above required movements in all test patterns.
- Optional maneuvers selected may include: a side pass, leg yield, turns of 360 degrees, change of lead (simple change or flying change), walk, trot, or lope over a pole(s), or any reasonable combination of these “optional maneuvers” that are appropriate for a working ranch horse to perform in routine work.
- The maneuvers may be arranged in various combinations with final approval of pattern required by the Judge.
- The use of natural logs, posting in extended trot, touching or holding the saddle horn, is permitted with no penalties.

9.2.2. Equipment (please see Section 8.1.4 for a list of acceptable equipment)

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

9.2.3. Gaits

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

9.2.4. Scoring

- Each horse will work in arena individually, performing both the required and optional maneuvers in a test pattern, being scored on the basis of 0 – 100, with 70 denoting an average performance.
- Each maneuver will receive a score that should be added or subtracted from 70, and is also subject to a penalty score that is subtracted.
- Each maneuver will be scored on the following basis; -1 extremely poor, - ½ poor, 0 correct, + ½ good, +1 very good, +1 ½ excellent.
- Maneuver scores are to be determined and assessed independently of penalty points.
- No penalties are assessed for nicks/rubs of logs but may be considered in maneuver score.

9.2.5. 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

- Two hands on the bridle
- Blatant disobedience (kick, bite, buck, rear) for each occurrence.

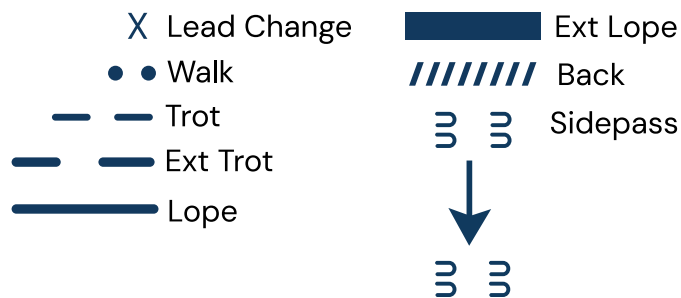
Zero (0) score – Elimination

- Any pattern maneuver not performed
- Off pattern may not place over a on pattern horse.
- Illegal equipment.
- Incomplete maneuver.
- Major disobedience (over 20 seconds resistance)
- Schooling of the horse repeatedly in any maneuver or obstacle will result in elimination.
- Willful abuse will result in elimination.

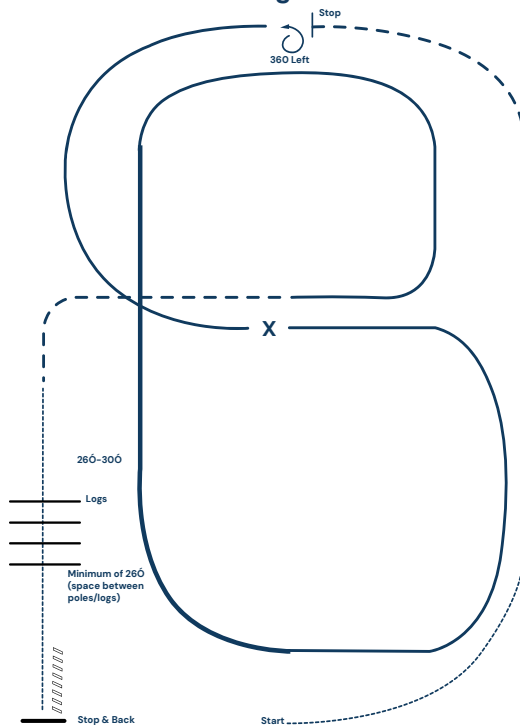
9.2.6. Patterns

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.

9.2.7. Pattern symbols



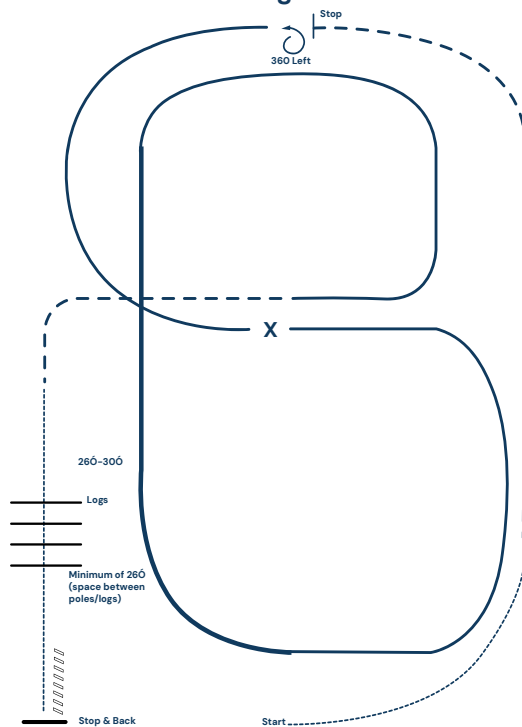
Ranch Riding Pattern 1



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

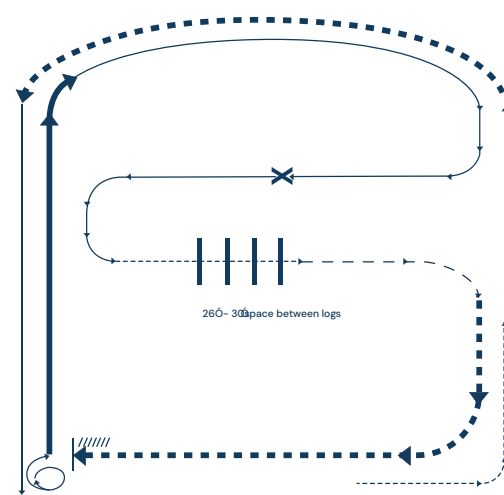
9.2.7 Pattern symbols (cont.)

Ranch Riding Pattern 1



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

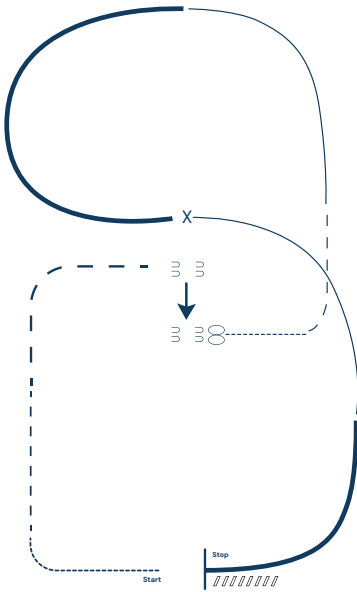
Ranch Riding Pattern 2



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

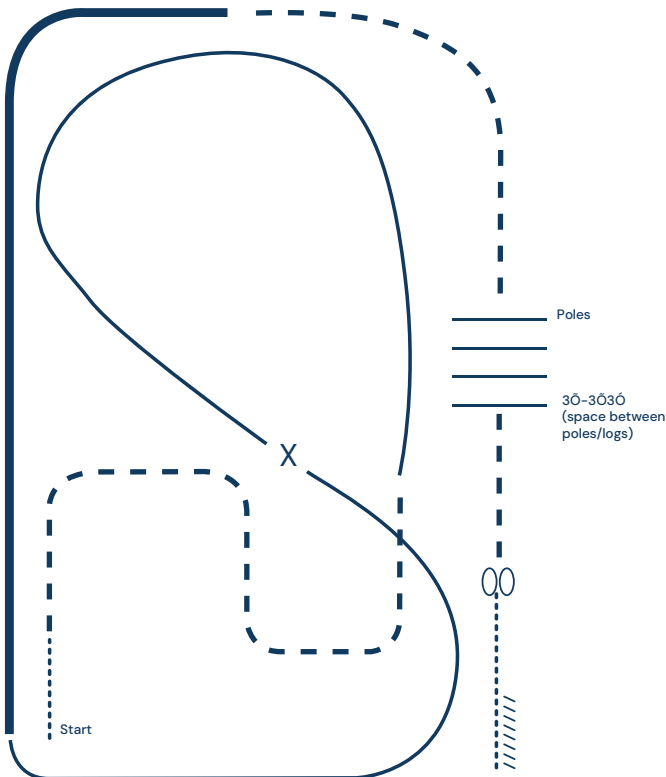
9.2.7 Pattern symbols (cont.)

Ranch Riding Pattern 3



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

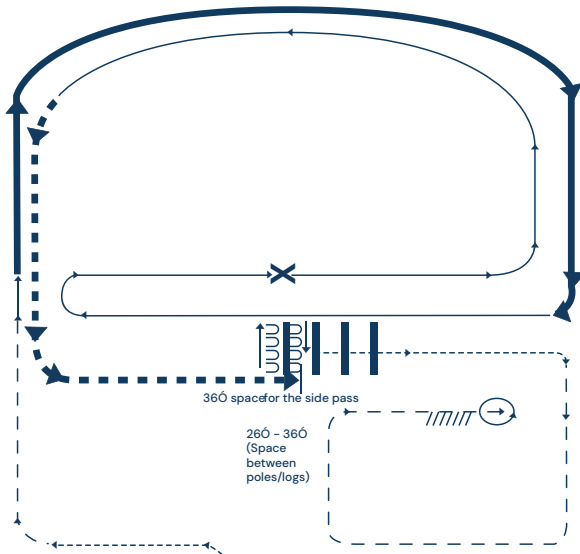
Western Riding Pattern #4



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

9.2.7 Pattern symbols (cont.)

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

9.3 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.

9.3.1. Course

- At the discretion of show management, the class course map, may be published, provided, or posted prior to the day of competition.
- Providing copies of printed course maps at the competition for exhibitors is encouraged.
- A ranch trail course must include no less than six and no more than ten obstacles.
- 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.
- 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.
- An outdoor natural setting is recommended where appropriate terrain is available.
- Course designers must set the course to best fit the arena conditions.
- Each single performance event can be time consuming, so it is imperative that time restrictions are considered.

9.3.1 Course (cont.)

- 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.
- Judges must walk the course prior to starting class and have the final authority to alter the course at their sole discretion where safety concerns are a consideration.
- Judges may remove or change any obstacles they deem unsafe, non-negotiable, or unnecessarily difficult at any time prior to or during a class.
- If at any time a trail obstacle becomes unsafe during a class, it shall be repaired immediately or removed from the course at the discretion of the judge.
- If 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.

9.3.2. Gaits

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

9.3.3. Judging

- 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.
- 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.
- A Ranch Trail scoresheet for each class must be provided to the judge
- 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.
- The Judge is responsible to ensure the scribe has recorded scores and calculated the final score correctly at the end of each competitor performance.
- The Judge must be provided enough time at the end of every class to verify scores, confirm the final placings by entry number, and sign scoresheet.
- The competition name, class #, date, location, Judge's name and signature line must be listed on all scoresheets for official results.
- At the sole discretion of show management final scores or placings may be posted on a separate score report.
- Judges scoresheets are official results of the competition and generally not used for results posting.
- Any competitor may request and be permitted to view a Judge Scoresheet in the show office.
- Ranch Trail scoresheets can be found to download and print on the Horse Council BC website at link; <https://hcbc.ca/competitions/competition-documents/>

9.3.4. 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.

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.

9.3.4 Obstacles (cont.)

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.
- 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.

9.3.5. Scoring

- 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.)
- The rider has the option of eliminating any obstacle, however, this will result in an “OP” score for that obstacle and competitor being “off pattern”.
- The “off pattern” competitor may not place higher a competitor who completes all obstacles and course plan correctly.
- A base score of 70 points is used, with penalties or credits awarded for each maneuver and or obstacle. Penalty and credit scores are added or subtracted accordingly from the base score of 70 points to determine a total final score.
- 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.
- Competitors are placed in each class based on the final scores in descending order of high score to low score.
- Where there is a tie for placing in a class, the competitors remain tied.
- 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.
- Credit points are scored for each obstacle and maneuver score when performed smoothly, correctly and efficiently.
- Horses may receive credit for attentiveness, willingness, and ability to negotiate through the obstacles efficiently while being responsive to light aids of the rider.
- Credits are awarded as: (0) Correct: (+ ½) Good: (+1) Very Good: (+1 ½) Excellent.
- 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.
- 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.

9.3.6. 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,

9.3.6 Penalties (cont.)

- 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.
- One foot stepping off of or falling out of an obstacle, if this happens more than once the penalty will be 5 points

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.

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.

Elimination (E)

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

9.4 Trail Horse

The Trail Horse class is judged on the performance of the horse over and through obstacles, with emphasis on manners, quality of movement and response to the rider. A good trail horse is a pleasure horse with the ability to navigate obstacles with safety, alertness and willingness.

9.4.1. (a) Course

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

9.4.2. Obstacles (not limited to)

- 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. Gates may be metal, wood or rope.
- Logs / poles: no rolling poles, can be straight, zigzag or raised. Elevated poles must be secure and not able to roll.
- Walk overs: spacing minimum 20" - 24" at ground level; may be elevated up to 12"
- Jog overs: (cavelleti); spacing minimum 3' – 3'3" and may be elevated to a height of 8"
- Lope overs: Spacing minimum 6' – 7' and not elevated.
- Side Pass: Height must not exceed 12" if elevated
- Backing Obstacle: minimum spacing of 30" ground level, 32" if elevated, or back through and around three markers, or back through L, V straight or similar shaped course, not to exceed 12"
- All obstacles must be secure and if elevated must remain stationary.
- If an obstacle becomes unstable, the obstacle will be removed from the previous riders' scores

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

9.4.2 Obstacles (not limited to) (cont)

Prohibited Obstacles

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

9.4.3. Scoring

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

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.

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.

9.4.3 Scoring (cont.)

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
- Use of hand to install fear or praise

Disqualification

- 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.
- 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 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.

9.5 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

9.5.1. Class Rules

- All competitors may be asked to work individually as they enter the ring, or directly from the gate.
- The whole class, or just the finalists, must work on the rail at all three gaits; walk, jog, lope, at least one direction of the arena.
- The judge will use the tests to determine the top riders to be called back for rail work.

9.5.2. Western Equitation Tests

- 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.
- Halt.
- Back.
- Individual performance on the rail.
- Turn on the haunches, including spins and rollbacks.
- Simple change of lead through the trot, walk or halt, in a straight line, figure 8 or any other pattern.
- Flying change of lead in a straight line, figure 8, or any other pattern
- Ride without stirrups.
- Figure Eight at the jog.
- Lope and stop.
- One Figure Eight demonstrates two changes of lead and is completed by closing the last circle and stopping in the center of the eight.
- Ride serpentine course, demonstrating change of lead, either simple or flying.

9.6 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.

9.6.1. Class Rules

- Competitors will be asked to execute a pattern.
- Patterns must be posted a minimum of one hour prior to the start of the class
- Competitors may or may not be asked to demonstrate rail work.
- Competitors will not be required to mount and dismount and will not be asked to change horses.
- 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.

9.6.2. Horsemanship Tests

- Back.
- Individual performance on the rail.
- 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).
- Figure Eight at the jog.
- Lope and stop.
- 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.
- Change leads down center of ring, demonstrating change of lead
- Ride serpentine course, demonstrating change of lead at each change of direction.
- Execute 360 degree turns.
- Sidepass

9.6.3. 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; ill-fitting equipment, turned out overall appearance

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.
- 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, when showing in a shank bridle
- Finger between romal reins.

9.7 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.

9.7.1. Class Rules

- Horses to be shown at a walk jog and lope on a reasonably loose rein or light contact with undue restraint.
- Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads and gaits.
- Horses may be asked to extend the walk, jog, or lope, one or both ways of the ring. A moderate extension of the jog is a definite two beat lengthening of stride.
- 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.
- Exhibitors shall not be asked to dismount except in the event the Judge wishes to check equipment

9.7.2. 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)
- Wrong lead.
- Breaking gait
- 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.

9.8 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.



9.8.1. Class Rules

- The judge will select one of the nine patterns to be performed.
- The judge is responsible for the pattern being correctly set.
- 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).

9.8.2. 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.

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 rider, such as talking petting, or any spurring, quirting or jerking of reins.

9.8.3. 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.

9.9.3 Penalties (cont.)

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 or praise 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.
- Changing hands on reins if riding in one hand.
- Use of prohibited appointments.
- Off pattern.
- Willful abuse.
- 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.

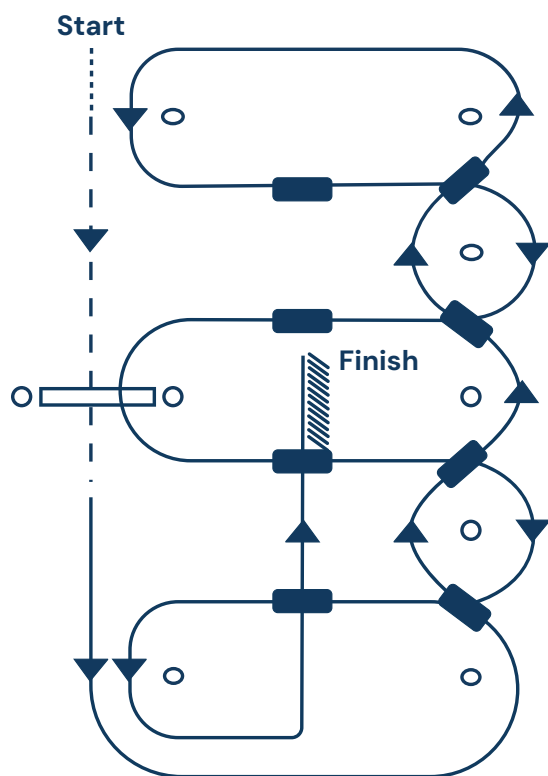
9.8.4. Patterns

The eight small circles represent pylon markers, which are recommended a) These should be separated by a uniform measured distance of not less than 30' or more than 50' on the side with five markers.

It is recommended that markers be set a minimum of 15' from the fence.

The rectangle represents an obstacle (one small log recommended), minimum of 8' in length. The long or serpentine line indicates the direction of travel and the gaits at which the horse is to move.

Western Riding Pattern #1

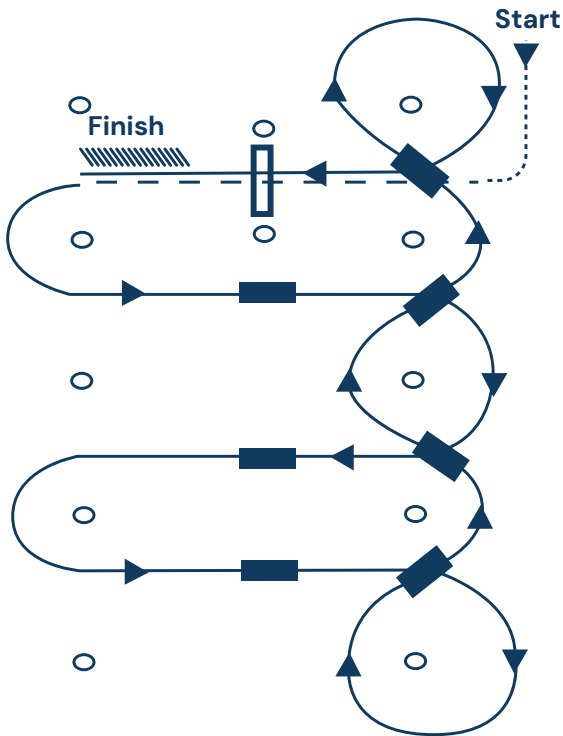


1. Walk and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth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



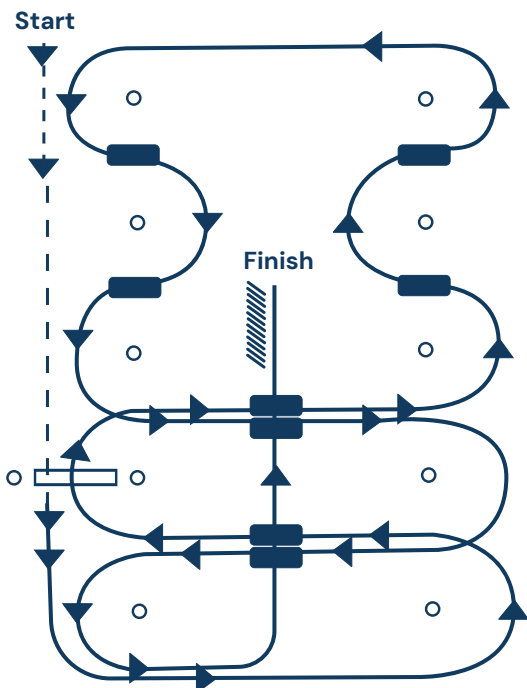
9.8.4 Patterns

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.

9.9 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.

9.9.1. General Class Rules

- The competitor will show the horse in the posted pattern.
- Each exhibitor will be required to present his or her horse individually.
- Exhibitors should be prepared to follow any request made by the Judge or the Ringmaster.
- The exhibitor should attempt at all times to keep an unobstructed view of the Judge, must always be presenting the horse, and always know what his or her horse is doing.
- The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set up.
- 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 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.
- 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.

9.9.2. Equipment

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

9.9.3. Scoring

The following shall be considered faults:

- Failure to recognize and attempt to correct faults in the horse's position
- Visiting or conversing with other exhibitors or with spectators during the judging of the class.
- Failure of the horse to lead properly.
- Kicking or placing the horse's legs into position by hand (actual contact).
- Failure to stop turning when showing at a walk or trot.
- Improper or ill-fitting equipment or attire.
- Over showing through unnecessary actions.
- Failure to follow the Judge's instructions.
- Blocking the Judge's view of the horse.
- Loud voice commands to the horse.
- Causing the Judge to move to avoid being bumped or stepped on by the horse.
- Losing control of the horse.
- Turning the horse in the wrong direction.
- Failure to back when necessary.
- 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.

9.10 Working Equitation

Working Equitation Canada aka, WECAN is the sole creator of Working Equitation rules within Canada and endeavour 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/>