



HORSE COUNCIL
BRITISH COLUMBIA

Horse Council British Columbia

Rule Book 2026

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Contents

Aims, Goals and Objectives	17
Horse Welfare Statement	18
Statement	18
Scope	18
Humane Treatment	18
Responsibility of Care	18
Prohibited Practices	18
Event Requirements	18
Enforcement	18
Bio Security	19
Fair and Inclusive Field of Play	19
Helmet Policy	20
Concussion Policy	20
Liability	21
Safety	21
Administration	22
Sanctioning	22
Prize List	23
Section 1: General Competition Rules	27
1.1 Entries	28
1.1.1. Hours concours (H/C) Entries:	28
1.1.2. Youth Entries	28
1.1.3. Dogs	29
1.1.4. Competition Numbers	29

1.1.5. Officials	29
1.1.6. Competition Management	30
1.1.7. Provincial Rules Officials	30
1.1.8. Officials Protocol / Conflict of Interest	31
1.1.9. Guest Cards	31
1.1.10. Support Roles (scribes, ingates, timers, jump crew, etc.)	32
1.1.11. Elimination / Disqualification	32
1.1.12. Unsportsmanlike Conduct	33
1.1.13. Protests	33

Section 2: Discipline Rules Dressage 35

2.1 Dressage	36
2.1.1. English Dressage.....	36
2.1.2. Western Dressage	37
2.1.3. Dressage Levels – English and Western.....	37
2.1.4. Prix Caprilli	38
2.2 Dressage General Rules	39
2.2.1. Errors/Penalties	40
2.2.2. Eliminations	40
2.2.3. Dressage Judge Role and Responsibilities	41
2.2.4. Judging the Test:	42
2.2.5. Scribes.....	42
2.2.6. Test Callers	43
2.2.7. Provincial Rules Official (PRO)	44
2.2.8. Para Dressage.....	44
2.2.9. Tests	44
2.2.10. Attire English Dressage	44
2.2.11. Dressage Equipment /English Bits	45

2.2.12. Bridles.....	46
2.2.13. Saddles.....	46
2.2.14. Permitted Equipment.....	46
2.2.15. Spurs	47
2.2.16. Prohibited Equipment.....	47
2.2.17. Turnout of the Horse.....	47
2.3 Scheduling Dressage Ride Times	49
2.4 Provincial Rising Stars Dressage Equitation Program	50
2.4.1. Ages and Levels	50
2.4.2. Ride Off/ and Championships:.....	51
2.5 Western Dressage	52
2.5.1. Level Requirements.....	52
2.5.2. Attire	52
2.5.3. Equipment/ Bridles	53
2.5.4. Prohibited Equipment	53
2.5.5. Hand Position on the Reins	54
2.5.6. Turnout of the Horse.....	54

Section 3: General Driving Rules 57

3.1 General	58
3.2 General Safety.....	58
3.3 Turnout	58
3.3.1. Equipment	59
3.3.2. Electronic Devices on Carriages During Competition.....	59
3.3.3. Vehicles	59
3.3.4. Harness	60
3.3.5. Bits.....	60
3.3.6. Attire	61

3.4 Scoring Procedures	62
3.4.1. Consistency in Scoring	62
3.4.2. Test Printing Requirements.....	62
3.5 Presentation	62
3.6 Officials	63
3.7 Grooms, Headers, and Navigators	63
3.8 Age of Competitors	64
3.8.1. Rules and Restrictions for Junior Drivers	64
3.8.2. Age of Grooms, Headers, and Navigators.....	65
3.9 Equines	65
3.10 Dressage - Driving Rules	65
3.10.1. Dressage Driving Format	66
3.10.2. Safety Check	67
3.10.3. Arena Specifications	67
3.10.4. Classes	67
3.10.5. Levels	67
3.10.6. Turnout	67
3.10.7. Presentation	67
3.10.8. Drivers and Grooms	68
3.10.9. Officials	68
3.10.10. Penalties.....	68
3.11 Cones - General Rules	69
3.11.1. Cones Format.....	69
3.11.2. Safety Check	69
3.11.3. Arena /Facility Specifications	69
3.11.4. Classes	70
3.11.5. Levels.....	70
3.11.6. Turnout.....	70

3.11.7. Presentation.....	70
3.11.8. Pace.....	70
3.11.9. Drivers and Grooms/Navigators.....	71
3.11.10. Officials.....	71
3.11.11. Course.....	71
3.11.12. Vehicle Track Measurement and Allowance.....	73
3.11.13. Speed.....	73
3.11.14. Time Allowed On Course.....	73
3.11.15. Penalties.....	74
3.11.16. Scoring.....	75
3.12 Marathon – General Rules.....	75
3.12.1. Marathon Format.....	75
3.12.2. Safety Check.....	76
3.12.3. Facilities.....	76
3.12.4. Classes.....	76
3.12.5. Levels.....	76
3.12.6. Turnout.....	77
3.12.7. Presentation.....	77
3.12.8. Pace.....	77
3.12.9. Drivers and Navigators.....	77
3.12.10. Officials.....	78
3.12.11. Course.....	78
3.12.12. Speed.....	78
3.12.13. Time Allowed On Course.....	78
3.12.14. Penalties.....	78
3.12.15. Scoring.....	79

3.13 Arena Driving Trials (ADT)	79
3.13.1. ADT Format	79
3.13.2. ADT Safety Check	80
3.13.3. ADT Facilities.....	80
3.13.4. ADT Levels	80
3.13.5. ADT Turnout.....	80
3.13.6. ADT Pace	81
3.13.7. ADT Drivers and Grooms	81
3.13.8. ADT Presentation	81
3.13.9. ADT Event Scoring	81
3.13.10. ADT Dressage	81
3.13.11. ADT Dressage Scoring.....	81
3.13.12. ADT Marathon	82
3.13.13. Format	82
3.13.14. ADT Marathon Course	82
3.13.15. ADT Calculations For Marathon Time Penalties	83
3.13.16. ADT Marathon Penalties	83
3.13.17. ADT Marathon Scoring.....	83
3.13.18. ADT Cones	83
3.13.19. ADT Cones Course	83
3.13.20. ADT Cones Penalties	83
3.13.21. ADT Cones Scoring.....	83
3.14 Field Driving Trials (FDT)	83
3.14.1. FDT Format	83
3.14.2. FDT Safety Check	84
3.14.3. FDT Facilities.....	84
3.14.4. FDT Levels	84
3.14.5. FDT Turnout.....	84

3.14.6. FDT Age of Competitors.....	85
3.14.7. FDT Pace	85
3.14.8. FDT Drivers and Grooms	85
3.14.9. FDT Presentation	85
3.14.10. FDT Event Scoring	85
3.14.11. FDT Dressage	86
3.14.12. FDT Dressage Scoring.....	86
3.14.13. FDT Cones	86
3.14.14. FDT Cones Course	86
3.14.15. FDT Cones Speed.....	86
3.14.16. FDT Cones Time Allowed On Course	86
3.14.17. FDT Cones Penalties	86
3.14.18. FDT Cones Scoring.....	86
3.14.19. FDT Marathon	86
3.14.20. FDT Marathon Course	87
3.14.21. FDT Marathon Time Allowed On Course	87
3.14.22. FDT Calculations for Marathon Penalties.....	87
3.14.23. FDT Marathon Penalties	88
3.14.24. FDT Marathon Scoring.....	88
3.15 Horse Driving Trials (HDT).....	88
3.15.1. HDT Format.....	88
3.15.2. HDT Turnout	88
3.15.3. HDT Presentation	88
3.15.4. HDT Levels.....	88
3.15.5. HDT Dressage.....	88
3.15.6. HDT Cones.....	88
3.15.7. HDT Marathon.....	89
3.15.8. HDT Marathon Course	89

3.15.9. HDT Time Allowed On Course	89
3.15.10. HDT Calculations for Marathon Time Penalties.....	89
3.15.11. HDT Penalties.....	89
3.15.12. HDT Pace.....	89
3.16 Combined Driving Derby (CDD)	90
3.16.1. CDD Format	90
3.16.2. CDD Facilities.....	90
3.16.3. CDD Classes	90
3.16.4. CDD Course	90
3.16.5. CDD Turnout.....	90
3.16.6. CDD Presentation.....	91
3.16.7. CDD Scoring.....	91
3.16.8. CDD Penalties	91
3.17 Pleasure Driving.....	91
3.17.1. Safety Check	91
3.17.2. Facilities.....	92
3.17.3. Classes.....	92
3.17.4. Turnout	92
3.17.5. Equines.....	92
3.17.6. Drivers, Grooms and Headers	93
3.17.7. Officials	93
3.17.8. Age of Competitors.....	93
3.17.9. Placings and Awards.....	93
3.17.10. Command Pleasure Driving	94
3.17.11. Working Pleasure Driving	94
3.17.12. Driving Reinsmanship	95

3.18 Driven Games	95
3.18.1. Safety Check	95
3.18.2. Facilities.....	95
3.18.3. Course Equipment.....	96
3.18.4. Classes	96
3.18.5. Turnout	96
3.18.6. Equines.....	97
3.18.7. Pace	97
3.18.8. Drivers and Navigators.....	97
3.18.9. Officials	97
3.18.10. Age of Competitors.....	97
3.18.11. Placings and Awards	97
3.18.12. Driven Barrel Bending	97
3.18.13. Course	98
3.18.14. Penalties.....	98
3.18.15. Driven Barrel Racing	98
3.18.16. Course	99
3.18.17. Penalties.....	99
3.19 Appendix.....	100

Section 4: Discipline Rules: English 101

English Performance General Rules	102
4.1 Attire.....	102
4.1.1. Spurs	102
4.1.2. Turn out of Horse	103
4.1.3. Equipment	103
4.1.4. Elimination In The Competition Ring	104
4.1.5. Class Splits.....	104

4.2 Equitation Division	105
4.2.1. Attire	105
4.2.2. Equipment	105
4.2.3. Tests	105
4.2.4. Hunt Seat Equitation	106
4.2.5. Hunt Seat Equitation Over Fences	106
4.2.6. Jumper Equitation.....	106
4.2.7. Elimination	107
4.3 Hack Classes.....	107
4.3.1. English Pleasure Hack	107
4.3.2. Road Hack.....	107
4.3.3. Show Hack.....	107
4.3.4. Faults.....	108
4.3.5. Elimination In The Competition Ring	108
4.4 Hunter Division General Rules	108
4.4.1. Attire	108
4.4.2. Schooling Area and Practice Jumps	108
4.4.3. Course Design.....	109
4.4.4. Course Designers.....	109
4.4.5. Permitted Equipment.....	109
4.4.6. Prohibited Equipment	109
4.5 Hunter Derby	110
4.6 Hunter Under Saddle.....	111
4.7 Hunter Hack	111
4.7.1. Faults.....	111
4.8 Working Hunter Over Fences	112
4.8.1. Faults.....	112
4.8.2. Elimination In The Competition Ring	112

4.9 Jumper Division General Rules	113
4.9.1. Attire and equipment.....	113
4.9.2. Schooling Area and Practice Jumps	113
4.9.3. Course	113
4.9.4. Course Designer and Officials.....	114
4.9.5. Timing	115
4.9.6. Bell or Whistle	116
4.9.7. Jumper Classes	116
4.9.8. Jump Off.....	116
4.9.9. Jump Off Tables	117
4.9.10. Penalties	118
4.9.11. Elimination From The Competition Ring	118
4.10 Pony Jumpers	119
4.11 Jumper Derby	119
4.12 Leadline	119
4.12.1. Attire	119
4.12.2. Equipment	120
4.12.3. Rules	120
4.13 Saddle Seat	120
4.13.1. Attire	120
4.13.2. Elimination From The Competition Ring	120
4.13.3. Equipment	120
4.13.4. Saddle Seat English Pleasure Horse.....	121
4.13.5. Saddle Seat Equitation	121
4.14 English Showmanship	121
4.14.1. Attire General.....	121
4.14.2. Equipment	122
4.14.3. Faults.....	122
4.14.4. Rules	123

Section 5: Eventing Derby.....	125
5.1 General	126
5.2 Attire	126
5.2.1. Eventing Derby Phase Attire:.....	127
5.3 Tack and Equipment	127
5.4 Elimination	128
5.5 Officials	128
5.5.1. Dressage	128
5.5.2. Show Jumping	128
5.5.3. Derby/Cross Country	129
5.6 Divisions	129
5.7 Phases	129
5.7.1. Dressage Phase	129
5.7.2. Show Jumping Phase.....	130
5.7.3. Show Jumping Phase.....	131
5.7.4. Eventing Derby Phase	133
 Section 6: General Timed Events and Games	 137
6.1 General Timed Events and Games	138
6.1.1. Attire	138
6.1.2. Elimination	138
6.1.3. Equipment	138
6.1.4. General Rules	138
6.1.5. Timing	139
6.1.6. Barrel Race.....	139
6.1.7. Flag Race	141
6.1.8. Key Hole Race	141
6.1.9. Pole Bending	142
6.1.10. Stake Race.....	143

Section 7: Mountain Trail	145
Mountain Trail Purpose	146
7.1 Definition for Equine/Horse	146
7.2 Age & Technical Categories	147
7.3 Attire	148
7.4 Equipment	149
7.5 Course Walk	150
7.6 Obstacles	150
7.7 Definitions	150
7.8 Category and Class Divisions	152
7.9 Competition Management	152
7.10 Judging	152
7.10.1. Judging Attire	152
7.10.2. Judging – Obstacles	153
7.11 Scoring Scale and Definitions	153
7.12 Exhibitor Conduct	155
7.13 Permitted Course Obstacles	156
7.14 Non-Permitted Course Obstacles	157
7.15 Recommendations for Course Obstacles/Design	157
7.16 Trail Obstacle Dimensions – Guideline Only	158

Section 8: Discipline Rules Vaulting..... **161**

8.1 Introduction to Vaulting	162
8.1.1. Arena	162
8.1.2. Assistance	162
8.1.3. Attire	163
8.1.4. Deductions.....	163

8.1.5. Disqualifications/Eliminations	164
8.1.6. Elimination	164
8.1.7. Entries	165
8.1.8. Equipment	166
8.1.9. General Rules	167
8.1.10. Officials	167
8.1.11. Timing / Bell	168
8.1.12. Vaulting Horses	169
8.1.13. Classes and Divisions	169
8.1.14. Compulsories	170
8.1.15. Individual Freestyle	170
8.1.16. Pairs Freestyle	170
8.1.17. Squads	171
8.1.18. Squad Compulsories	171
8.1.19. Squad Freestyle	171

Section 9: Discipline Rules: Western Division 173

9.1 Western Performance	174
9.1.1. Attire	174
9.1.2. Elimination	174
9.1.3. Equipment	174
9.1.4. Bits	175
9.1.5. Prohibited Equipment	175
9.1.6. Horse	176
9.2 Ranch	176
9.2.1. Ranch Trail Horse	182
9.3 Trail Horse	187

9.4 Western Equitation.....	190
9.4.1. Class Rules.....	190
9.4.2. Western Equitation Tests.....	190
9.5 Western Horsemanship.....	191
9.5.1. Class Rules.....	191
9.5.2. Horsemanship Tests.....	191
9.5.3. Scoring.....	192
9.6 Western Pleasure.....	193
9.6.1. Class Rules.....	193
9.6.2. Faults (scored according to severity).....	193
9.7 Western Showmanship.....	194
9.7.1. General Class Rules.....	194
9.7.2. Equipment.....	194
9.7.3. Scoring.....	195
10.0 Working Equitation.....	196

Horse Council BC (HCBC)

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.

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.

Horse Council BC welcomes and encourages all grassroots and entry-level competition organizers to sanction their shows with HCBC. By doing so, the equestrian sport community in BC can work together to ensure an enjoyable and affordable environment within a fair playing field that supports the growth and success of equestrian sport in BC.

Horse Welfare Statement

Statement

HCBC members are responsible for ensuring the well-being, safety, and humane treatment of any equine entrusted to their care. The welfare of the horse shall always take precedence over competition, training goals, or personal objectives. Horses must be treated with dignity, respect, and compassion at all times. 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.

Scope

This statement applies to all HCBC members, coaches, officials, volunteers, owners, competitors, and any person responsible for the care or handling of a horse participating in HCBC events.

Humane Treatment

- Horses must never be subjected to abuse, neglect, or inhumane handling.
- All handling and training practices must align with generally accepted equine care and competition standards. 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.

Responsibility of Care

- Individuals who own, use, or care for horses must exercise skill, compassion, and sound judgment.
- All horses, regardless of financial value or competitive status, must be protected from mistreatment.

Prohibited Practices

- The use of equipment, devices, medications, or substances that alter performance, appearance, or natural function in an unethical or unsafe way is strictly forbidden.
- Any form of inhumane training technique, coercion, or excessive force is prohibited.

Event Requirements

- At HCBC-approved events, horses must be managed to ensure their physical and psychological well-being.
- Any suspected inhumane treatment must be reported immediately to event officials or HCBC representatives.
- It is recommended that competition management include a formal statement in the show program or prize list detailing their commitment to humane horse care and the disciplinary actions that will be enforced for confirmed abuse at a recognized event.

Enforcement

Violations of this policy may result in disciplinary action, including removal from events, suspension of membership, or further action as outlined in HCBC disciplinary procedures.

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/welfare/disease-animal-health/>

Fair and Inclusive Field of Play

HCBC is committed to providing a fair, safe, and inclusive field of play for all participants at Horse Council BC sanctioned competitions and events. Every competitor, official, volunteer, and supporter has the right to engage in an environment that is respectful, equitable, and free from discrimination. All participants must be treated with dignity and respect, regardless of age, gender, identity, ability, background, or experience. The integrity of competition depends on ethical conduct, transparency, and accountability from everyone involved.

- Participants should educate themselves on safe sport principles, ethical conduct, reporting procedures, and prevention of maltreatment.
- Officials and coaches are expected to model safe, positive, and ethical behavior.
- Concerns related to unsafe behavior, misconduct, or maltreatment must be reported promptly to event management or the designated safe sport authority.
- Reports will be taken seriously, handled confidentially, and addressed according to established procedures.

For more information visit: <https://hcbc.ca/sport/competition/safe-sport/>

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. Riders/drivers are encouraged to be fitted for their helmet with their typical riding/driving hairstyle. If your hair changes significantly (length, volume, style), rechecking helmet fit is required. It is advised that long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding bulky buns or high knots inside the helmet shell.

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.

Exception:

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

Helmets are not required for vaulting.

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.

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.

Competitions must ensure that a First Aid kit is 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 and emergency medical treatment.

Qualified medical personnel may be defined as the following:

- 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.

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, nearest 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 Report 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, on the field of play or anywhere on the competition grounds during hours of the competition, they must 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.

All management, officials and volunteers at HCBC sanctioned events are held to the HCBC Code of Conduct. For more information visit: <https://hcbc.ca/sport/competition/safe-sport/>

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.

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

Competition applications and all required documentation must be submitted through the online system, preferably at least one month prior to the competition or event date(s).

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

Instructions for login and links to the online application process are available on the Competition page of the HCBC website. <https://hcbc.ca/competitions/organizers/>

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 competition.

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 \$75.00 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/resource-category/sport-competition/>

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:

- The exact competition name, date, and location of the competition (it is recommended a map and/or directions to the competition grounds be included)
- **Management:** List of competition officials (Show Committee, Manager, Entry Secretary, Judges, Course Designers, Provincial Rules Official)
- **Veterinarian:** Name and telephone number of the veterinarian. If on call, the phone number where he/she can be reached during the competition
- **Farrier:** Name and telephone number of the farrier. If on call, the phone number where he/she can be reached during the competition
- Type of Competition
- Entry deadline.
- Entry Blank: waiver and entry agreement
- **Statement:** Competition will be run in accordance with the current Horse Council BC Rule Book. Every class offered which is covered by the rules and specifications of the current HCBC Rule Book be conducted and judged in accordance as such.
- Any local club rules must be stated clearly in the Prize List and be approved by Horse Council BC during the application process
- **HCBC Prizelist Disclaimer** (This must be included in its entirety and placed in a conspicuous position in the prize list and or entry form
- Horse Welfare Statement, (HCBC or Club) <https://hcbc.ca/resource-category/sport-competition/>



- Bio security/vaccination statement
- Fees Statement regarding entry fees, prizes offered in each class
- Refund policy
- Classes numbers and specifications
- Any Age Categories or horse/pony size where classes will be split.
- **Statement:** Management reserves the right to cancel or combine any class that does not have sufficient entries
- **Statement:** regarding post entries or day of adds (are they allowed)
- **Statement:** regarding Hors Concours entries (not to be judged, whether or not Hors Concours rounds are allowed)
- **Statement:** of type of footing available in warm-up areas and competition arenas (example: jumping will be held on grass)
- Number of placings for ribbons in each class and if there are trophies, prizes and /or prize money.
- **Statement:** Prize Money Payment: as to when and how the prize money will be paid (recommended (maximum of 30 days following the competition.)
- Types of Championships or/and Aggregates and how points will be determined.
- .Any special venue rules eg: minors operating motorized vehicles/scooters/bicycles.
- Motorized vehicle statement: If motorized vehicles are prohibited from show grounds, the motorized vehicle statement must still be published in the prize list.
- Dogs allowed or prohibited
- Other statements such as, competition numbers must be worn on competition grounds

Prize and Awards

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 clearly stated.

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



These are general competition rules only, please see discipline sections for discipline specific rules and exceptions.

1.1 Entries

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

Exception: Lead Line competitors must be accompanied by an adult holding current HCBC membership. Lead line participants may not cross enter into any other classes at the competition.

1.1.1. 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. 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 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 or pony may be entered in any youth age division.

Youth competitors may not show a stallion in any class, regardless of the age or size of the stallion.

1.1.3. Dogs

Dogs are permitted on the competition grounds **at the discretion of Management** and must be on a leash at all times. The prize list must clearly state one of the following:

- “No dogs allowed on the premises.”
OR
- “Dogs are allowed on the premises but must remain on a leash and under control at all times. Dogs are not permitted in warm-up areas on the field of play or at ingates.”

This restriction applies to all dogs, including service dogs and emotional support animals (ESAs).

Persons who rely on a service dog due to a disability may request accommodation under applicable laws (e.g., the BC Human Rights Code and the Guide Dog and Service Dog Act). Each request will be considered on a case-by-case basis, considering safety, competition integrity, and venue limitations. Emotional support animals, which are not recognized as service animals under BC law, do not have the same legal access rights.

1.1.4. Competition Numbers

Competition numbers must be issued by the Show Secretary to each entered horse and must be visible at all times while the horse is competing.

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

1.1.5. Officials

HCBC-sanctioned events must be officiated by current, certified Provincial Officials, or by an authorized/approved guest-carded official.

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 body/association 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.

Judges are licensed, educated officials. Designation as a judge is considered a privilege and with this comes upholding standards of integrity and ethical decision making. Judges are personally responsible for the decisions made and these are considered final. All judges are responsible for ensuring that horses are treated with kindness, compassion and respect and are not subjected to mistreatment or undue stress. Judges believe in the competitor, and decisions and placings are to be made to assist the competitor in their development. Comments/feedback are meant to be helpful to the competitor. If time permits after the class, the judge may provide feedback.

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 ½ before the first class begins.

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

1.1.5 Officials (cont.)

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

Judges may not be approached without the presence of and prior arrangement with management and or a Provincial Rules Official (PRO).

Judges must be provided before the start of competition (or earlier) with the Prize List and any tests, courses or patterns they will be judging at the competition.

An official shall not discuss the purchase, sale, or lease of a horse with any exhibitor during a show at which that official 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 they are judging.

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.

Exception: Electronic devices may be used in relation to and if relevant to the competition.

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

1.1.6. Competition Management

- Competition Management, Show Committee and Officials are bound by the HCBC Code of Conduct
- Competition Management may not be an exhibitor, rider, driver, judge, course designer, trainer, coach, handler or conditioner of any horse at any show or event they are managing.

1.1.7. 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.

1.1.7 Provincial Rules Officials (cont.)

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.

1.1.8. Officials Protocol / Conflict of Interest

Provincially certified officials are trained and qualified in the principles of their respective disciplines and are bound by the HCBC Code of Conduct. Certification as a provincial official is a privilege that carries an expectation of integrity, professionalism, and ethical decision-making. Officials are accountable for the decisions they make, and those decisions are considered final. This responsibility is taken seriously.

All provincial officials are responsible for ensuring that horses are treated with kindness, compassion, and respect, and are never subjected to mistreatment or undue stress. Actions should always align with what an informed and experienced horseperson would consider neither cruel, abusive, nor inhumane. When welfare concerns arise, officials are expected to intervene in accordance with the standards and rules of the governing body.

Provincial officials also play an educational role. They are expected to support, encourage, and contribute to the development of competitors. Decisions made during competition should help guide competitors in their equestrian pursuits, and feedback should be constructive, fair, and aimed at promoting growth. While judges must evaluate individual performances objectively, competitors should be appropriately recognized for their achievements within the standards of the discipline.

Comments and feedback are intended to be helpful to the competitor. When time permits, judges may discuss performances with competitors during the awarding of placings. Additional time for discussion is encouraged, subject to show management's discretion and the judge's availability.

1.1.9. Guest Cards

Uncertified officials may be permitted to officiate at provincially 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 for an uncertified official. Once three guest cards have been issued, any additional guest card applications for that individual will be subject to a \$25.00 fee, charged to the competition. The guest-carded official will then be encouraged to participate in the HCBC Officials Program to obtain provincial certification.



1.1.10. Support Roles (scribes, ingates, timers, jump crew, etc.)

- Those in competition support roles such as scribes, ingates, timers, jump crew, etc. 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.
- Cell phones (or any other personal electronic device) must be turned off during competition
- 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 calculation, the scribe must ensure the test has been reviewed and signed by the Judge.
- Those in support roles must be appropriately dressed (clean and neat, no cut offs, tank tops, etc.)

1.1.11. Elimination / Disqualification

Elimination From a Class

- 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.
- Obvious unsoundness shall be cause for elimination in all classes. The judge has sole authority to make this determination, which is final and not subject to appeal or protest.
- All horses must be serviceably sound. Any horse showing unsoundness, 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.

Disqualification From the Competition

- All artificial appliances are prohibited in any class.
- Any incident in contravention of the HCBC Horse Welfare Statement may at the judge's or Provincial Rules Officials' discretion result in disqualification of the competitor from participating in the remainder of the competition.
- The judge, Provincial Rules Official and/or competition management have the authority to disqualify and or remove from the competition any exhibitor, owner, coach or agent, for cruelty or abuse of a horse or exhibitor.

1.1.12. 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, provincial rules official 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 elimination from a class or disqualification from a sanctioned competition for unsportsmanlike conduct by any person may be reviewed by the HCBC disciplinary committee 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.

1.1.13. 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 within 12 hours of the incident occurring at the competition or event.

A recommended first step is that an inquiry be made through a member of the competition show management committee or PRO 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.

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.

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.

Any protest shall be adjudicated by a Protest Committee. The protest committee will consist of a maximum of three people, (a PRO and members of the organizing committee.)

1.1.13 Protests (cont.)

Protest 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 Manager of Competition and Sport

Protest Appeals

An appeal of a Protest Committee's decision may be made to the HCBC Manager of 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.



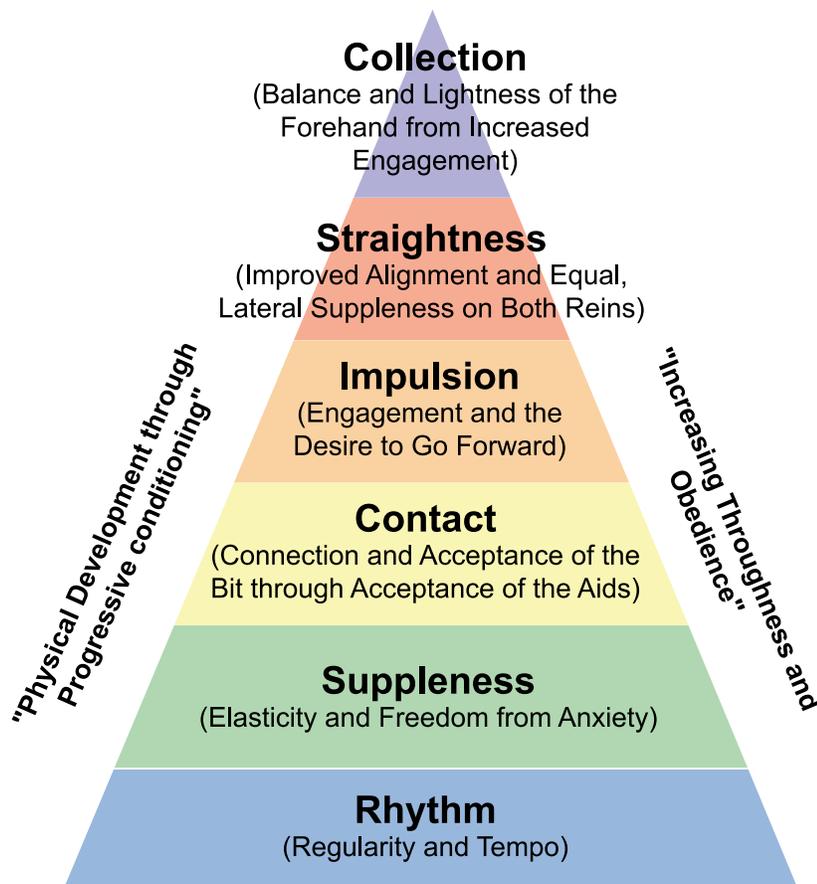
Section 2:

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 pyramid of training (see below) the basis of which is three pure gaits.



The Training Scale (often called the pyramid of training) is a classical dressage framework used to guide a horse's development in the correct order. Each level supports the next, creating a systematic and humane way to train.

2.1.2. Western Dressage

Western Dressage integrates the historic principles of classical 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. 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. Western dressage tests provide the opportunity for horses and riders 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.

2.1.3. Dressage Levels – English and Western

Note: For Masters (Age:55 years and over) the rider has the option of rising or sitting the trot at ALL levels.

Introductory Level – Walk, Trot/Jog & introduction of the canter / 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.

Training Level

- The purpose of training 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. The correct geometry and lines of travel should be shown.

First Level

- The purpose of First Level is to confirm that the horse demonstrates correct basics and, in addition to the requirements of Training Level, has developed the thrust and throughness necessary to achieve improved balance. The horse should show the ability to lengthen the stride while remaining consistently on the bit.

Second Level

- To confirm that the horse demonstrates correct basics and now begins to accept more weight on the hindquarters as the collected and medium gaits develop. A greater degree of straightness, suppleness, throughness, and balance are required to perform the movements with ease and self-carriage.

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 at Second Level. The horse must always be reliably on the bit.



2.1.3. Dressage Levels – English and Western (cont.)

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

FEI Levels

- The horse is expected to show: Maximum collection (e.g., piaffe, passage, canter pirouettes), greater elasticity and engagement, refined self-carriage and balance
- These movements show that correct training has developed the horse physically and mentally to its highest athletic potential.

2.1.4. Prix Caprilli

Prix Caprilli Walk Trot Test (may be ridden in small arena 20 meters x 40 meters or large 20x60 meter arena) Allow approximately 6 mins per test for scheduling

Purpose: For horses with jumping experience showing Training Level Dressage and below - maximum height of crossrails 12" or poles on the ground. It is understood that 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 contact with 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 may be through the walk. Test 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 where he stopped.**

Prix Caprilli Test 1 (to be ridden in a large arena 20 meters x 60 meters) Allow approximately 7 mins per test for scheduling

Purpose: For horses with jumping experience showing Training Level Dressage to First Level – maximum height of fences 2'. It is understood that 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.
- Test may be called.
- Refusals will be penalized as an error of course.

2.1.4. *Prix Caprilli (cont.)*

- 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 they stopped.
- **JUMPS:** In the event of TWO refusals at one of the jumps, the rider should go round the jump and continue with the test. This does not incur elimination.

Prix Caprilli Test 2 (to be ridden in a large arena 20 meters x 60 meters)

Allow approximately 8 mins per test for scheduling

Purpose: For horses with jumping experience competing First Level Dressage and above – maximum height of fences 2'6". It is understood that 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.

- Unless otherwise noted, trot work may be done posting or sitting.
- When allowed to change leads the horse may do a flying change or change through the trot. (The quality of the change is what matters).
- Test 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.
- **JUMPS:** In the event of TWO refusals at one of the jumps, the rider should go round the jump and continue with the test. This does not incur elimination

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 or 20m X 60m for Intro and Training Levels
- First Level through Fourth and higher levels must be ridden in a 20m x 60m arena.
- It is recommended that 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 arena.
- During the competition, the arena/ring fence may remain open at A. The letter A must be placed at a minimum of 5 meters away from the arena. The entrance at A should be 1.5 to 2 meters wide.
- If the arena entrance at A is open or the first ride, it must remain open for the whole day. If the arena entrance is closed at A then it must remain closed for the day.
- The footing in the arena should be flat and level.
- The Judge should be positioned 5m from C with a good view of the whole ring.
- Test Callers are permitted.

2.2.1. Errors/Penalties

The judge at “C” will determine errors and 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 direct them to where they are to resume their test.
- If the rider is not signaled that they have made an error in a movement and the same error occurs again because the same movement 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. **Exception Masters.**
- 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. Competitor will incur two point penalty. The Judge should add the remark “Competitor entered before start signal”. Note: this is not considered accumulative.
- 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). **Exception: Masters or Western Dressage**
- Error of Course
 - 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.
 - If the judge has not noted or missed an error, the competitor will get the benefit of the doubt.

2.2.2. Eliminations

- Judge’s decision is final with no appeal
- 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) 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.)

2.2.2. Eliminations (cont.)

- Continuous irregular pace or unevenness
- 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, rider will not be permitted to continue the test.
- Dismounting during a test
- Three errors of course
- Taking more than 90 seconds to enter the arena at "A" after the start signal.
- Taking more than 30 seconds to enter the arena after the start of the music in a freestyle test.

2.2.3. Dressage Judge Role and Responsibilities

Dressage judges are licensed officials who are thoroughly educated in the principles of dressage and the correct application of the Training Scale. Their role is to evaluate the requirements and directives of each movement in accordance with the progressive levels of the dressage tests.

Designation as a dressage judge is regarded as a privilege, and with this privilege comes the responsibility to uphold the highest standards of integrity, professionalism, and ethical decision-making. Judges are personally accountable for their decisions, and the marks they award are considered final. This responsibility is taken seriously and carried out with fairness, consistency, and respect for both horse and rider.

Judges are entrusted with ensuring that horses are treated with kindness, compassion, and respect. They must remain vigilant in identifying any signs of mistreatment, undue stress, or violations of equine welfare. Safeguarding the well-being of the horse is a fundamental component of the judge's duty.

Dressage judges also support and believe in the growth and development of the competitor. Although scores and decisions must reflect the performance within the framework and standards of the specific test being judged, comments should recognize the rider's accomplishments and offer constructive feedback. The purpose of remarks is to educate, encourage, and guide the progression of both horse and rider.

When time permits, judges at provincially sanctioned dressage competitions may discuss a rider's test with them after their ride. Opportunities for such discussion are encouraged when feasible and are offered at the discretion of show management and depending on the judge's availability. These conversations can enhance understanding, reinforce learning, and strengthen the educational value of the competition experience.

It is the judges' responsibility to ensure the set up of the Dressage competition ring is correct. (correct placement of the letters, etc.)

2.2.4. Judging the Test:

Marks are given for each individual movement based on the scale of marks.

Half marks from 0.5-9.5 can also be used for movements and collective marks

Decisions about each movement are based on the directives provided for that movement within the test, as well as the requirements of the test level.

10 Excellent	4 Insufficient
9 Very Good	3 Fairly Bad
8 Good	2 Bad
7 Fairly Good	1 Very Bad
6 Satisfactory	0 Not executed *
5 Sufficient	

Other considerations:

- Accuracy of the test ride ie. Geometry and accuracy of transitions – example: In a movement which must be carried out at a certain point in the arena, it should be done at the movement when the competitor's body is above this point, except in transitions where the horse approaches the letter from a diagonal or perpendicular the point where the letters are positioned – transitions are done when the horse's nose reaches the track at the letter so that horse is straight in the transition.
- If a problem appears once, it may be treated lightly by the judge. If the problem appears to repeat, it will be scored more harshly each time i.e.. Nodding, stumbling, shying.
- Grinding Teeth: If a horse is content and happy to do the work, then it is not a resistance. If the grinding is caused by tension (stiff back, swishing tail, etc.) the score for the movement will go down on the quality of the movement and impact the submission mark (in collective marks).
- Horses with consistently open mouth or tongue out of mouth will be marked down.

2.2.5. Scribes

- Judges depend upon the scribe to quickly, accurately, legibly, and quietly record the scores and comments made about each ride.
- It is the judge's responsibility to judge the test. It is not appropriate for the scribe to comment on the judge's decision, nor to question that decision. It is what the judge sees that matters, so if a judge does not see a mistake, don't comment. In addition, any comments (written or verbal) made by the judge while in the judge's box are strictly between the judge and the rider. Never carry these conversations outside the judge's box.
- Never volunteer information about competitors or their horses, even if asked by the judge.
- Wait for the judge to set the tone as to whether conversation will be encouraged between rides or on breaks. Most judges will initiate some small talk, but some need time to review tests or just clear their minds. While it is tempting for the scribe to ask questions about their own riding or a particular horse problem, please don't do it!

2.2.5. Scribes (cont.)

- Once at the judge's box, the scribe should organize the work area and check for all proper materials:
- Several ink pens, including a red pen to mark errors
- Program to follow the order to go with updated list of scratches and additions. • Bell or whistle and a watch set to official show time.
- Stopwatch to time musical rides or the 45-second entry limit.
- Packet of scoresheets. Check to make sure that it is the packet for the judge and arena assigned.
- Check the order of scoresheets against the order of go, and make sure any additional horses have been assigned scoresheets. There should be blank tests in the packet available for this purpose. If the tests are not in the order of go, a ride may be scribed on the wrong test causing confusion for the office and riders.
- Make sure that the tests in the packet match the tests scheduled in the program.
- Check that there is an extra copy of each different test for the judge to follow as the ride progresses.
- Make sure that all loose items (papers, cups, tissue, etc.) are anchored down with a heavy object so that nothing blows or rustles in a sudden gust of wind.
- Cell phones should be on mute or vibrate before the first test starts.
- All test sheets must be completed in ink; pencil is not acceptable.
- Scribes should familiarize themselves with the tests being judged.
- 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 in ink by the judge.
- Before the test sheet is handed in for totaling, the scribe must give the test sheet to the judge to ensure all movements have been scored, and any comments filled in. The test must be signed by the judge.
- Scribes must be dressed appropriately

2.2.6. 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.



2.2.7. 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.

2.2.8. 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.

2.2.9. Tests

- Dressage Tests available for use are the current USDF/Equine Canada Tests.
- Western Dressage Tests available for use are the current WDAA tests
- Prix Caprilli Tests available for use are the HCBC Tests Walk/Trot, Test 1 and Test 2.
- All tests can be found at : <https://hcbc.ca/resource-category/sport-competition/> and may be used and copied at no charge
- Rising Stars Equitation Score Sheet (see Rising Stars section for more information)
- Rising Stars Adult Amateur Equitation Score Sheet (see RS Adult Amateur section for more information)
- 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.

2.2.10. Attire English Dressage

- 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. Riders/drivers are encouraged to be fitted for their helmet with their typical riding/driving hairstyle. If your hair changes significantly (length, volume, style), rechecking helmet fit is required. It is advised that long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding bulky buns or high knots inside the helmet shell.
- 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.

2.2.10. Attire English Dressage (cont.)

- 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 with a stock tie, bow tie or choker.
- White, light or dark solid-colored breeches 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 to ride without jackets, competitors must comply with all other dress requirements.
- Gloves should be worn. Black or brown gloves are recommended. White gloves may be worn at higher levels.

Not Permitted

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

2.2.11. 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 curb 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 or Baucher
- Snaffle and bridoon rings: inside ring 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.
- Upper Cheek of a Baucher may not exceed 7cm

Not Permitted

- Wire or hard twisted bits
- Bit burrs
- Bit guards
- Tongue ties

2.2.12. 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, web 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 figure eight), 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, fit of the noseband may be checked by attending Provincial Rules Official or show management.
- A throatlatch is required except when a combined noseband or Micklem bridle is used.
- Micklem bridles may be used at any level where snaffles are permitted.
- At third and higher, double bridles are optional.
- Bitless bridles may be used at the discretion of Show Management.

2.2.13. Saddles

- Dark coloured English style saddle or side saddle, permitted with a girth and stirrups is compulsory
- White, off-white, grey, black or conservative coloured saddle pads are recommended. Piping of a different colour is permitted. Striped or multi-coloured pads may not be permitted.

2.2.14. 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
- Bucking straps
- Fly bonnets (un-stuffed) or masks
- 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.

2.2.15. 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.

2.2.16. Prohibited Equipment

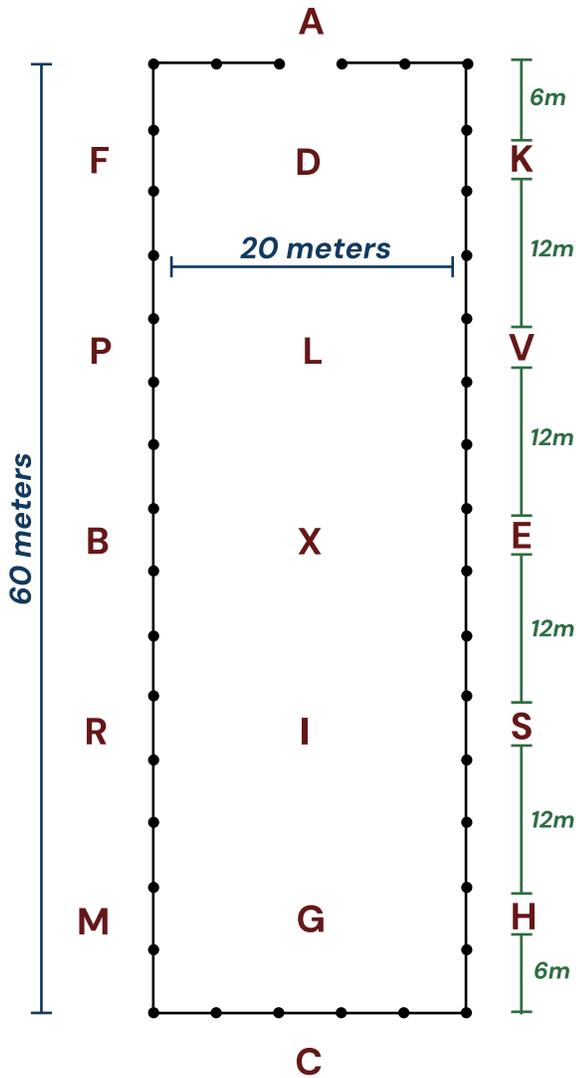
- Martingales (*EXCEPTION: running martingales are only allowed in designated warm-up and/or schooling areas if a snaffle bridle is being used*)
- Draw reins
- Blinkers
- Ear Plugs
- Peacock Stirrups

2.2.17. Turnout of the Horse

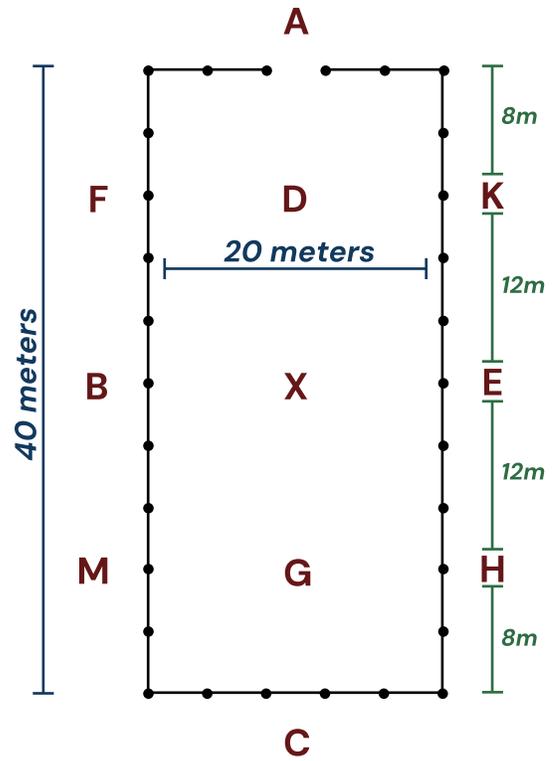
- Manes and forelocks may be braided. There is to be no penalty if not braided.
- Tails should not be braided.
- If braiding:
 - Black, brown, or white braiding tape.
 - Black, white or coloured thread/wool/elastic bands are allowed.
 - Braiding wire is allowed.
 - Braiding bands are allowed. This includes 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.



20 x 60 Meter
12 Letters



20 x 40 Meter
8 Letters



2.3 Scheduling Dressage Ride Times

Following is a guide of recommended time allowances to help approximate the time needed to schedule each test. Please note the scheduling time is the average amount of time it takes to complete the test plus two minutes built in for the judge to complete the scoresheet.

An extra 45 seconds should be added to these ride times if the exhibitor must use the inside of the arena for their warmup before the bell is rung.

These time allowances are based on the current USDF/Equine Canada Dressage tests

To calculate time allowance add two seconds to time allotted on the individual level test sheet

Dressage Test	Scheduled Time Allowance (minutes)					
	Ring Size					
	20x60	20x40				
Intro Test A				6:00	5:00	
Intro Test B				6:00	5:00	
Intro Test C				6:00	5:00	
Training Level Tests						
Training Level Test 1				7:00	6:00	
Training Level Test 2				8:00	7:00	
Training Level Test 3				8:00	7:00	
First Level Tests						
First Level Test 1				8:00	xx	
First Level Test 2				8:00	xx	
First Level Test 3				9:00	xx	
Second Level Tests						
Second Level Test 1				8:00	xx	
Second Level Test 2				8:00	xx	
Second Level Test 3				8:00	xx	
Third Level Tests						
Third Level Test 1				8:00	xx	
Third Level Test 2				8:00	xx	
Third Level Test 3				8:00	xx	
Fourth Level Tests						
Fourth Level Test 1				8:00	xx	
Fourth Level Test 2				8:00	xx	
Fourth Level Test 3				8:00	xx	
Prix St Georges						
Prix St Georges				8:00	xx	
Intermediate I				8:00	xx	
Intermediate A				8:00	xx	
Intermediate B				8:00	xx	
Intermediate II				8:00	xx	
Freestyle Tests						
Freestyle (Training-1st)				9:00	xx	
Freestyle (2nd-4th)				9:00	xx	
Freestyle Junior & Young Rider				8:00	xx	
Freestyle FEI				8:00	xx	

2.4 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 developing 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.

2.4.1. Ages and Levels

Youth: up to and including 25 years.

Foundation Level: those competing at Intro, Training; First and Second

Progressive level: those competing at: Third; Fourth.

Anyone judging Rising Stars classes must be a Provincial Senior Dressage Judge. Guest cards are permitted.

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

2.4.1. 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.

2.4.2. 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).

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.

2.5 Western Dressage

2.5.1. Level Requirements

Through Introductory to Second Level all horses may compete in a snaffle (loose ring, eggbutt, or D-ring configuration, bosal, and be ridden with two hands.

At Second Level, the introduction of a shank bit is permitted and may 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.

2.5.2. Attire

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 helmet should be properly fitted with safety harness correctly secured, while mounted, riding or driving. Riders/drivers are encouraged to be fitted for their helmet with their typical riding/driving hairstyle. If your hair changes significantly (length, volume, style), rechecking helmet fit is required. It is advised that long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding bulky buns or high knots inside the helmet shell.

- Adult Western Dressage competitors may wear:
 - Western Style Hats (show management and or venue requirements may make protective head wear a requirement for adults)
 - 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 heel

2.5.3. 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.
- A Bosal is permitted on a horse of any age, and at any level. It must have a flexible Non-metallic core attached to a suitable headstall. This 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.
- 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.

2.5.4. Prohibited Equipment

- Draw Reins.
- Bits with sharp edges, gag bits , donut and flat polo mouthpieces.
- Wire curb bit
- Any chin strap narrower than 1/2" inch (12.7mm).
- Chin straps cannot have wire, rawhide, metal, beads or other substances 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.

2.5.4. Prohibited Equipment (cont.)

- Mechanical hackamores.
- Any Twisted wire mouthpiece.
- Rope halters or bridles.
- Bit guards.

2.5.5. 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.

2.5.6. 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

Scheduling Western Dressage Ride Times

This is a guide of recommended time allowances to help approximate how long to schedule each test. Please note the scheduling time is the average amount of time it takes to complete the test plus two minutes built in for the judge to complete the scoresheet.

An extra 45 seconds should be added to these ride times if the exhibitor must use the inside of the arena for their warmup before the bell is rung.

These time allowances are based on the current WDAA tests

To calculate time allowance add two seconds to time allotted on the individual level test sheet

Western Dressage Test	Scheduled Time Allowance (minutes)		
	Ring Size		
	20x60	20x40	
Intro Test 1	8:00	7:00	
Intro Test 2	7:00	7:00	
Intro Test 3	8:00	7:00	
Intro Test 4	8:00	7:00	
Basic Tests			
Basic Test 1	8:00	7:00	
Basic Test 2	8:00	7:00	
Basic Test 3	8:00	7:00	
Basic Test 4	10:00	8:00	
Level 1 Tests			
Level 1 Test 1	10:00	xx	
Level 1 Test 2	10:00	xx	
Level 1 Test 3	9:00	xx	
Level 1 Test 4	9:00	xx	
Level 2 Tests			
Level 2 Test 1	9:00	xx	
Level 2 Test 2	9:00	xx	
Level 2 Test 3	8:00	xx	
Level 2 Test 4	10:00	xx	
Level 3 Tests			
Level 3 Test 1	9:00	xx	
Level 3 Test 2	9:00	xx	
Level 3 Test 3	9:00	xx	
Level 3 Test 4	9:00	xx	



Section 3:

General Driving Rules

3.1 General

Competition management, 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.

3.2 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.

Dogs and Other Animals

- Dogs are permitted on the competition grounds **only at the discretion of Management** and must be on a leash at all times.
- The prize list must clearly state one of the following: “No dogs allowed on the premises.” OR “Dogs are allowed on the premises but must remain on a leash and under control at all times.”
- Dogs are not permitted in warm-up areas on the field of play or at ingates.
- This restriction applies to all dogs, including service dogs and emotional support animals (ESAs).
- Persons who rely on a service dog due to a disability may request accommodation under applicable laws (e.g., the BC Human Rights Code and the Guide Dog and Service Dog Act). Each request will be considered on a case-by-case basis, considering safety, competition integrity, and venue limitations. Emotional support animals, which are not recognized as service animals under BC law, do not have the same legal access rights.

3.3 Turnout

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

3.3.1. 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.

3.3.2. Electronic Devices on Carriages During Competition

During any competition phase (Dressage, Marathon, Cones)

- Mobile phones, radios, walkie-talkies, Bluetooth headsets, or similar communication devices are not permitted to be used by the driver or groom(s) while on the carriage during competition.
Exception: Drivers with a recognized disability may apply for a Letter of Dispensation, which must be presented to show management at the time of entry.
- Electronic coaching devices or live communication with individuals outside the carriage (e.g., trainers, team members, assistants) are strictly forbidden.
Exception: Drivers with a recognized disability holding a valid Letter of Dispensation, presented to show management when entering the competition.
- Timers, GPS trackers, or data loggers are not allowed unless they have been approved by the Ground Jury before the competition.
- Cameras (e.g., GoPro) can only be used with prior permission — typically for safety and media reasons, not for competitive advantage.

3.3.3. 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.



3.3.4. 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.

3.3.5. 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.

3.3.6. Attire

General

Helmets are mandatory for anyone on the carriage at all times.

- 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. Drivers, grooms, navigators and passengers are encouraged to be fitted for their helmet with their typical riding/driving hairstyle. If your hair changes significantly (length, volume, style), rechecking helmet fit is required. It is advised long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding bulky buns or high knots inside the helmet shell. Use of a hair net is recommended.”
- 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.
- It is advised long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding **bulky buns or high knots** inside the helmet shell. 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.
- 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.

3.2.6. Attire (cont.)

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.

3.4 Scoring Procedures

3.4.1. Consistency in Scoring

All individuals responsible for scoring must strictly follow the instructions printed on the tests. This ensures that scoring remains consistent from competition to competition.

- Scorers and show management are **not permitted** to make any modifications or revisions to the tests or scoring procedures. All materials must be used exactly as provided.

3.4.2. Test Printing Requirements

It is the responsibility of show management to print all tests in the appropriate size and format, ensuring that all scoring and factoring instructions are clearly visible and easy to read.

3.5 Presentation

(Also see, 3.2 Turnout in General Driving Rules.)

- 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.

3.6 Officials

- It is recommended that whenever possible provincially certified HCBC judges 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 with a tent or covering to keep them from the elements.

3.7 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

3.8 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.

Junior A and Junior B drivers shall be accompanied at all times by an individual who holds a current HCBC membership, is at least eighteen (18) years of age, and possesses the experience and capability to operate the turnout and provide assistance as required, including in the event 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. 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.
- Unless otherwise required by competition management, and at the discretion of the drivers' parent or legal guardian, a Junior B driver competing with a single Very Small Equine (VSE) in a securely enclosed arena is not required to be accompanied in the vehicle.

This exception does not apply to Field Driving Trials or Horse Driving Trials.

3.8.1. Rules and Restrictions for Junior Drivers

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.

3.8.2. Age of 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.

3.9 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.

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

3.10 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.

3.10.1. Dressage Driving Format

Tests

- Arena Driving Trials (ADT): HCBC driven dressage tests may be used, American Driving Society dressage tests may also be used if the arena is regulation size (80mx40m)
- Field Driving Trials (FDT): HCBC driven dressage tests or American Driving Society Dressage tests may used
- Horse Driving Trials (HDT): American Driving trials tests may only be used.
- 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.
- 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.
- 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 who are deaf or hard of hearing and wish to use a caller may do so using a communication device, provided the device remains within earshot of the judge. This accommodation must be declared on the entry form, and both the Provincial Rules Official (PRO) and the judge must be advised in advance. Communication devices may not be used for any other purpose.

3.10.2. Safety Check

- Competition management will ensure that a safety check is performed at any time prior to the start of the competition.
- The safety check must be conducted by a Provincial Rules Official if in attendance (PRO) or a qualified individual appointed by competition management.

3.10.3. Arena Specifications

- 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.

3.10.4. 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.

3.10.5. 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.

3.10.6. Turnout

See also 3.2 .6 for *Attire under Turnout in General Driving Rules*.

Attire

- Traditional driving attire must be worn by drivers and grooms.

3.10.7. Presentation

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

3.10.8. Drivers and Grooms

See also 3.2 (e) Attire under Turnout in General Driving Rules.

See also 3.6 for Grooms, Headers, and Navigators under General Driving Rules.

- Schedule permitting, drivers and grooms may compete with multiple entries. This must be stated on the entry form.

3.10.9. 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 3.5 for Officials under General Driving Rules.

3.10.10. 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.	

3.11 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.

3.11.1. Cones 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.
- 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.

3.11.2. Safety Check

- The competition management will ensure that a safety check is performed prior to the start.
- The safety check must be conducted by a Provincial Rules Official if in attendance (PRO) or a qualified individual appointed by competition management.
- The track width of the vehicle may be measured during safety check.

3.11.3. Arena /Facility Specifications

- 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.

3.11.4. 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.

3.11.5. 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.

3.11.6. Turnout

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* 3.2.3 Vehicles under Turnout in General Driving Rules.

Attire

See *also* 3.2.6 for Attire under Turnout in General Driving Rules.

- 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.

3.11.7. Presentation

- Presentation is not judged in cones.

3.11.8. 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.

3.11.9. Drivers and Grooms/Navigators

See also 3.6 for *Grooms or Navigators Required* chart under *General Driving Rules*.

See also 3.7 for *Age of Competitors* under *General Driving Rules*.

- 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.
- Turnouts that cannot carry a navigator (small ponies and VSEs) may use a person on the ground who is outfitted with an electric device (headset) in cones.

3.11.10. Officials

- One HCBC driving judge or HCBC approved guest carded judge is required.
- If the Cones competition takes place at the same time as another phase, a Provincial Rules Official (PRO), or a knowledgeable person who has received a guest judge card from HCBC prior to the event, may be used to judge the course.

3.11.11. 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 by competition management or a Provincial Rules Official (PRO) and rounded to the nearest metre, using a measuring wheel along the shortest drivable route. Measurement begins at the centre of the start gate, continues through the centre of each obstacle, and finishes at the centre of the finish gate. This measurement will determine the 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.

3.10.11. Course (cont.)

- 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.
- Three multiples of up to four gates (A, B, C, D) may be used. HDT may use four multiples.
- 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 oxeer 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.

3.11.12. 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 Provincial Rules Official (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.

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

3.11.13. 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)				

3.11.14. 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
Example:
Course length in metres = 438 m Prelim Horse/Pony = 200 mpm
$438m \div 200mpm = 2.19 \times 60 = 131.40$
Time Allowed for cones is 131.40 seconds

3.11.15. 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.	

3.11.16. 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.

3.12 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.

3.12.1. Marathon 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.
- A deviation of course is not permitted between gates (no circling, etc.)



3.12.1. Marathon Format (cont.)

- 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.

3.12.2. Safety Check

- The competition management will ensure that a safety check is performed prior to the start.
- The safety check must be conducted by a Provincial Rules Official if in attendance (PRO) or a qualified individual appointed by 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.

3.12.3. Facilities

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

3.12.4. 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.

3.12.5. 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.

3.12.6. 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

- See also 3.2.6 Attire under Turnout in General Driving Rules.

3.12.7. Presentation

- Presentation is not judged.

3.12.8. 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.

3.12.9. Drivers and Navigators

- Drivers and navigators may communicate.
- Competitors may be required to carry a navigator(s). See 3.6 General Driving Rules (Grooms or Navigators Required)
- Navigators may compete with multiple entries. This must be listed on the entry forms.

3.12.10. Officials

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

3.12.11. Course

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

3.12.12. Speed

- See Speed under appendices.

3.12.13. Time Allowed On Course

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

3.12.14. Penalties

- See *Penalties Chart*

PENALTIES FOR MARATHON* ADT, FDT, HDT	
ADT – Penalties apply both on the perimeter course and the obstacles.	0.25 penalties per second
Over time allowed	0.25 penalties per second
Under time allowed	0.25 penalties per second
Stopping on course for reasons other than harness repairs	1 penalty per 10 seconds
Incorrect attire of driver and/or groom	10 penalties per person
Deviation from course after the last obstacle or last 300m	10 penalties per occurrence
Cantering when not permitted	5 penalties after 5 seconds, 1 penalty for each second thereafter
ADT – Driver dismounting in an obstacle	20 penalties
FDT/HDT – Driver dismounting in an obstacle	60 penalties
ADT/FDT/HDT – Groom dismounting in an obstacle	20 penalties per occurrence
Correcting error course in an obstacle	20 penalties
Driver and Groom not on turnout passing through a compulsory turning flag, or start and finish of each obstacle	Driver – 20 penalties each occurrence Groom – 5 penalties each occurrence
Groom leading horse or horses through an obstacle	25 penalties per occurrence
Failing to stop for a leg over a trace	30 penalties

FDT/HDT - Groom or solo driver down on course outside of 30m after obstacle	5 penalties
Putting whip down	5 penalties
No body protector or helmet	Elimination
No breeching on a turnout without brakes	Elimination
No breeching on a single turnout	Elimination
Failing to pass through the Entry or Exit flags of an obstacle	Elimination
Failing to pass through a compulsory turning flag and or obstacle in the correct order	Elimination
Finishing with a broken wheel, or broken/disconnected pole or shaft, or missing or broken pieces of harness	Elimination
Failing to correct an error of course in an obstacle	Elimination
Exceeding time allowed in obstacles (5 min)	Elimination
Exceeding time limit (double the time allowed)	Elimination
Disconnecting and leading a horse through an obstacle	Elimination
Overtaken vehicle	Elimination
Failing to stop because of a leg over pole, lead bar or shaft	Elimination

* *These penalties apply unless otherwise specified.*

3.12.15. Scoring

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

3.13 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.

3.13.1. 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.

3.13.2. ADT Safety Check

- The safety check will take place prior to dressage and before marathon.
- The safety check must be conducted 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.

3.13.3. 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 dependent on venue specifics.
- Arenas may be permanent or temporary.

3.13.4. 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.

3.13.5. 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.

3.13.6. 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. Canter 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.
- Canter 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.

3.13.7. ADT Drivers and Grooms

See also 3.6 for *Grooms or Navigators Required* chart under *General Driving Rules*.

- 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.

3.13.8. 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).

3.13.9. 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.

3.13.10. ADT Dressage

See 3.9 *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.

3.13.11. 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.

3.13.12. ADT Marathon

See 3.11 Marathon – General Rules

3.13.13. 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.

3.13.14. 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.

3.13.15. 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.

3.13.16. ADT Marathon Penalties

See 3.11 for Penalties under Marathon – General Rules.

3.13.17. ADT Marathon Scoring

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

3.13.18. ADT Cones

See 3.9 Cones – General Rules

3.13.19. 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.

3.13.20. ADT Cones Penalties

See 3.10.15 for Penalties for Cones chart under Cones – General Rules.

3.13.21. ADT Cones Scoring

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

3.14 Field Driving Trials (FDT)

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

3.14.1. 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.

3.13.1. FDT Format (cont.)

- 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.

3.14.2. 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.

3.14.3. 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.

3.14.4. 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.

- a. Training Beginner Level** – suitable for beginner drivers or equines with less than 2 years driving experience
- b. Training Open Level** -Suitable for drivers or professionals with more than 2 years experience and allows experienced drivers to compete at training level
- c. 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.
- d. 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.

3.14.5. 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.

3.14.5. FDT Turnout (cont.)

See also 3.2 for Vehicles under General Driving Rules.

b. Attire

See also 3.2.6 for Attire under Turnout in General Driving Rules.

- 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.

3.14.6. 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.

3.14.7. 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.
- 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.

3.14.8. FDT Drivers and Grooms

See 3.6 for Grooms or Navigators Required chart under General Driving Rules.

- 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.

3.14.9. 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.

3.14.10. 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.



3.14.11. FDT Dressage

See also 3.9 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.

3.14.12. 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

3.14.13. FDT Cones

- See 3.10 Cones - General Rules.

3.14.14. 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 3.10 for Width Allowance for Cones chart under Cones – General Rules.

3.14.15. FDT Cones Speed

See also 3.10 for Driving Speeds for Cones chart under Cones – General Rules.

- Speed is measured in metres per minute (mpm).

3.14.16. FDT Cones Time Allowed On Course

See also 3.10 for Time Allowed On Course for Cones chart under Cones – General Rules.

- Time allowed refers to time allowed to complete the course before penalties are incurred.

3.14.17. FDT Cones Penalties

See 3.10 for Penalties for Cones chart under Cones – General Rules.

3.14.18. FDT Cones Scoring

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

3.14.19. FDT Marathon

See 3.10 Marathon – General Rules.

3.14.20. 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.

3.14.21. 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.

3.14.22. 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.



3.14.23. FDT Marathon Penalties

See 3.11 for *Penalties for Marathon** chart under *Marathon – General Rules*

3.14.24. FDT Marathon Scoring

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

3.15 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.

3.15.1. 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 3.13 Field Driving Trials (FDT).
- Competitors are timed in obstacles in preliminary and intermediate which are turned into penalty points.

3.15.2. HDT Turnout

Attire

See also 3.2 .6 for *Attire under Turnout in General Driving Rules*.

- Traditional driving attire must be worn for dressage and cones.
- Marathon style attire must be worn for a marathon.

3.15.3. 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.

3.15.4. HDT Levels

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

3.15.5. HDT Dressage

Field Driving Rules apply. See 3.13.11 for Dressage under Field Driving Trials.

- American Driving Society (ADS) tests will be used.

3.15.6. HDT Cones

See 3.10 *Cones – General Rules*.

3.15.7. HDT Marathon

See 3.13 *Field Driving Trials*.

3.15.8. 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.

3.15.9. 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.

3.15.10. HDT Calculations for Marathon Time Penalties

See also 3.10 for *FDT Calculations For Marathon 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.

3.15.11. 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 3.10.14 for Penalties for Marathon chart under Marathon – General Rules.

3.15.12. HDT Pace

See 3.13.7 for *Pace under Field Driving Trials*

- **Exception** HDT Prelim and intermediate may canter between obstacles



3.16 Combined Driving Derby (CDD)

- 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.

3.16.1. CDD Format

See 3.11 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.

3.16.2. CDD Facilities

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

3.16.3. 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.

3.16.4. 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.

3.16.5. CDD Turnout

- Marathon style attire should be worn.

3.16.6. CDD Presentation

- Presentation is not judged.

3.16.7. 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.

3.16.8. 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

3.17 Pleasure Driving

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

3.17.1. 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.



3.17.2. 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.

3.17.3. 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

3.17.4. Turnout

a. Equipment

See 3.2 Equipment under Turnout in General Driving Rules.

b. Vehicle

See also 3.2 Vehicles under Turnout in General Driving Rules.

- Vehicles of traditional style are recommended.
- New and antique vehicles are permitted.

c. Harness

See also 3.2 Harness under Turnout in General Driving Rules.

- Overchecks may be permitted at the competition management's discretion.

d. Bits

See 3.2 Bits under Turnout in General Driving Rules.

e. Attire

See also 3.2 Attire under Turnout in General Driving Rules.

- Traditional driving attire must be worn.

3.17.5. Equines

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

3.17.6. Drivers, Grooms and Headers

See 3.6 for *Grooms or Navigators Required* chart under *General Driving Rules*.

- 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.

3.17.7. Officials

See 3.5 for *Officials* under *General Driving Rules*.

3.17.8. Age of Competitors

See also 3.7 for *Age of Competitors* under *General Driving Rules*.

- Open to competitors of all ages.

3.17.9. 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.



3.17.10. 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

3.17.11. 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

3.15.11. Working Pleasure Driving (cont.)

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

3.17.12. 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.

3.18 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.

3.18.1. 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 or a qualified person appointed by the competition management.

3.18.2. 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.



3.18.2. Facilities (cont.)

- 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.

3.18.3. 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.

3.18.4. 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 3.7 for Height Classification in Equines under General Driving Rules

3.18.5. Turnout

a. Equipment

See 3.2.1 for Equipment under Turnout in General Driving Rules.

b. Vehicles

See 3.2.3 for Vehicles under Turnout in General Driving Rules.

c. Harness

See 3.2.4 for Harness under Turnout in General Driving Rules.

d. Bits

See 3.2.5 for Bits under Turnout in General Driving Rules.

e. Attire

See also 3.2.6 for Attire – Marathon style under Turnout in General Driving Rules.

- Approved equestrian protective vests are highly recommended.
- Marathon style attire should be worn.
- If Driven Games are included in a Pleasure Show, traditional driving attire may be worn.

3.18.6. Equines

- Manes and tails do not need to be braided but tails may be braided and wrapped.

3.18.7. Pace

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

3.18.8. Drivers and Navigators

See 3.6 for Grooms or Navigators Required chart under General Driving Rules.

See also 3.7 for Age of Competitors under General Driving Rules.

- 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.

3.18.9. Officials

See 3.5 for Officials under General Driving Rules.

3.18.10. Age of Competitors

See also 3.7 for Age of Competitors under General Driving Rules.

- Open to competitors of all ages.

3.18.11. 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.

3.18.12. Driven Barrel Bending

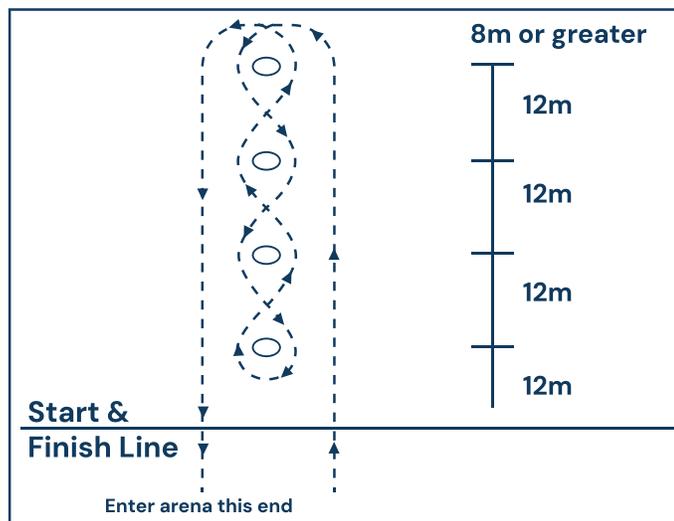
- Open to single turnouts. Competitors' times are combined with any penalties incurred. The fastest time wins.
- Competitors will begin down either side of the line of barrels to the end, weave in and out through the barrels in both directions and return to the Start/Finish line.
- Competitors may enter the arena at a speed of their choice.
- A running start is permitted if the facility has enough space to keep other competitors safe.

3.18.13. 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.

3.18.14. 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.



3.18.15. 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.

3.18.15. Penalties (cont.)

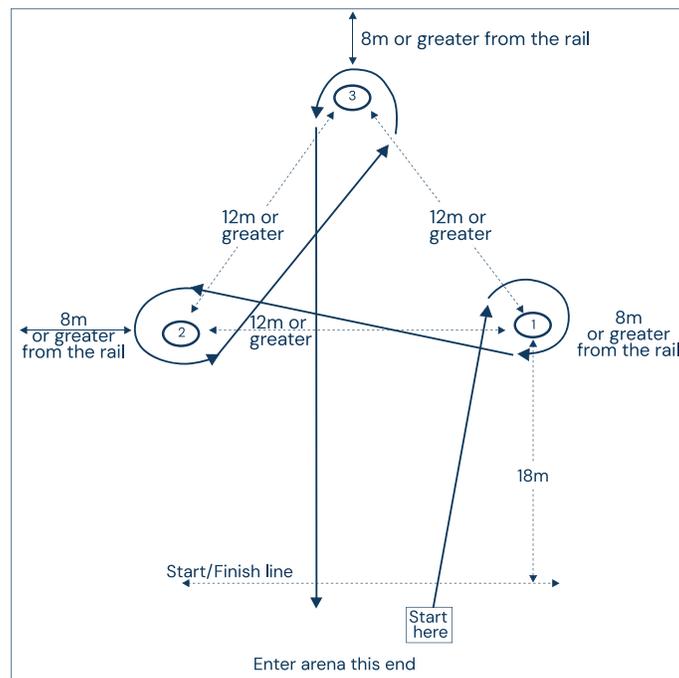
- This barrel course may also be run to the left. For example, the competitor will start to barrel number 2, turning to the left around this barrel, then to barrel number 1, turning to the right, and then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.

3.18.16. 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.

3.18.17. 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.





3.19 Appendix

Grooms or Navigators required for Pleasure Driving, Games ADT, FDT, HDT, CT, and CDD.

	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

Cones Appendix

Driving Speeds for Cones for ADT, FDT or HDT. Speed shown is Meters Per Min (MPM)

	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

Allowance for Cones for games, ADT, FDT, HDT, CT and CDD

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

Number of gates to be used in Marathon Obstacles for ADT, FDT or HDT.

Training	Up to ABC
Preliminary	Up ABCD
Intermediate	Up to ABCDE

Driving Speeds for Marathon FDT and HDT

	Training	Preliminary	Intermediate
VSD (under 99cm)	8 kph	-	-
VSE (under 99cm)	9 kph	10 kph	11 kph
Standard Donkey (over 99 cm)	9 kph	10 kph	-
Small Pony (over 99 cm under 120 cm)	10 kph	11 kph	12 kph
Medium Pony (120 to 137 cm)	11 kph	12 kph	13 kph
Large Pony (between 137 to 148 cm)	12 kph	13 kph	13 kph
Horse (over 148 cm)	13 kph	14 kph	14 kph
Draft Horse	12 kph	13 kph	13 kph



Section 4:

Discipline Rules: English

English Performance General Rules

Please see discipline rules section for specific rules and exceptions

Typically, no one horse should do more than five classes in one day

4.1 Attire

- Hunt coats /riding jackets
- Solid coloured breeches or jodhpurs.
- Riders must wear riding boots (plain, laced or with zippers) 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
- HELMETS: 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. Riders/drivers are encouraged to be fitted for their helmet with their typical riding/driving hairstyle. If your hair changes significantly (length, volume, style), rechecking helmet fit is required. It is advised that long hair be neatly tied in a low ponytail, smoothing hair flat, and avoiding bulky buns or high knots inside the helmet shell.
- Long or short sleeved collared show shirt, or dress shirt
- 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

4.1.1. Spurs

- The arms of the spur must be smooth and not sharp or pointed
- 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, pointing straight back or down from the center
- 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

4.1.1. Spurs (cont.)

Communication Devices

- Communication devices are allowed in warmup areas - one earbud only
- Earphones/Earbuds and/or other electronic communication devices are strictly prohibited in the competition arena, and such usage will be penalized by elimination
- **Exception:** Personal communication devices may not be used to assist someone in competition unless used as documented compensating aid when approved by competition management.

4.1.2. Turn out of Horse

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

4.1.3. 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

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, or miklem
- 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 or discomfort to the horse.
- Bitless bridles may be used at the discretion of Show Management, Judge and or Provincial Rules Official
- Decorated or coloured brow bands are permitted as long as there is nothing dangling or hanging from the browband (exception: name tags)



4.1.3. Equipment (cont.)

Saddles

- Well fitted English style saddle with stirrups.
- Saddle Pad appropriate to the saddle, white, natural or conservative colour
- Side Saddles are permitted

Other Permitted Equipment

- Cruppers, girth covers, fore girths, breastplates, safety/pommel strap

Prohibited Equipment

- Wire or twisted wire bits
- Tie downs and draw reins
- Tongue ties
- Blinkers
- Whips are NOT permitted in any English general performance hack class
- Peacock safety stirrups

4.1.4. Elimination In The Competition Ring

- Any exhibitor receiving unauthorized assistance 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.
- 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
- Failure of the exhibitor to wear the correct number in a visible manner.
- Use of Earphones/Earbuds and/or other electronic communication devices, unless authorised

4.1.5. 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

4.1.5. Class Splits (cont.)

- 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 rowels only

4.2.2. Equipment

- 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 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.
- Peacock safety stirrups are not 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



4.2.3. Tests (cont.)

- Extended trot
- Figure eight at canter with simple change of leads through the walk or trot
- Change leads on a straight-line down centre with simple change through the walk or trot
- Turn on haunches through the walk
- Change of leads with flying changes
- Counter canter
- Jump low fences from a walk, trot or canter
- Pull up between fences except in a combination
- 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
- 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

4.2.6. Jumper Equitation

- Riders shall be judged on their equitation style over a course of jumps
- Riders shall be scored on position and effectiveness in riding track and being close to the time allowed without exceeding it
- Scores are reduced by the same number of faults as per jumper rules. (EG refusal = - 4)
- 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

4.2.7. Elimination

- Fall of horse and or rider
- Two refusals

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
- 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

- 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,
- Pinning ears or wringing tail

4.3.5. Elimination In The Competition Ring

- Excessive schooling or training
- Bolting or unwillingness
- Fall of horse or Rider

4.4 Hunter Division General Rules

A Hunter should show good manners, ground-covering movement and, if competing in working hunter classes, a steady pace and bold jumping style.

The ideal Hunter is calm, consistent, elegant, and efficient — judges should reward style, presence, smooth gaits, good manners, and jumping form.

4.4.1. Attire

Please see English General Performance Rules

4.4.2. Schooling Area and Practice Jumps

- Competitions must provide a warmup area with a minimum of two schooling jumps
- 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 an 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.
- Steel pins and jump cups are not allowed, safety cups are recommended
- Only fill and jump materials supplied by the competition may be used.

4.4.3. Course Design

- Courses must be posted at least one hour before the class
- Course Designers must provide distances of all lines and combinations. Distances may 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. and be built to encourage clear rounds (not spooky or scary)
- All jumps should 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
- Steel pins and jump cups are not allowed, safety cups are recommended

4.4.4. Course Designers

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

4.4.5. 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

4.4.6. 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: 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 3'3
- 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

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
- 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.

4.6 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

4.7 Hunter Hack

- The horse should move in the same style as a working hunter
- The class will be judged on Minimum 70% for over fences, even pace, and maximum 30% 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.
- Martingales not permitted

4.7.1. 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
- Over flexing so the nose is carried behind the vertical
- Failure to maintain light contact with horse's mouth



4.7.1. Faults (cont.)

- Stumbling/forging
- Wrong lead

4.8 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"

4.8.1. 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

4.8.2. Elimination In The Competition Ring

- 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

4.9 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.

4.9.1. Attire and equipment

General English performance equipment rules apply with the following exceptions

- All equipment must be humane in nature
- Jackets not required but rider must then wear a collared shirt or polo shirt
- Gloves are optional
- Saddle pad may be square and coloured
- Spurs – blunt or rounded
- Blinkers can not exceed 3cm in diameter
- Running martingales must have a single rein stop between the bit and ring of running martingale
- Reins must be attached directly to the bit
- Draw reins are not permitted

4.9.2. Schooling Area and Practice Jumps

- Competitions must provide a warmup area with a minimum of two schooling jumps
- 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
- Steel pins and jump cups are not allowed, safety cups are recommended
- Only fill and jump materials supplied by the competition may be used.
- Directional flags are recommended (red on right, white on left)

4.9.3. 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 unsafe, 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

4.9.3. Course (cont.)

- Once the competition has started only the Judge in consultation with the Course Designer, and the Provincial Rules Official (if present), and Show Management may decide if an error has been committed in the measurement of the course. This may be done after the third competitor has completed the course without a fall(s) or disobedience or any other interruption and before the next competitor has started. In this case, the Judge has the option to alter the time allowed. The score of the competitors who have jumped the course before the time was altered will then be adjusted accordingly.
- 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 are strongly recommended on the back rails of oxers, middle and back rails of triple bars, and all rails over water. Steel cups and pins are not permitted
- 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 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.) 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

4.9.4. Course Designer and Officials

- 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 one hour before the beginning of each competition
- The track length, the time allowed, timetable, penalties and the time limit for the jump-off must be included on all courses posted

4.9.4. Course Designer and Officials (cont.)

- 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
- Judges may not act as Course Designer in the same competition at which they are acting as the Jumper Judge

4.9.5. 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 (stopwatch) 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.
- 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.

4.9.6. 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.
- After an interruption, the competitor restarts and jumps or attempts to jump without waiting for the bell to ring, they will be eliminated

4.9.7. Jumper Classes

a. Regular Jumper Classes and Mini Prix Competitions

- Regular 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.

b. 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.

4.9.8. 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

4.9.8. Jump Off (cont.)

- 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

4.9.9. 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!

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

Not against the clock

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

Against the Clock

- 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.
- 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.

4.9.10. Penalties

Fault	Penalty
First Disobedience /refusal / run out	4 faults/penalties
Second Disobedience	Elimination
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

4.9.11. Elimination From The Competition Ring

- 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
- Using a whip of more than 75 centimeters in length, or weighted at the end,
- Use of the whip more than three times or after elimination.
- Accident/injury to a rider or horse which prevents them from completing the class
- Fall of horse or rider during the round:
 - 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

4.10 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.
- Stallions may not be ridden by Juniors in Pony Jumpers.

4.11 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 Leadline

Lead line

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 attire
- Helmets are mandatory
- Boots with heels are mandatory
- Adults leading must be suitably attired.



4.12.2. Equipment

- Shown in a bridle. with an attached lead shank for the handler to use for control
- Saddle, lead line saddle or bareback pad with stirrups is mandatory
- Peacock stirrups are not permitted

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 (adult leaders must hold current HCBC membership)
- 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
- 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 for adults may be worn without penalty but is strongly recommended

4.13.2. Elimination From The Competition Ring

- 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.

4.13.3. *Equipment (cont.)*

- Electronic devices of any kind are prohibited.
- Martingales, or similar tie-downs are all prohibited.
- Blunt spurs, whips, or crops are optional.

4.13.4. Saddle Seat English Pleasure Horse

- Exhibitors enter the arena at a trot, proceeding on the right in a counterclockwise 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%)

4.13.5. 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 on 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.

4.14 English 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.

4.14.1. 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.
- Spurs are not permitted
- Youth competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety harness correctly secured at all times.

4.14.1. Attire General (cont.)

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.

4.14.2. 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

English Hunter Type Equipment

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

4.14.3. 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.

4.14.3. Faults (cont.)

- 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.

4.14.4. 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. If the bridle has two reins, one rein (curb rein) may remain over the neck and be secured in the mane or removed.



Section 5:

Eventing Derby

5.1 General

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

The HCBC Eventing Derby format 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 phase consists of a combination of both Show Jumps and natural or Cross-Country type obstacles.

A horse may only be entered in one level per competition.

At management's discretion, coaches may assist their riders while on course.

5.2 Attire

Attire

- 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.
- Helmets are mandatory for all riders.
- Riders should be fitted for their helmet wearing their usual riding hairstyle to ensure a proper and secure fit.
- If a rider's hair changes significantly in length, volume, or style, a helmet fit check is required.
- Long hair should be neatly tied in a low ponytail or braid, keeping hair smooth and flat under the helmet. Bulky buns or high knots that interfere with the helmet's fit should be avoided. The use of a hair net is strongly recommended.
- Long or short sleeve collared shirt
- Show jackets are recommended For Dressage and Show Jumping phases
- 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
- Gloves are required (black or brown gloves are recommended for Dressage, Show Jumping and Derby but white gloves are also permitted for Dressage)

5.2.1. Eventing Derby Phase Attire:

- An equestrian body protector safety vest **MUST** be worn according to manufacturer instructions. BETA or ASTM standard body protectors are highly recommended. Inflatable vests are allowed but must be worn according to manufacturer instructions. Appropriate light weight clothing, any colour shirt with suitable short or long sleeves (not sleeveless or cap sleeve). Breeches or jodhpurs and gloves - any colour
- Body protectors may be worn in all Derby phases without penalty.

5.3 Tack and Equipment

(see 4.1 English General Rules)

The following are Eventing specific and are in addition to, or exception of the English General Rules.

Section 4.1.6 of English General Rules does not apply to Section 5 Eventing

a. 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
 - 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 mouthpiece, jointed or double jointed with center roller
- Kimberwick
- Pelham
- Gentle, slow twists may be permitted for Show Jumping and Derby phases
- Only snaffle bits may be used in the dressage phase

b. Bridles

English style correctly fitted black or brown leather bridles with reins (reins may be any type, i.e.: laced, plain, rolled or rubber)

- Permitted Bridles:
 - Snaffle
 - Double
 - Miklem
 - Bitless bridles may be used with or without a noseband dependent on approval of Show Management prior to start of competition
- 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 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.



5.3. Tack and Equipment (cont.)

c. Saddles

- Well fitted English style saddle with stirrups
- Saddle Pad appropriate to the saddle, white, natural or conservative colour
- Peacock/safety stirrups are not permitted
- Side Saddles are permitted

d. Prohibited Equipment

- Wire or hard twisted bits are not permitted in any phase
- Tie downs and draw reins
- Tongue ties
- Blinkers
- Standing martingales

5.4 Elimination

- Any exhibitor receiving unauthorized assistance by a second person inside or outside the competition arena may be eliminated at the discretion of management and 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 in the competition arena

5.5 Officials

5.5.1. Dressage

Provincially certified or Horse Council BC approved guest carded uncertified Dressage judge

5.5.2. Show Jumping

Provincially certified or Horse Council BC approved guest carded uncertified Jumper Judge

Provincially certified or Horse Council BC approved guest carded uncertified Course Designer

5.5.3. Derby/Cross Country

Provincially certified course designer with derby course design designation or a Horse Council BC approved guest carded individual with Eventing course design specific qualifications and experience

- Responsibilities of the Derby/Cross Country Course Designer are:
- Build fences appropriately and safely to the level (height, width, technicality).
- Ensure safe footing, track flow, and proper distances.
- Mark and flag the course correctly.
- Walk the course with the PRO

Provincial Rules Official (PRO) or guest-carded individuals with Eventing specific qualifications and experience are recommended to be in attendance whenever possible. A PRO or guest-carded individual with Eventing specific qualifications and experience must be in attendance for Eventing Derbies hosting divisions over 90 cm.

5.6 Divisions

- a. Cross Pole: 45 cm (18")
- b. 60 cm (2')
- c. 69 cm (2'3")
- d. 77 cm (2'6")
- e. 85 cm (2'9")
- f. 90 cm (2'11")
- g. 100cm (3'3")

5.7 Phases

5.7.1. 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
- Tests: USDF or EC Tests may be used
- 45cm Division: EC ICE Intro level or USDF Introductory Tests
- 60cm Division: EC Intro ICE level Dressage or USDF Introductory Tests
- 69cm Division: EC EV85 Dressage, or USDF Training Level Tests
- 77cm Division: EC EV85 Dressage Test, or USDF Training Level Tests
- 85cm Division: EC EV85 Dressage Test, or USDF Training Level Tests
- 90cm Division: EV90 Dressage Test, or USDF Training Level Tests
- 100cm Division EV100 Dressage test, or USDF First Level Tests

5.7.1. Dressage Phase (cont.)

a. 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 (three errors off course is grounds for 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.

b. 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.
- three errors of course

5.7.2. 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. If Jumping phase is held on grass it must be noted in the prizelist

	45	60	69	77	85	90	100
Maximum Height (cm)	45	60	69	77	85	90	100
Distance (m)	250 - 300	275 - 325	275 - 325	275 - 325	350 - 450	350 - 450	350 - 450
Speed (mpm)	225	225	225	300	300	325	350
Number of Jumps	7 - 9	8 - 10	8 - 10	8 - 10	9 - 12	9 - 12	9-12
Maximum Width (m)	Cross Poles only	No Oxers	No Oxers	80	1.0	1.10	1:20

5.7.2. Show Jumping Phase (cont.)

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.
- Generous track measurements should be taken.
- All Fences should be straight forward. No false groundlines may be used.
- Liverpools are not permitted in any division

45cm /Cross Pole Division:

- No fill. Course to consist of cross poles only. Simple track with one or two changes of direction.

60cm Division:

- Simple track, no oxers, no combinations, two changes of direction. Minimal fill or decoration

69cm Division:

- No combinations

77cm Division:

- No combinations

85cm Divisions and up:

- Related distances may be used; distances of less than five strides should be used.
- Minimum combinations of two strides may be used (10 meters)

5.7.3. Show Jumping Phase

a. 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

5.7.3. Show Jumping Phase (cont.)

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.
- 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

5.7.3. Show Jumping Phase (cont.)

- 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.

5.7.4. Eventing Derby Phase

The Derby course may include a mix of Show Jumping or Cross-Country type fences, or all cross-country fences. A minimum of 4 Cross Country fences must be used. All Fences must have true visible groundlines Courses are to be built to encourage clear rounds.

a. Course

- Cross Pole Division: Show jumps are to consist of cross poles with no fill only. Simple track with one or two changes of direction.
- 60cm Division: Minimal fill or decoration. Simple Track with 2-3 changes of direction Jumps and X Country type obstacles must be straightforward in design. No oxers on show jumps.
- 85cm Division: Course may include combinations of two strides (10 meters). Water and ditches are considered as jumping efforts
- 90cm Division: Course may include combination of two strides (10 meters). Water and ditches are considered as jumping efforts

b. 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 is on course.



5.7.3. Eventing Derby Phase (cont.)

Cross Pole							
Max Height (cm)	45	60	Fixed - 69 Brush - 78	Fixed – 77 Brush – 85	Fixed – 85 Brush - 94	Fixed - 90 Brush – 1.00	Fixed -1.00 Brush- 1.20
Distance (meters)	500 - 1200	600 - 1500	600 - 1500	650 - 1900	800 – 1900	800 - 1900	800-2000
Speed (mpm)	220	300	325	325	350	375	375
Number of Jumps	10 – 12	10 – 15	10 – 15	10 – 18	10 - 18	10 - 18	10 - 18
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	Flagged on exit only. No jump into or out of	Flagged on exit only. No jump into or out of				
Ditches (if available)	No Ditches	No Ditches	Not recommended	Shallow Ditch only with a well-defined take-Off must also have a straight forward wide bypass option	Shallow Well-defined Max 122 cm	Shallow Well-defined Max 140 cm	
Banks	No Banks	No Banks	No Banks	Not recommended	Bank up to 85cm	Bank up to 90cm	

c. Timing

See Show Jumping Phase Page 126

- If a rider's progress is hampered to the point where it may hold up another rider, they must hold back and allow the horse to pass and proceed when it's safe.
- Competitors that are held up by an official/jump judge will have their time stopped until such time they may proceed.

d. Scoring:

Penalties are totaled together from all phases, with the lowest total winning.

Penalties are incurred for disobediences at obstacles (20 penalties for a first refusal/run-out), going over the optimum time (0.4 points per second), and other infractions like missing a flag (15 penalties) or breaking a frangible device (11 penalties).

5.7.3. Eventing Derby Phase (cont.)

Derby/Cross-Country Scoring and Penalties Scoring Overview

- The final score is a sum of penalties from all phases: dressage, derby/cross-country, and show jumping.
- The rider with the lowest total score wins.
- Derby/Cross Country scores are calculated by adding the penalties incurred at obstacles and for time.

e. Penalties

Fault	Penalty
First refusal, run out or circle	20 penalties
Second refusal, run out or circle at the same obstacle	40 penalties
Third refusal, run out or circle at the same obstacle	Elimination
Third penalized Disobedience on the entire course	Elimination
Activating a frangible obstacle in the jumping effort where the dimension of the obstacle is changed, this includes any show jumps that might be included on course.	
Reattempting an activated frangible Obstacle not restored to its original condition	11 penalties
Missed Marker	Elimination
Fall of horse or rider	15 penalties
Willful Delay between the last fence and the finish line	Elimination
Exceeding Optimum Time	19 penalties
Exceeding Time Limit	0.4 penalty points per second
Speed faults	Elimination
Error of course not rectified	0.4 penalty points per second under Speed Fault Time
Omission of obstacle or compulsory passage	Elimination
Jumping an obstacle in the wrong direction	Elimination
Retaking an Obstacle already jumped unless necessary to complete negotiating the obstacle	Elimination
Willful obstruction of an overtaking Athlete, or failure to follow the instructions of the appointed personnel while being overtaken	Elimination
Causing danger to another Athlete while overtaking that Athlete	Elimination
Failure to stop when signaled	Elimination
	Elimination



Section 6:

General Timed Events and Games

6.1 General Timed Events and Games

6.1.1. Attire

- 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.
- 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.
- At the Judges' discretion, a contestant may be eliminated for excessive use of a bat, crop, whip or rope, or for excessive abusive behavior.

6.1.4. General Rules (cont.)

- 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

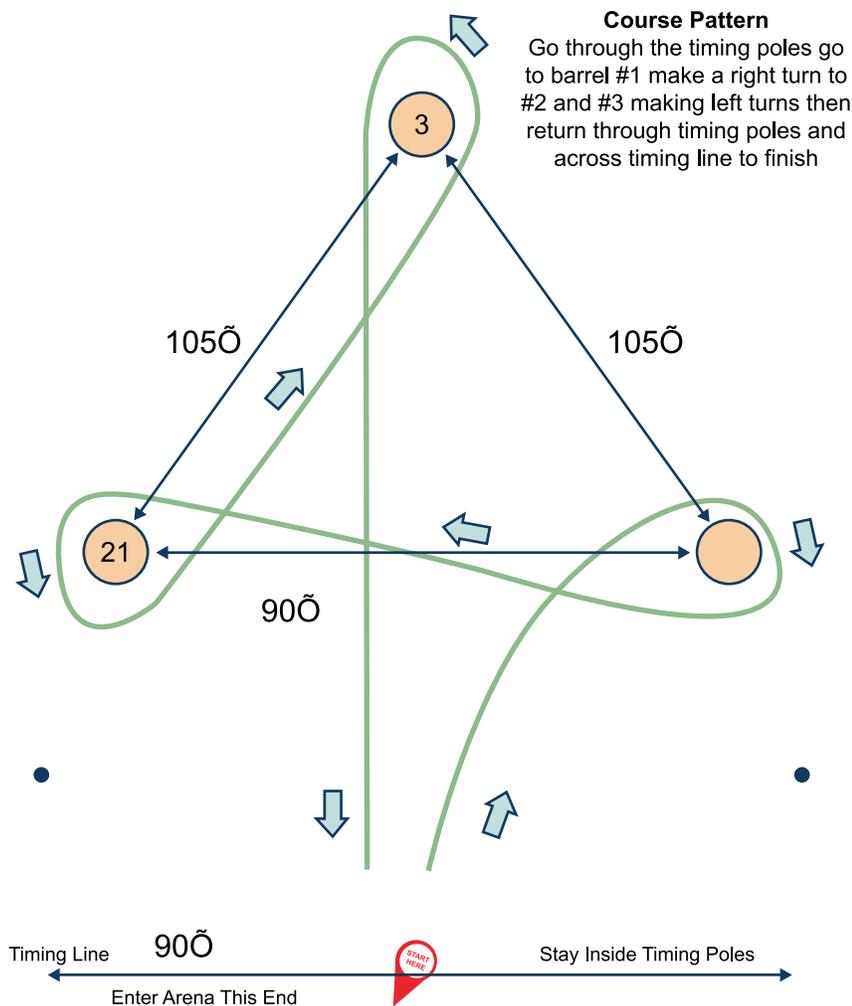
The Barrel Race is a timed event; the course consists of three barrels set in a triangular course. Horses shall race in a cloverleaf pattern around the barrels, individually timed and the fastest time wins.

- 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
- 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.

6.1.6. Barrel Race (cont.)

- 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.

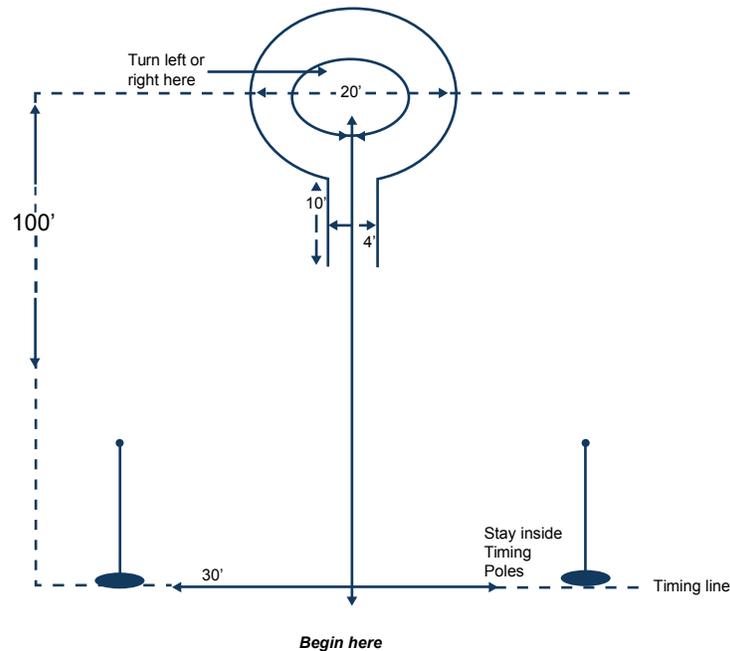
- The starting line must be 50' – 100' from the entrance to the key. The entrance is 4' wide and 10' long, and the keyhole itself is 20' in diameter.
- The exhibitor must wait for the start signal.

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

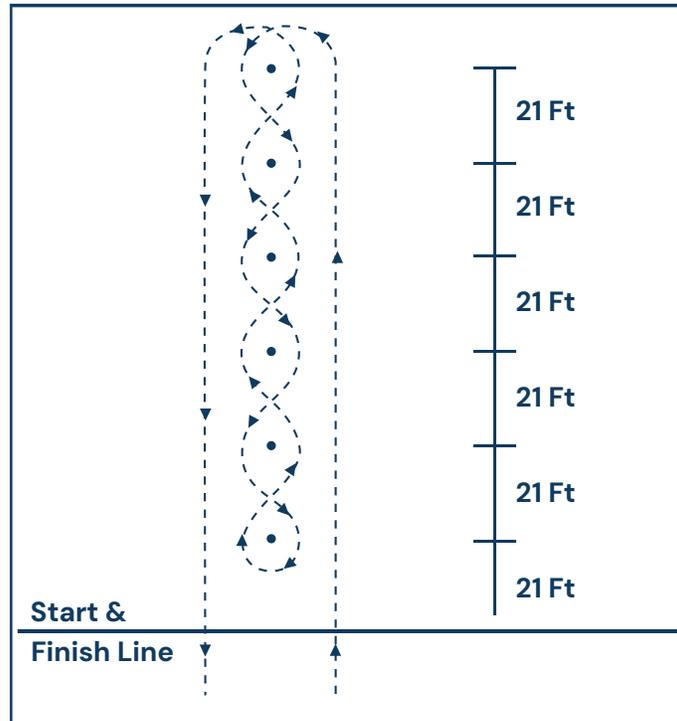


6.1.9. Pole Bending

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

Mountain Trail Purpose

Mountain Trail Competitions are designed to replicate the rugged outdoors with the purpose to showcase talented mountain trail horses, riders/handlers and trainers within a competitive environment. The Mountain Trail course consists of several obstacles that would be found on a regular trail ride, with some obstacles that are a step above regular trail riding. These obstacles are designed to push the limits of not only the horse, but the rider/handler as well. The obstacles are continually testing the boundaries of the unknown and the relationship that drives the horse forward into the unknown territory.

A Mountain Trail Horse is any breed or type of horse from any discipline or background. It is open to all equines. The word "Horse" is used for reference but also includes mules, donkeys, ponies and miniature horses.

7.1 Definition for Equine/Horse

A competition Mountain Trail horse is one that is being judged on its ability to handle natural and simulated terrain which may be encountered in today's world in an environment such as would be found on a trail ride, hunting trip, working ranch, or any other similar use of our horses. One could expect to encounter normal natural terrain such as steep inclines and declines, rocks, logs, trees, water and more. One could also find man-made objects such as bridges, tarps, tents, backpackers, bikers and other such items in our world today. In addition to these, a competition Mountain Trail horse may encounter "live" obstacles such as other horses, mules, donkeys, llamas, cattle, sheep and more.

While being judged, the competition Mountain Trail horse will be presented with specific tasks to be accomplished as part of the judging criteria. These tasks are designed to showcase the horse and rider/handler's ability to perform manoeuvres that may be encountered on a ride in today's world. These can include opening/closing gates, dragging a log or tree branch, carrying a tarp or backpack, putting on and taking off a slicker and many other such tasks.

The competition Mountain Trail horse may also be asked to exhibit certain manoeuvres to show it is willing to accept the rider/handler's guidance. These may include side-pass, haunch turns, forehand turns, gait changes, backing through obstacles and more.

A competition Mountain Trail horse should travel through and between obstacles exhibiting confidence and purpose. The horse should have an inquisitive, intent look that shows awareness of its surroundings and enjoyment of the job it is performing. It should have its head low enough to maintain the ability to see its path but not lose the awareness of the rest of its surroundings. Once over the obstacle, it should raise its head enough to be noting what is around it while not being distracted to the extent that it loses focus on what is under its feet and in its immediate surroundings. It should be able to accept guidance and instruction from its rider/handler, softly and willingly, with no signs of resistance or loss of focus on the task at hand. The rider/handler should be able to guide his/her horse with both hand and leg aids. The horse should be showing instant and willing response to the smallest signal from the rider/handler between and within obstacles and within any changes. The horse should show curiosity and a willingness to be guided, always having confidence in the placement of its feet. It should not only show the ability to take care of itself but should also have an ability and awareness of taking care of its rider/handler. The horse should maintain its headset and body frame in its natural way of movement, according to its breed and conformation, yet will lower its head, as necessary, to look where it is going and to be drawn into and over obstacles in a quiet and safe manner.

7.1. Definition for Equine/Horse (cont.)

Green Horse

Any horse, any age. Never to have been shown in Mountain Trail and/or Arena Trail classes at a sanctioned show. May not cross enter in Amateur and/or Open Classes. (Contact the Show Producer for eligibility, if required.)

In-Hand

There is no age limitation for the horse. May be shown in a halter or bridle.

Novice Horse

May be ridden by **ANY rider**. Never to have won more than three firsts in the Mountain Trail Novice Horse Division.

Open Horse

Open to all horses. (No cross entry with Green Horse or Back to Basics classes)

Senior Horse

Is seven years and over as of January 1st of the current year.

Stallions

Are not permitted

7.2 Age & Technical Categories

Youth

The minimum age is 10 years as of January 1st in that calendar year to a maximum age of 18 years as of January 1st that calendar year. Youth can compete in all classes. However, in the Green and Back to Basics classes, should there be four or more youth competitors, they will be awarded separately. Youth will then be awarded points for youth and points for whichever class they were in (i.e., Green or Back to Basics).

Senior/Adult

Is 19 years and older.

Amateur Rider

Is an individual who engages in sport for pleasure only and does not receive payment for training, coaching, lessons, etc., in the horse industry.

Green Rider

Any age (10 and over). 1st year of showing in Mountain Trail. Never to have shown in Mountain Trail and/or Arena Trail classes at a sanctioned show. May not cross enter with Amateur and/or Open classes.

7.2. Age & Technical Categories (cont.)

Novice Rider

Never to have won more than three firsts in the Mountain Trail Novice Rider Division. This does not apply to placings in the in-hand and/or youth classes.

Open Rider

This is defined as open to all riders.

Hors Concours (H/C)

Hors Concours (H/C) entries may be accepted at the discretion of the Show Producer.

These entries must pay the same entry fees and are subject to the same conditions which apply to regular entries.

H/C are judged and can receive a score but are not eligible for any awards in those classes.

Para Rider/Handler

Competitors with a physical disability may compete at BC Mountain Trail Competitions. Adaptive (compensating) aids can be used by riders/handlers to compensate for the physical or sensory limitation resulting from their impairment, thereby enabling them to ride/handle a horse.

Para Riders/Handlers are responsible for advising the Show Producer(s) of any limitations they may have, any adaptive aids they are required to use, etc. The Show Producer(s) in turn will make every effort to accommodate the Para Rider/Handler and will also advise the Judge(s) of these riders/handlers' accommodations

7.3 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 Participants** - suggested dress is either casual or more formal English attire such as shirt/blouse or a polo shirt with a collar, tie/pin (optional), proper riding vest or jacket (optional); boots (tall or paddock boots with half chaps/gators) with a defined heel are required. Gloves and chaps are optional. Spurs are permitted - see below.
- **Western Participants** – must wear a long-sleeved western style shirt/blouse and long pants without holes or tears. A cowboy hat or helmet and boots with a heel must be worn. Gloves, chaps and chinks are optional. Spurs are permitted - see below.
- Heels are **required** on **all footwear** for safety reasons. For safety, be aware of wearing spurs when showing in-hand.

7.3. Attire (cont.)

- English or Western attire is permitted but should be consistent with the style of tack presented.
- Spurs are acceptable; however, any aggressive use of spurs will result in the loss of a point(s) or, at the Judge's discretion, disqualification
- Raincoats are permitted

Attire - Not Permitted

- Ball Caps
- Hoodies
- Tank tops

7.4 Equipment

- The judge may disallow any tack due to safety concerns.
- English, Western, Endurance, Australian, or breed-specific saddles are permitted (**no bareback pads**).
- English, Western, or breed-specific bridles, bosal, hackamore(all), bit-less bridles or halters(all) are acceptable (must be considered safe and acceptable by the Judge(s) and Show Producer(s)).
- Romel reins may be used with a shank bit (ONLY).
- Crops, whips, or lead shanks with chains(in-hand) are permitted. Use of these items may result in loss of points per obstacles as determined by the judge. **NOTE: Chains must be unsnapped when ground tying.**
- Any tack or attire (item) the Head Judge determines to be a risk/ safety/unacceptable factor will be removed or replaced in order to participate.
- Optional - splint boots, bandages, leg protection, etc.
- **Two hands** are allowed with any snaffle bit or snaffle shank bit(in green classes only).
- **One handed** riding is required by a participant with any shank bit with a solid mouth piece (and choice of rein, i.e., Romel). **If a participant needs two hands to support the horse, he/she will be deducted a minimum of one (1) point, but the use of the two hands could result in a better overall score depending on the training level of the horse.**
- A halter and lead or a get down rope are allowed and preferred while you dismount or mount.
- **Bits:** Excessive use of bits will be penalized at the discretion of the judge.

Equipment cont

NOT PERMITTED/ALLOWED:

- tie downs
- martingales



7.5 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.

7.6 Obstacles

The varying terrain of the mountains allows the Mountain Trail Course Designers to come up with new, different and creative obstacles every day at a competition. (See Annex 1 for more detailed information on obstacles for competition.)

The horse/rider team will be asked to perform multiple tasks that range from traditional trail obstacles to manoeuvring/negotiating over hills, ditches, ponds, rocks and half logs. In addition, a horse/rider team may be asked to back out of obstacles, side pass over obstacles, complete pivots and move at various gaits. A rider may be asked to dismount, mount, drag or move obstacles, send the horse through obstacles while dismounted, etc.

7.7 Definitions

Obstacles / Maneuvers

- **Leading/In-hand:** Leading/In-hand can be done with either a bridle or a halter and lead. The horse should lead willingly, not crowding or lagging which will result in a lower score.
- **Mounting/Dismounting:** The rider may be asked to mount or dismount from either side. The rider should, while mounting and/or dismounting, maintain control at all times. The horse should stand quietly and securely. A mounting block will be provided.
- **Hoof Check:** The horse should pick up a leg willingly and not move around.
- **Gate:** The rider/handler may be asked to open a gate(s) from any direction, pulling or pushing. The rider/handler should have control of the gate at all times. The horse should follow direction from the rider/handler to stay close to the gate and minimize movement.
- **Stop and Pause:** The rider/handler may be asked to stop and pause at any time in the pattern. The horse should stop quietly and stand without any anxious movement until the rider/handler is ready to move forward.
- **Uphill/Downhill:** The rider/handler should maintain center of balance at all times to help the horse manipulate the obstacle.
- **Water Crossing/Ponds:** The horse should enter water obstacles cautiously, continuing in a forward motion.

7.7. Definitions (cont.)

- **Dragging/Pulling:** The rider/handler may hold the rope or dally but must never allow the rope to entangle the horse and/or rider/handler. The horse should stand quietly and not react to the rope or the object being pulled and/or dragged.
- **Bridges:** The horse should approach the obstacle squarely and move over the bridge in a forward motion with cadence. Entering, crossing and exiting the bridge shall be on a straight path.
- **Step Over:** The horse should move over without hitting the obstacle. Smaller horses or ponies will not be penalized for hopping taller step overs.
- **Backing:** Backing shall be completed in a straight motion without weaving side to side. Backward motion shall continue at a consistent pace. The horse **will be penalized** for hitting the obstacle while backing.
- **Side Passing:** The rider/handler may be asked to side pass the horse. The horse shall side pass keeping its body perpendicular to the obstacle without moving forward and/or back. The horse **will be penalized** for hitting the obstacle while side passing.
- **Ground Tie:** To dismount and tie the horse to the ground. Can use a get-down rope, drop a rein (*buckled reins must be untied*) or a halter and lead. **NOTE: If using a lead shank with a chain, the chain must be unsnapped while ground tying.**
- **Forward Motion:** Throughout each pattern, a horse and rider/handler should continue in a forward motion unless the pattern asks for a stop and pause. The horse's pace should stay consistent and not change unless the rider/handler asks for a different gait or movement.
- **Balance:** To smoothly negotiate an obstacle, horse and rider/handler must be balanced, both individually and as a team. The rider/handler shall maintain proper horsemanship at all times.
- **Horsemanship:** The rider/handler's ability to perform and execute the presented challenges of the course with their horse. The rider/handler shall present poise and confidence while maintaining balance and fundamental body position, helping the horse to be properly aligned. Horse and rider/handler should perform each obstacle with subtle cues. The rider/handler shall refrain from instilling fear, jerking on the bit and excessive use of the crop or spurs. **If such acts are performed, a rider/handler may be asked to exit the course which will result in elimination from that class.**
- **Control:** The rider/handler must maintain control of the horse at all times, whether mounted or leading.
- **Rider Awareness:** A rider/handler should be paying attention to the direction of the pattern, setting up the horse to approach each obstacle correctly and squarely. The rider/handler should evaluate each obstacle and proceed carefully with awareness.
- **Overall Awareness:** The horse should respond to the rider/handler without any hesitation or resistance. The horse should have an alert, obedient and willing disposition. Gaits should be consistent and comfortable.
- **Pattern:** It is important that a horse and rider/handler stay on course. Going off course/pattern **will result in a score of zero for that obstacle.**



7.8 Category and Class Divisions

- If a competitor starts the year in a class, they may finish the year in that class even if they meet that classes criteria during the year. This does not apply to placings in the in-hand and/or youth classes.
- If competitor enters a class, they were not eligible for, they may keep the prize money but will lose the points and can no longer show in that class
- After two (2) seasons away from competing in Mountain Trail, a horse can re-enter the competitions where the horse left off. (**Note:** *after two 1st place awards in that division the horse/rider combination must move up to the next level the following year.*)

7.9 Competition Management

- The organizer(s) of Mountain Trail Competitions are referred to as the “Show Producer(s)”.
- Should a Show Producer also be a Judge, it is strongly recommended that they do not judge at their own show.

7.10 Judging

- Judges should be on the grounds **45 minutes** before the start of a competition. This will allow enough time for a meeting with the Show Producers.
- The judges are expected to have knowledge of all breeds and are instructed to judge each horse accordingly. Each judge is required to be consistent in their scoring for all horses, without playing favouritism to any specific breed.
- The classes will be judged on the horse’s ability to manoeuvre/negotiate over various obstacles, with attention to manners, response to the rider and the quality of movement. In addition, the rider/handler will be judged on HORSEMANSHIP while performing each obstacle.
- A horse will receive credit for showing attentiveness to the negotiating of the obstacle and/or path, or if the path is not specified, the horse’s ability to negotiate and pick their own path through the course. A horse will be rewarded with higher manoeuvre scores for performing gaits correctly with an alert attitude. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, NATURAL position. (Example: Stock breeds tend to carry the head and neck in a relaxed, natural position with the poll level even with, or slightly above the withers; Gaited breeds tend to carry head and neck high above the poll and withers.) The horse should approach each obstacle in a consistent forward motion. The horse should ACKNOWLEDGE each obstacle while keeping a forward motion and remain calm and confident with a willing attitude.

7.10.1. Judging Attire

The judge is to dress professionally

7.10.2. Judging – Obstacles

The Rider will be judged on their horse's approach to an obstacle, how accurately and willingly their horse manoeuvres through the obstacle and then how the horse departs from each obstacle.

Each rider/handler shall help the horse align their body as they approach each obstacle. **A rider/handler's horsemanship will be judged throughout the entire course.**

Mountain Trail is scored on a 0-to-10-point scoring system, with the use of half points when necessary. A score that has a .5 such as 5.5 means that the horse/rider combination is closer to a 6.0 than a 5.0, that they are working the obstacle more towards a score of 6.0.

The system is designed to be positive, encouraging and straight forward to the exhibitors.

7.11 Scoring Scale and Definitions

- **"0"** - a zero will only be applied when an obstacle is not attempted, refusals (see refusals), or off course (see off course) resulting with a zero for only that obstacle.
- **"1 – 4"** – Major faults
- **"5 – 7"** – Average quality
- **"8 – 9"** – High quality
- **"10"** – Perfect. A perfect score on an obstacle is a 10 (no measurable mistakes). To earn a perfect score, the horse shall approach the obstacle squarely and in a straight manner. They should enter the path with confidence and attention. As they continue through the obstacle, they should move with caution and cadence with little to no guidance from the rider. They should exhibit forward motion while acknowledging and adjusting to each section of the obstacle. They must demonstrate a willing attitude, while carefully completing the obstacle with no measurable mistakes.

a. Scoring deductions

- **Minor deductions** 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, step(s) taken while ground tying; approaching an obstacle off centered; loss of forward motion, dragging your line in an in-hand class.
- **Average deductions** may result from, but are not limited to: dropping or letting go of the gate or object; hitting or stepping on a log; rushing; horse taking more than 3 steps at ground tie; tight reins; the use of 2 hands on a shank bit; disobedience; loss of focus; one-two step(s) off, or out of an obstacle.
- **Major deductions** may result from but are not limited to: refusal(s), balk, crow hop, popping up or evading an obstacle, using hand to instill fear; misuse of tack (i.e., use of Romel to instill fear), missed pattern.
- **Blatant** disobedience (including kicking out, bucking, rearing, and striking) results in elimination.

Note: These are only examples of point deductions. The judge is instructed to judge each obstacle at their own discretion. It is understood that not all horses are created equal and each score shall reflect this. Example: A miniature horse is not expected to step over a large log without hitting it or possibly jumping the log, just as, a draft horse may hit a component of the obstacles because it is too large to avoid it. Deductions in points shall not be reflected in these situations.



7.11. Scoring Scale and Definitions (cont.)

Should a horse, while being disobedient damage an obstacle to the extent that it is no longer safe to be used for the remaining competitors, the obstacle will be removed from the course and all competitors in the class, even if they have been scored, will all receive a score of “5” for that particular obstacle. The horse and rider/handler that damaged the obstacle will receive a score of “0”.

b. Refusals

A refusal is defined as:

- Any action taken by the horse to avoid performing an obstacle, part of a combination of obstacles or portion of a trail course.
- These actions may include, but are not limited to the following: refusing, evading or completely passing an obstacle with all four feet; complete loss of the required gait (i.e., stopping); and any blatant action by the horse that demonstrates an unwillingness to approach, and/or negotiate an obstacle.
- Movement of the horse in a side to side and/or backwards motion is a refusal.

NOTE: after 3 refusals at an obstacle, or 15 seconds of refusing at an obstacle, the judge will instruct the competitor to move to the next obstacle and the competitor will be given a score of zero for that obstacle.

c. Off Course

A horse and rider/handler team will be considered off course if:

- They miss an obstacle directed by the course map and the judge.
- They negotiate obstacles in the wrong sequence (i.e., obstacles 3 and 4 out of order – rider goes to obstacle 4 first). The Judge would then score both obstacles with an Off Course zero.
- They don't follow the correct line of travel, either in the drawn pattern or at the judges' instruction.

Off Course will result in a score of zero for that obstacle.

NOTE: if you present to an obstacle that you know you are not going to negotiate, this is not “off course”. However, you will still receive a zero score.

A horse will not be considered off course if:

The obstacle is a “3-part obstacle”; i.e.: entrance/middle/finish (example: curtain, walk forward then back up and turn, then leave obstacle after turn). Should the rider/handler and horse have to leave/bypass the entrance but does finish the middle and end of the obstacle the score for this rider/handler and horse should be a score of three (3) or less.

d. Eliminations

Elimination means the exclusion from any further participation in the class in which the elimination occurs.

The elimination of a horse/rider combination shall occur under the following circumstances:

- Use of illegal equipment.
- Unauthorized assistance (i.e., calling out directions, etc.).

7.11. Scoring Scale and Definitions (cont.)

- Dangerous/unruly behaviour of the horse (rearing, striking, kicking, etc.).
- Unsoundness – Ground Jury’s decision is final with no appeal.
- Any abuse of the horse - Judge’s/Show Producer’s decision is final with no appeal.
- Fall of horse (where hip and shoulder touch the ground and or shows immediate unevenness) and must leave the course.
- Fall of the rider. The rider is considered to have fallen when a hip or shoulder, etc. hits the ground either in warm-up or on the course. The rider must leave that area on foot. It is the rider’s responsibility to ensure the onsite medical assessment has been completed before being cleared to re-enter their next class.
- Should a rider simply trip/stumble landing on their knees (for example) and/or regain their balance after a trip/stumble when leading their horse through an in-hand class, they can continue in the class.

NOTE: The Ground Jury consists of the Show Producer(s) and Judge(s).

e. Disqualifications

Disqualification means the action of removing a competitor and/or entry from any further participation for the duration of a competition.

The disqualification of a horse/rider combination shall occur under the following circumstances:

- The judge(s) has the authority to dismiss any entry from the competition if he or she deems that entry is not under sufficient control.

f. Posting and Checking of Scores

Once the scores have been posted, initialed and time of posting noted by the scorer on the sheet, competitors must bring their concerns to the Show Producer by the end of the show, who will then discuss it with the scorer.

7.12 Exhibitor Conduct

The following will be considered unacceptable behaviour (but are not limited to the following):

- a. an individual does not leave the “arena/area” without delay after elimination or at the end of a round;
- b. an individual does not follow the directives of the Show Producer(s).
- c. an individual does not follow the directives of competition officials.
- d. an individual exhibits disrespectful or inappropriate behavior towards event officials or any other party connected with the event
- e. an individual repeats an offense after a verbal warning to stop; or
- f. Officials, Show Producers and/or Ground Jury have the final say regarding the above. Individuals may be asked to leave the premisses/competition and forfeit any entry fees, prizes, etc.



7.13 Permitted Course Obstacles

Classes:	Classes:	Classes:
1. Green In-Hand 2. Green Horse 3. Green Rider 4. Back to Basics 5. Exploring the Novice	6. In-Hand Mares & Geldings 7. Novice Horse 8. Novice Rider	9. Open In-Hand 10. Open 11. Amateur 12. Show Producer's Class
Obstacles: <ul style="list-style-type: none"> • Backing – straight only • Balance Beam – straight only (as per Annex 3) • Carousel Turn • Cowboy Curtain • Can require a jog/trot • Dry Box • Flag or raising other obstacles <u>BUT NOT</u> over head of horse • Ground Tie • Mounting and/or Dismounting • Non-Moving Bridges • Over bases with slight or ¼ turns only • Pick up Feet • Push Gates • Rocks/Sawbucks • Side Pass • Slickers • Step Over • Tunnels – Forward only • Up and Down Hills • Water (ponds, lakes, streams only) 	Obstacles: <ul style="list-style-type: none"> • <u>All green obstacles</u> plus • Balance Beam • Backing – straight, corner, etc. • Ditches • Flag or raising other obstacles over horse • Jog/Trot • Mattress • Over bases with up to a 180 degree turn only • Rolling Bridge • Straight Beams • Suspension Bridge • Tipping Bridge • Tunnel • Water box 	Obstacles: <ul style="list-style-type: none"> • <u>All green and novice obstacles</u> plus • Angle Beams • Back in Ditches • Back through gates and tunnels • Can require a lope/canter • Dragging Obstacles • Increased level of difficulty on all obstacles • Squish Box • Turn on Base (can be a 360-degree turn) • Water Box
Number of Obstacles Recommended on Course: <ul style="list-style-type: none"> • 8-12 • 8-14 (Explorer Horse only) Note: You may be asked to start or end any pattern in hand.	Number of Obstacles Recommended on Course: <ul style="list-style-type: none"> • 10-14 Note: You may be asked to start or end any pattern in hand.	Number of Obstacles Recommended on Course: <ul style="list-style-type: none"> • 10-16 Note: You may be asked to start or end any pattern in hand.

7.14 Non-Permitted Course Obstacles

Classes 1. Green In-Hand 2. Green Horse 3. Green Rider 4. Back to Basics 5. Exploring the Novice	Classes: 6. In-Hand Mares & Geldings 7. Novice Horse 8. Novice Rider	Classes: 9. Open In-Hand 10. Open 11. Amateur 12. Show Producer's Class
Obstacles: <ul style="list-style-type: none"> • Backing through gates in-hand • Complete turnaround(s) • Water boxes 	Obstacles: <ul style="list-style-type: none"> • Backing on suspension bridges or moving bridges • Backing on a balance beam less than (as per Annex 3) • Backing through gates in-hand • Squish boxes • No 360 turns in water boxes under 4 feet X 6 feet • No more than two sequential water boxes 	Obstacles: <ul style="list-style-type: none"> • Backing on suspension bridges or moving bridges • Backing on a balance beam less than (as per Annex 4, Bridge and Plank specifications) • Backing through gates in-hand • No 360 turns in water boxes under 4 feet X 6 feet • No more than two sequential water boxes

7.15 Recommendations for Course Obstacles/Design

Courses are divided into judging sections of which there are two or more judges, one for each section. When designing a course, the following should be taken into consideration in order to keep the course and the show running smoothly.

Backing up should be limited to no more than one obstacle on the course for all levels per day.

The more technical obstacle questions (such as; side passing, puzzles, time consuming obstacles, etc.) should be spread evenly throughout the course (don't load one side of the course with all the technical questions as this slows everything down).



7.16 Trail Obstacle Dimensions – Guideline Only

Mountain Trail obstacles are seldom evenly spaced heights or widths. Practicing outside the “norm” will begin to teach your horse ownership responsibility of obstacles and will result in less rider micro-management.

<p>Walk/Trot/Lope-Canter Overs</p> <p>Single Poles</p> <p>Multiple Poles</p>	<p>Maximum height 16”</p> <p>Maximum height 10”</p> <p>Set 20 to 24 inches apart for walk-over</p> <p>3 to 3 ½ feet apart for jog/trot</p> <p>6 to 7 feet apart for lope/canter</p> <p>Spoke style should be set 24 inches apart halfway out from the center</p>
<p>Back-Throughs</p> <p>On ground</p> <p>Elevated</p> <p>Barrels</p> <p>Raised back through off the ground</p>	<p>Minimum of 28” wide</p> <p>Minimum of 30” wide</p> <p>Minimum of 32” wide</p> <p>Minimum of 48” wide</p>
<p>Sidepass</p> <p>Single pole up to 24”</p>	<p>Space between poles, minimum 24”</p>
<p>Serpentines</p> <p>(Jog arounds)</p>	<p>Pylons 6 to 9 feet apart (base to base) minimum</p> <p>Guardrails 3 feet to either side of pylons</p> <p>Pylons 3 feet apart (base to base) minimum</p> <p>Guardrails 6 to 8 feet to either side of pylons</p> <p>If tall standards are used, dimensions can be looser</p>
<p>Gate</p>	<p>Latch set at between 54 to 60 inches from ground</p> <p>Minimum of 48” wide</p> <p>Rope Gate – optional</p>
<p>Bridge or Plank</p> <p>Balance beams</p>	<p>Minimum of 36 inches wide for elevated bridge</p> <p>Minimum of 12 inch for plank placed flat on the ground</p> <p>Minimum of 18 inches wide</p>
<p>Ground Tie or Hobble</p>	<p>Inside a minimum of 6-foot circle</p>
<p>Mailbox</p>	<p>Minimum of 48 inches from ground to bottom of the mailbox</p>

7.16. Trail Obstacle Dimensions – Guideline Only (cont.)

Back through Ditches	4 to 6 inches by 3 foot wide with sloped sides
Green Horse	12 to 18 inches by 3 foot wide with square sides
Novice Horse	18 inches to 4 feet deep by 24 inches to 3 feet wide
Open Novice/Open Horse	with square sides
Walk through Ditches (straight and L shaped)	4 to 6 inches deep by 3 feet wide with sloped sides
Green Horse	8 inches to 5 feet deep by 3 to 4 feet wide with square
Novice/Open Novice/Open Horse	sides



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 prevent an accident or respond to an emergency 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 0. In 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

8.1.6. Elimination (cont.)

- If the Judge feels that for any reason the horse or the vaulter is unfit to continue the test
- 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 two tests scheduled per day.

8.1.7. Entries (cont.)

- 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 or attached to a lunge cavesson.
- 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.

8.1.8. Equipment (cont.)

- 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
- 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 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.

8.1.10. Officials (cont.)

- 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.
- 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	0.5

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	Basic Seat	Basic Seat	Flag
Half Flag	Flag	Flag	Mill
Kneel	Stand	Mill	FW Scissors
FW Swing	FW Swing	FW Scissors	BW Scissors
Half Mill Leg Pass Dismount to the Inside	Half Mill	BW Scissors	Stand
	BW Swing Leg Pass Dismount to Inside	Stand	Flank to inside seat With leg pass to seat astride
		Flank 1st Part Push off to the inside	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,
- Time limit of 1.0 minutes will be given

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 general rules apply to Ranch Riding Horse, Ranch Trail, Trail, Western Performance, Western Equitation, Western Pleasure. Specific rules are found in each performance division section

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 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 forward 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.
- 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 when using a shanked bit
- No metal, studs of any kind, or other harsh substances may be used in conjunction with or part of a bosal.

9.1.3. Equipment (cont.)

- 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 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:

- 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..

9.1.5. 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



9.1.3. *Prohibited Equipment (cont.)*

- Bosal without reins attached and used as a noseband
- Noseband
- Mechanical Hackmore
- 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 Equitation, Speed Events

9.1.6. 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.

a. Appointments

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

b. 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. Ranch (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.

c. Equipment (please see Section 9.1 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

d. 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.

e. 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.

f. Penalties

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

9.2. Ranch (cont.)

One (1) point penalties

- Too slow pace/ per gait
- Over bridled/ curled
- Out of frame (not level topline)
- Break of gait at walk or jog for 2 strides or less

Three (3) point penalty deduction for each occurrence:

- 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 when using a shanked bit
- Blatant disobedience (kick, bite, buck, rear) for each occurrence.

Off Pattern

- 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)

Disqualification

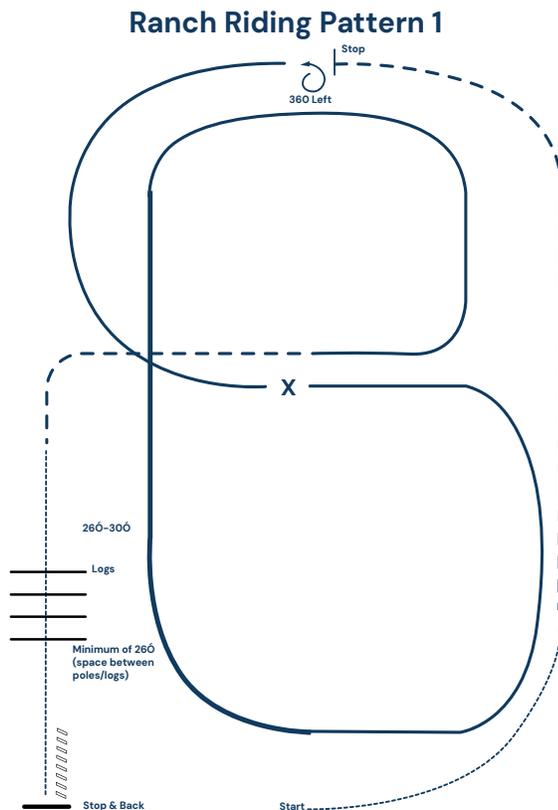
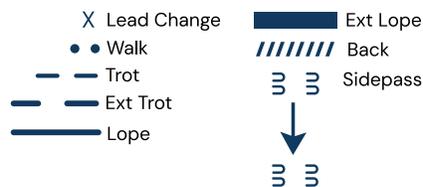
- Schooling of the horse repeatedly in any maneuver or obstacle
- Willful abuse
- Illegal equipment
- Unsoundness
- Improper attire
- Fall of horse or rider
- Leaving arena before completing pattern

9.2. Ranch (cont.)

g. Patterns

- May be modified with final approval of the Judge required prior to the competition
- Where possible test patterns to be used should be published in the prize list and determined prior to the closing date of entries.
- Different test patterns may be used on each day of a multi-day competition, with the average score of 2 (or more) test patterns performed combined and the average score to determine championship.

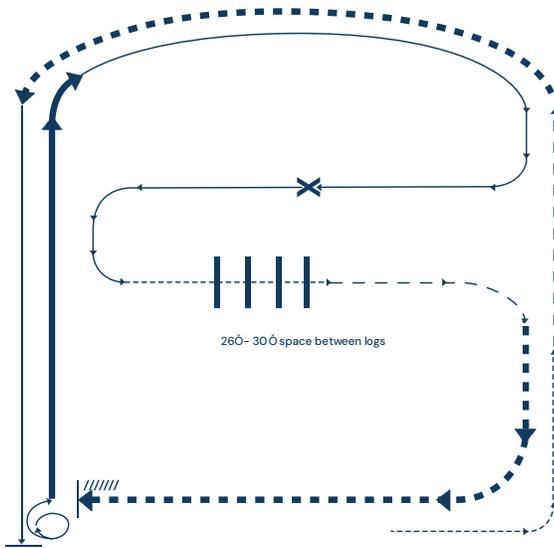
h. Pattern symbols



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



Ranch Riding Pattern 2

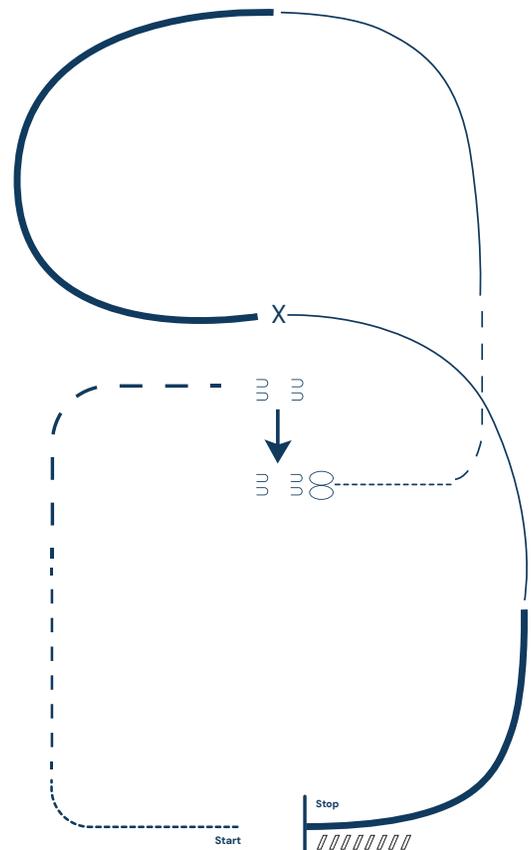


9.2. Ranch (cont.)

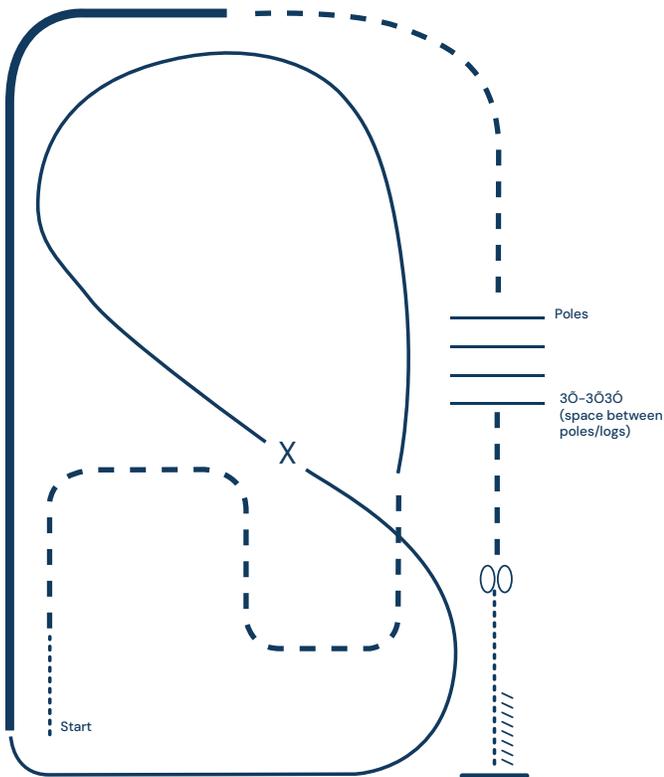
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Ranch Riding Pattern 3

1. Walk to the left around 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



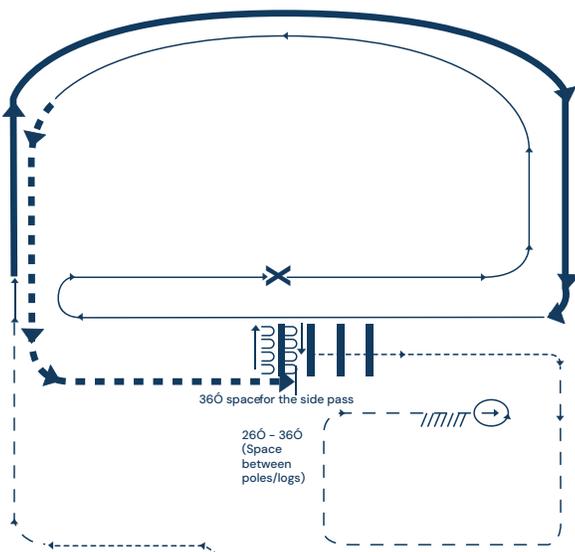
Western Riding Pattern #4



9.2. Ranch (cont.)

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

Ranch Riding Pattern 5



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

9.2.1. 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.

a. 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.
- 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.

b. 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.

9.2.1. Ranch Trail Horse (cont.)

c. 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/>
- Judges are expected to continue scoring the pattern after an off pattern occurs

d. Obstacles

The course must include each of the following mandatory obstacles:

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

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

Walk-overs

- 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



9.2.1. Ranch Trail Horse (cont.)

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.

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 dallyed 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.

9.2.1. Ranch Trail Horse (cont.)

- 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 while 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.

e. 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.

f. 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, tie breaking maneuvers will be designated by the judge prior to the start of the class
- 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.



9.2.1. Ranch Trail Horse (cont.)

- 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.
- 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.

Penalties

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

One (1) Point Penalties

- Over-bridled (per maneuver),
- out of frame (per maneuver),
- each hit, bite or stepping on a log, cone, plant or any component of the obstacle,
- incorrect or break of gait at walk or trot for two (2) strides or less
- 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, or missing a pole = 3 points per occurrence . if a second foot or more joins the first foot 3 points becomes a 5.

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.

9.2.1. Ranch Trail Horse (cont.)

- 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:

An off pattern can not place above a horse that remains on pattern, but is still scored

Off pattern Includes obstacles or maneuvers not executed in correct order, 3 refusals on course; repeated blatant disobediences.

Elimination (E)

- Unsound horse,
- Abuse of horse,
- Illegal equipment,
- Misconduct,
- Improper attire,
- Fall of horse or rider,
- Leaving working area before pattern is complete

9.3 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.

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.

9.3.2. Trail Horse (cont.)

b. 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

c. 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

d. 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

9.3.2. Trail Horse (cont.)

e. 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 3 to minus 3
- 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.

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 instill fear or praise

9.3.2. Trail Horse (cont.)

Disqualification (Course may be completed but will not qualify for placing)

- 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.

9.4 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

9.4.1. 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.

9.4.2. 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.

9.4.2. Western Equitation Tests (cont.)

- 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.

9.5 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.

9.5.1. 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.

9.5.2. 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.



9.5.2. Horsemanship Tests (cont.)

- 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

9.5.3. Scoring

Minor Penalty 3 points

- 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 Penalty 5 points

- 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

Severe Penalty 10 points

- Loss of reins
- Use of either hand to install fear or praise
- Holding saddle with either hand
- Blatant disobedience
- Spurring in front of cinch

9.5.3. Scoring (cont.)

Disqualification

- Fall of horse or rider
- Two hands on reins, when showing in a shank bridle
- Finger between romal reins.
- Blatant abuse
- Failure to display number
- Illegal equipment
- Off pattern
- Wrong side or knocking marker
- Failure to perform designated gait or lead
- Under or over turning circle

9.6 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.

9.6.1. 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

9.6.2. 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).



9.6.2. Faults (scored according to severity) (cont.)

- 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.

9.7 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.

9.7.1. 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. 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.

9.7.2. 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.
- 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.

9.7.3. Scoring

3 Point Penalty

- Break of gait at the walk or trot (for up to two strides)
- Over or under turning a pivot up to 1/8 – 1/4 of a turn
- Ticking or hitting a cone
- Accidentally touching the horse
- Sliding pivot foot
- Lifting foot during pivot and replacing in the same spot
- Lifting a foot during set up and replacing it in the same place after presentation
- Resting a foot

5 Point Penalty

- Break of gait over two strides
- Over or under turning a pivot by 1/8 to 1/2 of a turn
- Not performing a specific gait or not stopping within 10' of a designated location
- Repeated failure to maintain correct set up position
- Stepping out of moving the hind end significantly during pivot
- Splitting a cone (cone between horse and exhibitor)

10 Point Penalty

- Exhibitor is not in required position during inspection
- Using hands to place the horse's feet, push the horse, or adjust the body position.
- Standing in front of the horse
- Loss of lead shank, holding chain or 2 hands on the shank
- Blatant disobedience
- Deliberate or repeated obstruction of the judge during the inspection.
- Over or under turning more than 1/2 turn

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
- Illegal equipment
- Off pattern (this is at the discretion of the judge)



10.0 Working Equitation

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