

# Rule Book 2018

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## **EQUINE ASSOCIATION OF YUKON GENERAL RULES**

### **1. ADMINISTRATION**

1. Any organization, club, or group of individuals may apply to the Equine Association of Yukon (EAY) to host an EAY Recognized Event.
2. Shows approved by EAY must be named, called, advertised, listed and otherwise referred to as an EAY Recognized Event.
3. Shows approved by another discipline or breed may apply for EAY Recognized Event sanctioning. Breed, discipline, or association rules will supersede EAY rules at a dual sanctioned show. Clubs may include/apply their own rules in keeping with the integrity and safety of the competition and should be noted in the Prize list.
4. To obtain approval for a show, the Equine Association of Yukon Event Application form and the 'Horse Show Certificate of Insurance' must be filled out correctly and completely and submitted to EAY a minimum of 14 days prior to the proposed show date. Forms are available at [www.equineyukon.weebly.com](http://www.equineyukon.weebly.com) or contact the EAY at equineyukon@Gmail.com and forms will be returned digitally or mailed.
5. The show management must forward for approval a complete copy of the prize list and entry form, EAY Certificate of Insurance completed to EAY by email, mail, or fax before general distribution.
6. The show management must also send a copy of the prize list to the Judge(s) for the show.
7. If prize money is provided in any classes, it must be listed in the prize

list with entry fee and distribution percentages.

8. Show management must make the full payment listed in prize list for any class offering prize money.
9. An EAY Recognized Event shall not start earlier than the time appearing on the advertised schedule
10. Exhibitors, judges, and show management are responsible for knowledge of all rules specific to the divisions of the EAY Recognized Event.

## 2. PERMIT FEES

1. Day rate of \$35.00 per day of competition. Payable 14 days before first day of competition
2. Permit fees are not refundable.

## 3. LIABILITY

1. The EAY Executive, EAY and co-sponsoring organization, if any, will not be responsible for any accident, injury or loss that may occur to, or be caused by, any horse exhibited at the show; or any article of any kind or nature that may be lost or destroyed or in any way damaged.
  2. EAY will not be responsible for any financial arrangements not completed between show management, exhibitors, owners, agents, or the Judges. However, any discrepancies should be reported to the EAY before November 30th of the year the discrepancy occurred for possible disciplinary action.
  3. Each exhibitor or agent of same will be responsible for any injury that may be occasioned to any person or animal or damage to any property while on the grounds, by any horse owned, exhibited or in his custody or control and shall indemnify and hold harmless EAY, its officials and Directors individually and collectively, and any co-sponsoring organization, from and against any and all claims, demands, cause of action costs, charges and expenses of every kind or nature whatsoever arising out of, or which may be caused by, or incurred by, reason of the ownership, exhibition, custody or control of any animal exhibited.
1. Each show must obtain blanket liability insurance to cover suits, claims or judgment for bodily injury or property damage sustained by spectators, participants, or others arising out of the use of the show grounds or operation necessary or incidental to the show.
  2. All federal, territorial and city laws will be adhered to and shall supersede these rules.

## 1. ENTRIES

1. It is required all exhibitors hold current Equine Association of Yukon Membership when participating in EAY approved events. **Exception; Lead Line Class** (6yrs and Under)
2. Presentation of signed entry forms shall be deemed acceptance of these rules.
3. In the event of failure to sign the entry form, the first entry into the ring as an exhibitor shall be deemed acceptance of these rules.

## 2. YOUTH

1. All entry forms for a youth exhibitor must be signed by his or her parent or legal guardian.
2. Youth and or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted on the competition or event grounds and in ALL classes and Performance Divisions.
3. All entry forms must have a release of liability clause and a place where parent or guardian sign.
4. The Youth/junior need not own or lease the horse he or she is

competing with to enter any class.

5. The maximum age limit for a youth is 17 years of age or younger as of January 1<sup>st</sup> of the current year. The maximum age limit for a junior is 13 as of January 1<sup>st</sup> of the current year.
6. A person born on January 1 shall assume the older age as of that date.
7. No stallion regardless of the age of the horse may be shown by a Junior or Youth competitor in any class.
8. A horse may be entered in any or all Youth/junior age divisions, but not more than once in each class.
9. Proof of youth's age may be required at EAY Recognized Events.

### **3. FIRST AID & EMERGENCY ACTION PLAN**

1. It is essential that every horse show have an emergency action plan in place for emergency medical help.
2. A First Aid kit should be readily available at all times for minor incidents.
3. A show must have an appointed person trained and knowledgeable in First Aid/Emergency medical treatment. Such a person may be a first responder, a certified coach, an EMT, a registered nurse or other knowledgeable individual.
4. The event location address and phone number should be posted in a conspicuous place.
5. Emergency phone numbers; veterinarian, farrier, and hospital name and address should be posted at the show office and in other appropriate locations for the benefit of the exhibitors and public.
6. Accident report forms must be filled out and returned to EAY within 48 hours of where an accident occurs. Form posted at [www.equineyukon.weebly.com](http://www.equineyukon.weebly.com).

### **4. OFFICIALS**

1. Equine Association of Yukon Recognized Events may use licensed provincial officials, or uncertified knowledgeable officials with a Guest Card. A Guest Card Application must be completed and submitted with Event application for uncertified Officials. There is no fee for Guest Cards. All Officials must be listed by Name on EAY Recognized Event Application Forms and be current members of a provincial equine sport governing body.
2. In case of a valid emergency, a Guest Judge may be used and EAY should be notified as soon as possible.
3. It is strongly recommended that for the protection of both the Judge and the show management, a written contract be completed between both parties. A sample contract is available at [www.equineyukon.weebly.com](http://www.equineyukon.weebly.com)
4. A Judge's decision will be considered as final in all classes.
5. A Judge should be on grounds at least 30 minutes before the judging is to begin.

### **1. STEWARDS**

#### **8.1 GOALS OF STEWARDING**

##### **8.1.1 Stewards HELP by:**

- 8.1.1.1** protecting the interests of competitors, officials and competition management;
- 8.1.1.2** checking the Prize List and entry form to ensure they conform to EAY rules;
- 8.1.1.3** submitting suggestions to the organizing committee following the competition;
- 8.1.1.4** supervising and recording "time out" as required; and
- 8.1.1.5** supervising the schooling and warm up areas and reporting any infractions to the organizing committee.

- 8.1.2** Stewards PREVENT problems by:
  - 8.1.2.1** making competitors aware of EAY rules and interpreting them as necessary;
  - 8.1.2.2** checking that all schooling areas are safe for both horses and riders.
- 8.1.3** Stewards INTERVENE by;
  - 8.1.3.1** arranging a meeting with a judge or other official at the request of a competitor, if the official agrees, and attending said meeting;
  - 8.1.3.2** reporting any offence or rule infraction to the organizing committee and recording the infraction on the Steward Report Form; and
  - 8.1.3.3** acting on all reports of equine abuse as per EAY rules.
- 8.2** When a competition operates with two or more rings and classes are held simultaneously, the competition must have sufficient stewards in attendance to adequately monitor all schooling rings. Schooling/warm up areas which cannot be closely monitored simultaneously MUST have a steward for each area. The additional Steward(s) may be an uncertified Steward with a Guest Card.
- 8.3** Stewards must be on the grounds a minimum of thirty minutes before the start of the first class.

## **1. GUEST CARDS**

- 1. There is no fee for Guest Cards. Guest Card applications must accompany the EAY Event Applications for uncertified Officials.
- 2. EAY will approve a maximum of three Guest Cards to an uncertified Official.
- 3. Uncertified Officials may be used with the following conditions; Individuals must have extensive experience and knowledge of the discipline being judged and of the EAY Rule Book. Uncertified Officials may be required to provide the EAY office with a minimum of two references and a brief summary of related experience.

## **2. OFFICIALS PROTOCOL / CONFLICT OF INTEREST GUIDELINES**

- 1. A Judge shall not discuss with any exhibitor the purchase, sale or lease of a horse during a show at which that Judge is officiating. A Judge shall not be an exhibitor, rider, driver, trainer, handler, steward, manager, or conditioner of any horse at any show or event at which he or she is judging.
- 2. Judges are prohibited from using tobacco and/or alcohol products, cellular phones, pagers or electronic communication devices in the arena or Judges Booth while judging at a recognized event.
- 3. The Judge must comply with class specifications and rules governing individual classes. Class specifications should be noted and included on all class judges cards.
- 4. No Judge nor any members of his or her immediate family shall exhibit, act as handlers, agents in any capacity, during any Recognized events at which the Judge is officiating. No horse may be shown under a Judge that has acted in the capacity as an owner, coach, trainer, agent, or conditioner of the horse, within 30 days prior to the event.

## **3. DISQUALIFICATIONS**

- 1. After an entry enters the arena, if either the horse or the exhibitor becomes ill or is injured and cannot continue, the entry shall be disqualified for that class.
- 2. Lack of required appointments for a class will result in disqualification in any class specifying required appointments.
- 3. The Judge shall have the authority to dismiss any entry from competition if he or she deems that entry is not under sufficient control.
- 4. Any artificial appliance shall be prohibited in any class.

## **4. UNSPORTSMANLIKE CONDUCT**

- 1. Any unsportsmanlike conduct by an owner, exhibitor, agent, or

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

2. At any time, the Judge, and/or show management, may issue a first warning to any exhibitor, owner, or agent for any unsportsmanlike conduct. Upon failure to comply with this warning, the exhibitor, owner, agent, or spectator shall be disqualified from any further competition in the show.
3. No points or awards may be given to any person or person's horses if that person is disqualified from a show for any unsportsmanlike conduct.
4. Any disqualification from a class for unsportsmanlike conduct by any person may be reviewed by the disciplinary committee of EAY and or applicable breed or discipline association.

## **5. CRUELTY**

1. Every horse at an EAY approved event shall, at all times, be treated humanely and with dignity, respect, and compassion. The welfare of the horse is paramount. Any inhumane treatment or the abuse of a horse by any person at an approved EAY show is forbidden.
2. The Judge, and/or the show management, have the authority to disqualify from the class, and or from the event, any exhibitor, owner, or agent, for cruelty to or the abuse of a horse.
3. Abuse is defined as an action, or failure to act, which a reasonable prudent person, informed and experienced in the practice of accepted training techniques, veterinary standards and exhibition procedures, would determine to be cruel, abusive, inhumane, or detrimental to the horses' health.
4. It is recommended that show management publish a statement in the show program regarding the commitment to humane treatment of horses with the penalties to be imposed for confirmed abuse of horses at a recognized event.

## **6. LAMENESS**

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

## **7. PROTESTS/APPEALS**

1. A protest at an approved show may be made by an exhibitor, owner, trainer, spectator, parent of a Youth exhibitor at that show for any violation of EAY Recognized Event rules.
2. The person lodging the protest shall do so in writing within 12 hours of the time of the cause of the protest, and submit the protest to the Show Secretary.
3. No protest will be recognized unless it is accompanied by a deposit of \$50.00 in cash, which shall be forfeited if the protest is not sustained.
4. Neither EAY nor any organization committee of the show will recognize any protest that is not in writing, not signed, or not accompanied by the protest fee.
5. Any protest shall be adjudicated by a Protest Committee, consisting of one show official not involved in the dispute and a committee representative also not involved in the dispute.
6. An official or Judge of the event, or a Director of EAY, may make a charge at a Recognized event to either the show committee or the Board of Directors of EAY for any violation of EAY Recognized event rules.
7. A Judge's decision representing his or her individual preference is not protest-able unless it is in clear violation of recognized Event rules. A Judge's decision will be considered final.

## **8. PROCEDURE**

1. The Protest Committee receiving a protest or a charge shall promptly hold a hearing and obtain from any witnesses, entry blanks, and other sources, all necessary information and evidence.
2. All persons directly involved and concerned shall be immediately notified and given opportunity to appear at said hearing.
3. The Committee shall then adjudicate the issue impartially, make effective its decision upon the parties of interest and report its decision to the parties of interest. A report of the decision shall also be given to the President of EAY.
4. A Protest Committee may disqualify a person and/or his or her entries at a show.

## **9. APPEALS**

1. An appeal of a Protest Committee's decision may be made to the EAY President or Vice President.
2. Such appeal must be made in writing within 20 days of the date of the Protest Committee's decision, and must be accompanied by an appeal fee of \$300.00 payable to Equine Association of Yukon.
3. The hearing on the appeal shall be heard within a 30 day period from date of filing.
4. The Appeal Committee of the Board of Directors of EAY shall consist of two members of the EAY Board plus one member from the show committee.
5. Shows sanctioned under NRHA and or WCRA will follow those respective rules and policies regarding protests. NRHA /WCRA will take precedence over the above protest rules.
6. The show committee of a show at which a protest is lodged and upheld, must hold all awards, points and prize money for the protested classes in escrow for a placed horse and all following horses, until after a 20 day appeal deadline has passed.
7. If no appeal is filed, then such awards, points and/or prize money will be awarded at the end of the appeal deadline.

## **10. AWARDS / PLACINGS**

1. If High Point Awards are to be presented at the show, the method of tabulating points for such awards is at the discretion of show management and stated in the prize list.
2. The following schedule of ribbons is recommended:
  - 1st – Red
  - 2nd – Blue
  - 3rd – White
  - 4th – Yellow
  - 5th – Green
  - 6th – Pink
  - 7th – Purple
  - 8th – Brown
  - 9th – Grey
  - 10th - Light Blue

## **1. DRESSAGE RULES**

1. The FEI (Federation Equestrian International) rules describe dressage as:  
*"the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with his rider."*

## 2. PURPOSE OF LEVELS/DRESSAGE TESTS

1. At all times the training should be in compliance with the training scale, the basis of which is three pure gaits.
2. **Training Level** – The purpose of training level is to confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit. The balance need only be level. But not on the forehead.
3. **First Level** – The purpose of First Level is to confirm that the horse, in addition to the requirements of Training Level, has developed the ability to lengthen the strides without losing rhythm or tempo. The balance need only be level but not on the forehead.
4. **Second Level** – From this level on, the horse must be reliably on the bit. The purpose of second level is to confirm that the horse, having developed the requirements of First Level, now shows that through additional training it accepts more weight on the hindquarters (collection) and can elevate the forehead sufficiently to execute balanced medium gaits and transitions. Self-carriage is required. Walk turns on haunches, simple changes (through walk), and lateral movements are an integral part of the development within this level.
5. **Third Level** – The purpose of this level is to demonstrate all the requirements of the previous levels plus the ability to execute more difficult trot and canter lateral movements with the addition of correct flying changes (calm, straight, clean, and not in two parts). Transitions must be done without interruptions in rhythm. The horse must, at all times, be reliably on the bit.
6. **Fourth Level** – In addition to the requirements of the previous levels the horse must show increased suppleness, collection and lightness of the forehead while always remaining reliably on the bit; and that its movements are straight, enabling it to develop toward canter pirouettes and straight flying changes on a diagonal line every 4<sup>th</sup> stride. The horse must be reliably on the bit.
7. **Prix Caprilli** - To determine that the correct foundation is being laid for successful training of the riding horse: that the horse moves freely forward in a relaxed manner and with rhythm, both on the flat and over small fences, its spine always parallel to the track of the prescribed movement; that it accepts the bit and obeys simple aids of the rider. JUMPS: In the event of TWO refusals at one of the jumps, the rider should go round the jump and continue with the test. This does not incur elimination.
8. **FEI Levels** - FEI Tests are available for use at no charge at competitions worldwide and can be downloaded at:  
<http://www.horsesport.org/disciplines/officials-organisers/organiser/dressage/dressage-tests/dressage-tests>
9. **HCBC Dressage Tests** - May be used at EAY Recognized Events at no charge. Tests are available for download at the following link;  
[www.equineyukon.weebly.com](http://www.equineyukon.weebly.com) Show Organizers may offer *Test of Choice* Classes with other tests or apply local club rules, however these must be stated in the Prize list.
10. **Combined Training Tests or Test of Choice Test** - Specified may be offered in all events including two phase events.

## 3. ARENA

1. The footing in the arena should be flat and level.
2. Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
3. The arena size may be 20m x 40m or 20m X 60m for Training Level. First Level through Fourth levels must be ridden in 20m x 60m arena. It is recommended the competition arena should be separated from the public by a minimum distance of 10 meters for outdoor rings and 5 meters for indoor

rings. If there is one Judge they should be positioned 5m from 'C' and elevated for a good view of the whole ring.

4. If self-supporting letter markers are used they should be placed outside the ring about 0.50 meters away from the fence and clearly marked.
5. The ring fence may remain open at A during competition. The letter A must be placed at least 5 meters away from the arena and a distance of up to 15 meters is permitted.
6. Arena fence conditions must be the same for all competitors in a class.
7. Test Callers are permitted at all levels except FEI levels must be ridden from memory.

#### **4. DRESS**

1. At any EAY sanctioned Dressage Events all competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
2. A riding vest or dark colored jacket with shirt or blouse, solid colored breeches, approved Helmet, riding boots or suitable paddock boots, a tie, stock tie, or choker, are required dress.
  1. Gloves, half chaps are optional.
  2. Spurs are optional; rowel spurs must be free to rotate and not sharp.
  3. Whips may be carried at all levels. Total length of whip must not exceed 120cm for horses and 100cm for ponies.
3. In case of inclement weather riders may wear a suitable warm or waterproof jacket. In extreme humidity the judge, may permit riders to ride without jackets. Sleeveless shirts or tank tops are not permitted when riding without jackets.

#### **5. TACK**

1. English style saddle black or brown color only with stirrups. Side Saddles are permitted.
2. English style correctly fitted bridles reins black or brown of any type ( i.e. braided, rubber)
3. At Training through Second level; Snaffle bit and bridle with one of the following nosebands are permitted; drop, regular cavesson, flash, figure 8. At Third and Fourth Levels A double bridle is optional.
4. A horse or pony may wear boots or bandages anywhere on the competition grounds and in the competition arena.
5. Cruppers, girth covers, fore girths, breastplates, and non-restrictive fly guards may be used.

#### **6. PROHIBITED EQUIPMENT**

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

#### **7. ELIMINATIONS**

1. An entry shall be eliminated under the following circumstances:
  1. Evidence of blood on the horse
  2. Use of illegal equipment
  3. Contravention of dress rules
  4. Unauthorized assistance
  5. Three errors of course
  6. Resistance of more than 20 seconds in a test
  7. Fall of horse or rider during the test
  8. Dangerous/unruly behavior of horse
  9. All four feet of the horse leave the arena
  10. Dismounting during a dressage test

11. Lameness. Judges decision is final with no appeal
12. Taking more than 45 seconds to enter the arena at A after the start signal

<b>20 x 60 meter</b> <b>40 Four-meter sections</b> <b>12 letters</b>		<b>20 x 40 meter</b> <b>30 Four-meter sections</b> <b>8 letters</b>

## **ENGLISH PERFORMANCE**

### **1. GENERAL ENGLISH PERFORMANCE RULES**

1. In addition to General Performance Rules, the following rules will also apply to the following classes; English Pleasure, Road Hack, Show Hack, Hunter Hack, Handy Horse, Hunt Seat Equitation, Hunt Seat Equitation Over Fences, Working Hunter, Jumper.
2. The Tests and or courses must be posted at least one hour before scheduled time of class.
3. It is mandatory that a schooling area with at least two practice jumps or practice time in the arena be provided.
4. Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by show management

### **2. REQUIRED ATTIRE**

1. Coats of any tweed or material suitable for hunting in a dark or conservative solid colour.
2. Breeches or jodhpurs of light shades
3. High English Boots or Jodhpur/paddock boots, conservative dark coloured half chaps with jodhpur/paddock boots.
4. Dark or conservative safety approved hard hat. Derby or bowler hat may be worn by adults only.
5. Stock tie or choker.
6. In any class over fences and in the warm up ring ALL competitors must wear properly fitted, approved BSI or ASTM protective headgear, with safety harness correctly secured at all times while mounted.
7. Youth and or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear, with safety Harness correctly secured at all times while mounted, on the competition or event grounds at all times.

### **3. OPTIONAL ATTIRE**

1. Spurs that are blunt, round, or have rowels and are no longer than 5cm (2").
2. Gloves
3. Braiding is optional

### **4. PROHIBITED ATTIRE**

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

### **5. REQUIRED EQUIPMENT**

1. The saddle must be of English type and be black or brown and may have a suede seat and/or suede inserts on the skirts.
2. The girth may be of leather, web, cord, or linen and of a natural or conservative colour.
3. The bridle must be of snaffle, hunting, or double type and of plain uncolored leather including a plain brow band and cavesson type noseband.
4. Bits may be conventional O ring, D ring, egg butt snaffle or full cheeked snaffle with broken mouth piece and rings not larger than 10cm (4") and not smaller than 5cm (2"), Pelham, Kimberwick, or in the case of a full bridle, a Weymouth bit with Bridoon.
  1. If a Pelham bit is used, two reins must be used. Youth exhibitors may be allowed to use a converter in the interest of safety.

2. Bits must be metal, hard plastic (happy mouth), or rubber over metal.
3. Nothing may protrude below the mouthpiece (bar).
4. Solid and broken mouthpieces may have a port no higher than 1 1/2".
5. On broken mouthpieces only, connecting rings of 3cm (1 1/4") or less in diameter or connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 5cm - 2") and lie flat in the horse's mouth are acceptable.
6. All mouthpieces must be a minimum of 5/16" in diameter with snaffles to be measured 2.5cm (1") in from the cheek ring.
7. Mouthpieces may be smooth, round, oval or egg-shaped, slow twist, straight bar or solid mouthpieces with a maximum port.

## **6. OPTIONAL EQUIPMENT**

1. Saddle pads or numnahs appropriate to the saddle and if used should be white, natural, or of a conservative color.
2. Whips if allowed (see class specific rules), must be no longer than 75cm (30") from top of handle to end of tassel and be unweighted.
3. English-type breastplate
4. Braiding or banding of the horses mane or tail suitable to class or breed.

## **7. PROHIBITED EQUIPMENT**

1. Draw Reins
2. Straight rubber bits. Twisted wire bits.
3. Square stock, metal wrapped or polo bits.
4. Dropped noseband of any type.
5. Flash or Figure eight noseband

## **8. ELIMINATION**

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

## **9. HACK DIVISION RULES**

1. Classes may be held for horses or ponies and may be combined at the discretion of Show Management. When classes for ponies are divided by height, such division must be made according to hunter pony heights.
2. When classes for horses are divided by height into two sections, they shall be:  
Over 14.2 up to and including 15.3 hands  
Over 15.3 hands
1. When classes for horses are divided by height into three sections, they shall be:  
Over 14.2 up to and including 15.2 hands  
Over 15.2 up to and including 16.0 hands  
Over 16.0 hands

### **1. HACK DIVISION ATTIRE**

1. Permitted attire: Black jacket or dark coat, top hat, bowler hat or ASTM approved helmet, white or light tan breeches, jodhpurs, white hunting stock or chokers, black boots. Tweed jackets are permitted at the option of the organizing committee. Youth or Junior riders must wear properly fitted, approved BSI or ASTM protective headgear, with

safety harness correctly secured at all times while mounted on the competition or event grounds.

2. Spurs optional
3. Prohibited: saddle suits and/or Kentucky jodhpurs

## **2. HACK DIVISION TACK**

1. English saddle of any type is required. Bridles may be double, Pelham or snaffle.
2. **Snaffle bits allowed:**
  1. Loose ring snaffle,
  2. Snaffle with jointed mouthpiece where middle piece is smooth,
  3. Egg-butt snaffle,
  4. Racing snaffle D-Ring,
  5. Egg-butt snaffle with cheeks (fulmer),
  6. Loose ring snaffle with cheeks,
  7. Full cheek snaffles,
  8. Snaffle with rotating mouthpiece,
  9. Double jointed with roller in the centre section.
3. **Double bridle bits allowed:**
  1. Loose ring bridoon bits,
  2. Bridoon bit with jointed mouthpiece,
  3. Egg-butt bridoon bit.
4. **Curb bits allowed:**
  1. Half-moon curb bits,
  2. Curb bit with port and sliding mouthpiece (Weymouth),
  3. Curb bit with straight cheeks and port Curb chain (metal or leather or a combination),
  4. Leather or rubber cover for curb chain
    1. All metal bits must be smooth. The maximum inside diameter of the snaffle ring must be no larger than 10.16cm, or smaller than 3.5cm. Where the mouthpiece connects to the cheek or ring, the diameter of the snaffle must be such as not to hurt the horse. The lever arm of the curb but is limited to 10cm (length below the mouthpiece). The diameter of the mouthpiece of the bridoon must be thick enough not to hurt the horse. The inside diameter of the bridoon ring must not exceed 8cm.
    2. The Pelham must be equipped with two reins but may be equipped with a converter for Junior riders.
    3. Browbands shall be leather of any description but not solid white, coloured or sequined.

## **3. PROHIBITED EQUIPMENT**

1. Whips, bats, crops,
2. Tie-downs, martingales, breastplates.
3. Draw reins.
4. Dropped or flash noseband of any type.
5. Twisted wire bits
6. Boots of any kind and/or bandages

## **1. ENGLISH PLEASURE HORSE or HACK**

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

## **2. ROAD HACK**

1. To be judged on 55% performance, 20% substance, 15% conformation and 10% manners
2. Type and Characteristics: The horse and pony must present an appearance of overall substance with refinement. Head well shaped, attractive and proportionate; mane may be roached; natural (not set) tail; strong well shaped neck with good length; good strong sloping shoulders; medium high withers the same height as the croup; chest indicative of strength; moderately muscled forearm; back well proportioned with height; powerful across the loin; good depth of girth; well-shaped proportionate quarters showing strength sloping pasterns of good length; feet of proportionate size. Braiding of mane and tail is optional.
3. Horses to enter ring at a walk. To be shown in both directions of the ring with a light contact at a flat footed walk, working trot, strong trot, canter, and hand gallop Only 8 horses to hand gallop at one time.
4. Gaits:
  1. The walk: straight, four beat and flat-footed with light contact.
  2. The trot: straight and true; may be required as follows;  
working trot on light to medium contact, strong trot
  3. The canter; working canter on light to medium contact
  4. Hand gallop under control

## **3. SHOW HACK**

1. To be judged on 55% performance, 20% quality, 15% conformation and 10% manners
2. Type and Characteristics; Must have vitality and animation; Head neat, finely drawn and elegant; Mane must not be roached and may be braided; neck of sufficient length with a trim throat-latch; neck to blend into shoulders which are medium width and not too heavily muscled; medium high and well defined withers the same height as croup; chest well developed but in proportion; forearm not too heavily muscled; back moderately short but well-proportioned with height; moderately deep girth and well shaped proportionate
3. Horses to enter ring at a walk. To be shown at a walk, trot, canter and hand gallop; only 8 horses to hand gallop at one time. Collected and extended gaits to be called for in both directions. Horses to stand quietly and reinback readily
4. Gaits:
  1. The walk: straight, four beat and flat-footed
  2. The trot: free, light and crisp, may be required as follows; on contact with upright frame, collected with rider sitting, extended with the rider posting or sitting.
  3. The canter required as follows; collected, working, extended, hand gallop

## **4. HUNTER HACK**

1. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
2. Horses are required to jump two fences, set to a maximum of 2'6", if the jumps are set on a line they are recommended to be in increments of 3.5m (12') but adjusted to no less than two strides.
3. Horses are to be shown at a walk, trot and canter both ways of the ring with light contact. At the discretion of the judge, contestants may be asked to hand gallop, pull up or back and stand quietly following the last fence.
4. Placing for the class shall be determined by allowing 70 percent for individual

fence work and 30 percent for work on the flat. Faults over fences will be scored as in working hunter class.

#### **5. FAULTS**

1. Being on wrong lead and/or wrong diagonal at the trot
2. Excessive speed (any gait)
3. Excessive slowness (any gait)
4. Breaking gait
5. Failure to take gait when called
6. Head carried too low or too high
7. Nosing out or flexing behind the vertical
8. Opening mouth excessively
9. Stumbling
10. Switching leads.
11. Kicking out.
12. Adding a stride between jumps
13. Leaving a stride out between jumps.
14. Spooking or shying.
15. Pinning ears or wringing tail.
16. Knockdown of rail
17. Refusals.

#### **5. HANDY HORSE**

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

#### **6. ELIMINATION**

1. Knocking over obstacle or going off pattern.
2. Excessive schooling or training.

#### **6. HUNT SEAT EQUITATION**

1. Exhibitors shall be judged on hands, seat, legs and basic position and on their ability to ride and control the horse correctly in a hunt or forward type seat. Horses must be shown in both directions of the ring at a walk, trot, and canter.
2. Exhibitors will line up on command and execute individual tests at the judge's discretion.
3. The judge may ask questions concerning horsemanship, anatomy of the horse, tack, stable management or Other at their discretion. The Judge must specify if a flying change of lead is required when changing direction at the canter. Exhibitors will not be required to mount and dismount.

#### **7. HUNT SEAT EQUITATION OVER FENCES**

1. Exhibitors shall be judged on their equitation style over a course of fences with emphasis on their hands, seat and legs, and ability to ride and control the horse. The exhibitors' position over fences is of utmost importance; the exhibitor looking forward and body inclined forward, more than when riding on the flat, with close contact to the horse and hands quiet and supporting.
2. Horses are to make a minimum of eight jumps and one change of direction is required. Each exhibitor may circle once before approaching the first obstacle, then proceed around course, keeping an even pace throughout.
3. Jump heights may be lowered at the consideration of the Judge and show

committee in order to ensure safe, fair, and appropriate competition for the level of exhibitors. If a refusal occurs in a combination obstacle, the exhibitor must re-attempt all obstacles in the combination.

4. Factors of weather, footing, and appropriateness of test, venue, design and the level of exhibitor's abilities will be taken into account as points for consideration. Safety of horses and exhibitors is paramount in this process of consideration. If the Judge and show committee agree that an unfair test or inappropriate conditions exist, they may lower all and or specific jumps to a base height of 2' to ensure all exhibitors have an opportunity to ride in equity.
5. Minimum height for obstacles is 2'3". Maximum height is 2'9". Maximum spread is 3'. Any or all exhibitors may be called back to perform at a walk, trot, and canter, or to execute any appropriate test specified in section 38.1 at the Judges discretion.

## **6. TESTS**

1. The judge must choose a minimum of two individual hunter equitation tests. Tests chosen should reflect the ability of the exhibitors. Tests must be announced twice. No other tests may be used than those specified herein.
  1. Dismount and mount
  2. Rein back
  3. Individual performance
  4. Figure eight at trot, demonstrating change of diagonals
  5. figure eight at canter with simple change of leads through the walk or trot
  6. Extended trot
  7. Turn on haunches through the walk
  8. Change leads on a straight line down centre with simple change through the walk or trot
  9. Counter canter
  10. Demonstration of about one minute on own mount. Rider must advise the judge beforehand what he/she plans to demonstrate
  11. Pull up between fences except in a combination
  12. Jump low fences, at walk, trot or canter
  13. Change of leads with flying changes

## **7. ELIMINATION**

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

## **8. HUNTER UNDER SADDLE**

1. Horses should be suitable to purpose. They should move with long low strides reaching forward with ease and smoothness, be able to lengthen their stride and cover ground with relaxed, free flowing movement, while exhibiting correct gaits that are of the proper cadence. Horses should be obedient, and should respond willingly to the rider with light leg and hand contact. The quality of the movement and consistency of the gaits is major consideration
2. This class will be judged on performance, condition and conformation at the walk trot and canter both ways of the ring.
3. Not to jump.
4. At the option of the Judge, exhibitors may be asked to extend the walk or trot or be asked to hand gallop one or both ways of the ring. Horses may be asked to change to the canter from the walk or trot, or from the hand gallop be asked to halt and stand quietly on the rail
5. Horses should back easily and stand quietly.

## **6. FAULTS**

1. Faults to be scored according to severity:
  1. Quick, short, or vertical strides
  2. Being on the wrong lead and/or wrong diagonal at the trot.
  3. Breaking gait.
  4. Excessive speed at any gait
  5. Excessive slowness in any gait, loss of forward movement
  6. Failure to take the appropriate gait when called for
  7. Head carried too high
  8. Head carried too low, such that poll is below withers
  9. Overflexing or straining neck in head carriage so the nose is carried behind the vertical.
  10. Excessive nosing out.
  11. Failure to maintain light contact with horse's mouth
  12. Stumbling.

## **9. WORKING HUNTER OVER FENCES**

1. To be judged on manners, way of going and style of jumping. Confirmation not considered. Manners shall be emphasized in Youth classes. Horses must enter and exit ring at the walk. All horses must be serviceably sound. Any horse showing lameness, broken wind, or impairment of vision shall be refused an award.
2. The course shall consist of a minimum of six fences and horses shall make a minimum of eight jumps, with a minimum of one change of direction required.
3. Fences shall simulate obstacles found in the hunting field, such as natural looking post and rail, brush, stone walls, coops, aiken (cross poles), hedge, and ascending oxers (not square), etc.
4. Jumps such as triple bars, square oxers and hog backs are prohibited.
5. Striped poles are not recommended; PVC poles used as rails are not permitted. Standards made of PVC material are not recommended but if used must be anchored or properly secured.
6. The top element of all fences must be securely placed so that a slight rub will not cause a knockdown.
7. Distance between fences is recommended to be in 10'-12' increments with the exception of some combinations: One stride in-and-out; two strides in-and-out; three strides.
8. The minimum height for Working Hunter fences is 2' 3", except during inclement weather in which case the show management and/or the Judge may dictate lower heights.
9. Maximum height for fences is 3' 6".
10. Course designers must provide distances of lines and combinations on course map and posted.

## **11. FAULTS**

1. Being on wrong lead and/or wrong diagonal at the trot
2. Excessive speed (any gait)
3. Excessive slowness (any gait)
4. Breaking gait
5. Failure to take gait when called
6. Head carried too low or too high
7. Nosing out or flexing behind the vertical
8. Opening mouth excessively
9. Stumbling
10. Switching leads.
11. Kicking out.

12. Adding a stride between jumps
13. Leaving a stride out between jumps.
14. Spooking or shying.
15. Pinning ears or wringing tail.
16. Knockdown of rail
17. Refusals.
18. Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, including twisting.
19. A fence is considered knocked down when the height is lowered by the horse or rider through contact with fence or rail.

## 12. ELIMINATION

1. Fall of horse and or rider. Rider may not remount and leave arena on foot or accompanied by a medic otherwise. A horse is considered to have fallen when the shoulder or the quarters have touched the ground at any given moment.
2. Going off course
3. Second cumulative refusal, run out or bolting on course.
4. It shall be deemed a run-out or refusal when the horse avoids an obstacle it is presented to jump. The horse must be brought back and successfully jump the obstacle to avoid elimination.

## 10. JUMPER

1. A jumper class is a timed event where horse and rider are tested over a designated course of obstacles. Horse is judged on performance only. Course should be designed to demonstrate the athletic ability and obedience of the horse and skill of the rider. Jumps are typically more airy than hunter fences.
2. Safety is of utmost importance; all equipment should be in good working order.
3. Courses and 'order of go 'should be posted 60 minutes before class start
4. The exhibitor must wait for an audible signal before proceeding across the starting line such as a bell, whistle or buzzer. The same audible signal is used to stop the exhibitor on course (i.e., to reset a fence, for elimination, or off course). A rider has 45 seconds after the bell to cross the start line in the correct direction or the time of round will start at 45 seconds.
5. A schooling area must be provided for exhibitors with at least two practice jumps, one vertical and one oxer.
6. It is recommended that electric timers be used and two stop watches used as a backup timing equipment.
7. When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time. The median time is the time indicated by two of the three watches, if two agree. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest time
8. Time allowed must be used in all classes in the Jumper Division; Time allowed is based upon course length measurement at the prescribed speed but the line of travel should be generous. Time limit is twice time allowed. Time is recorded in seconds and 1/100<sup>ths</sup> of a second.
9. Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line.
10. Time shall be taken out while a knocked down jump is being replaced. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle or a flag defining the limits of the water jump, of a natural obstacle or in all cases where the nature of the obstacle is changed by knocking down the flag, the bell is rung and the clock is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt the bell is rung to indicate that the course is ready and that the competitor can continue the round. The competitor is penalized for a refusal and a time correction of **6 seconds** is

added to the time taken by the competitor to complete his round. The clock is restarted at the moment when the horse leaves the ground at the obstacle where the refusal occurred. If disobedience with the knock-down occurs at the second or subsequent part of a combination the clock is restarted when the horse leaves the ground at the first element of the combination. It shall be the exhibitor's responsibility to be ready to continue the course when the signal is given.

11. In the event of broken equipment the rider may continue without penalty.

## 12. COURSE DESIGN

1. The course will have a minimum of eight to ten obstacles.
2. Factors of weather, footing, and appropriateness of test, venue, design, and the level of exhibitors' abilities should be taken into account as points for consideration. Safety of horses and exhibitors is paramount. Should conditions such as weather, warrant change the show committee in consultation with the judge and/or course designer may alter or adjust the course and speed.
3. The length must be measured accurately taking into account the normal line to be taken by the horse. This line must pass through the center of the jump.
4. Eighty feet is a recommended distance between obstacles in a well designed course. The total length of the course must never exceed the number of obstacles in a competition multiplied by 60.
5. It is strongly recommended that breakaway cups be used on the top rail of all fences on the show grounds. Breakaway cups must be used on the back rail of all oxers. Plastics pins and cups are acceptable on warm up jumps.
6. Flags are used on obstacles to indicate direction of approach; red flag on the right side and white on the left side.

## 13. SCORING

1. Jumpers are scored on a mathematical basis of penalty faults, which include knockdowns, disobediences and time. The least faults indicate the better performance. Time taken is used as a deciding factor to separate penalty ties.

## 14. PENALTIES:

First Disobedience	4 Faults
Knock down	4 Faults
One or more touches in water jump or lathe	4 Faults
Refusal & Knock down	4 Faults + Time correction
Second refusal	Elimination
Exceeding time allowed	1 Fault for every 4 seconds of fraction over
Exceeding time limit	Elimination
Exceeding time allowed in Jump Off	1 Fault for each second or fraction over
Fall of horse or rider or both	Elimination

## 1. OPTIONAL EQUIPMENT

1. Tie-downs or running martingales
2. Boots
3. Hackamore
4. Gag bits
5. Dropped noseband of any type.

## 1. LEADLINE HORSEMANSHIP/ EQUITATION

1. This class is limited to youth aged six and under. The exhibitors are to be judged on their basic position in the Western or English saddle, seat and hands, and ability to control the horse. The class will enter at a walk and be worked both ways of the ring at a walk only. No entry in Leadline classes may be tied, buckled or fastened to the saddle in any manner. Riders in Lead line are not required to be EAY members.
2. In the line-up, the Judge may ask the exhibitors to back the horse, and may ask simple questions to help assess the extent of the exhibitor's horsemanship.
3. The horse must be lead by an adult aged 19 years or older. The adult shall only assure that the horse does not get out of control, and shall let the exhibitor attempt to cue and control the horse as much as possible.
4. Youth entered in a Leadline Horsemanship class may not participate in any other class in that show except for Leadline Equitation, Showmanship.

#### **5. ATTIRE**

1. Attire is the same as for Western Horsemanship or Hunt Seat Equitation.
2. The adult leading the horse must also wear suitable Western or English attire.

#### **6. REQUIRED EQUIPMENT**

1. A lead shank is attached to a halter that is under the horses bridle, so that the adult can maintain control while the horse is on the rail
2. Equipment is the same as for Western Horsemanship or Hunt Seat Equitation, with the addition of the halter and lead shank.

### **2. SHOWMANSHIP- ENGLISH / WESTERN**

1. The horse is the means by which the exhibitor demonstrates his or her ability to show a horse at halter. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor, leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness, and precision. Conformation of the horse is not a factor in judging showmanship.
2. It is recommended that the Judge post a pattern at least one hour prior to the commencement of the class
3. The exhibitor will show the horse in the posted pattern. Each exhibitor will be required to present his or her horse individually. Exhibitors should be prepared to follow any request made by the Judge or the Ringmaster.
4. The exhibitor should attempt at all times to keep an unobstructed view of the Judge, must always be presenting the horse, and always know what his or her horse is doing. The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set up.
5. It is permissible for a Judge to ask the exhibitor questions concerning horsemanship and conformation.
  1. Questions should be in accordance with the exhibitor's age and knowledge potential.
6. When leading the horse in a halter, the exhibitor's right hand should be on the lead shank and not on any part of the chain; about 8" – 12" from the halter (younger exhibitors may need to use a longer hold on the shank). The excess shank is held in the left hand, either coiled or in a figure eight at the discretion of the exhibitor.
7. When showing the horse in a bridle in English attire, it is correct for the exhibitor to hold the bridle reins similarly to halter shank, that is, in the hands and not be leading the horse with the reins over the horse's neck UNLESS the bridle used has two reins, in which case one rein (curb rein) may remain over the neck.

## **8. SCORING**

1. No consideration should be given to the conformation of the horse, other than fitting and grooming. The horse should be clean, well groomed and in excellent condition, with clean and well-fitted tack. The exhibitor should also be well groomed, neat and clean, and wearing appropriate attire for either English or Western depending on the class requirements.

## **9. FAULTS**

1. The following shall be considered faults:
  1. Failure to recognize and attempt to correct faults in the horse's position
  2. Visiting or conversing with other exhibitors or with spectators during the judging of the class.
  3. Failure of the horse to lead properly.
  4. Kicking or placing the horse's legs into position by hand (actual contact).
  5. Failure to stop turning when showing at a walk or trot.
  6. Improper or ill-fitting equipment or attire.
  7. Over showing through unnecessary actions.
  8. Failure to follow the Judge's instructions.
  9. Blocking the Judge's view of the horse.
  10. Loud voice commands to the horse.
  11. Causing the Judge to move to avoid being bumped or stepped on by the horse.
  12. Losing control of the horse.
  13. Turning the horse the wrong direction.
  14. Failure to back when necessary.
  15. Failure to complete pattern.

## **10. REQUIRED ATTIRE**

1. In English Showmanship, English attire is correct, either Hunt Seat or Saddle Seat.
2. In Western Showmanship, Western attire is correct.

## **11. PROHIBITED ATTIRE**

1. Spurs.
2. Chaps.

## **12. REQUIRED EQUIPMENT**

1. The halter or bridle may be of leather, rope or nylon and as close to proper class appointments as possible. Silver shall not count over a neat, clean working piece of equipment.
2. If a lead shank is used on the halter, it should be at least six feet long
3. In English Showmanship, the horse should be shown in the bridle

## **13. OPTIONAL EQUIPMENT**

1. If a chain is part of the lead shank, the Judge shall not penalize an exhibitor for the use of a chain either over the horse's nose or under the jaw as a restraint.
  1. The use of the chain is not cause for elimination

## **14. PROHIBITED EQUIPMENT**

1. Whips, crops or bats.
2. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs

3. Soft leg wraps.

## **15. DISQUALIFICATIONS**

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

## **GENERALTIMED EVENTS AND GAMES**

### **1. GENERAL TIMED EVENTS AND GAMES RULES**

1. These classes are: Barrel Race, Keyhole Race, Pole Bending, Stake Race (figure 8)
2. The order of go in class competition may be by drawing order or be determined by computerized random sorting.
3. Each contestant shall be ready when called, or may be eliminated at the Judge's discretion.
4. Contestants must obey all starting signals designated by the organizing officials or may be eliminated.
5. If there is an elimination heat or heats, each horse must be ridden in the main go-round by the same rider who rode it in the elimination. Substitution of horses between heats is not permitted.
6. Ties will not be broken, except to determine class and Championship winners. Money will be split equally between tied entries. A coin will be flipped to determine allocation of ribbons or other awards.
7. Where point's accumulation is a factor, they will accrue to horse/rider combinations only.
8. The Judge, at his discretion, may eliminate a contestant for excessive use of a bat, crop, whip or rope in front of the cinch, or for excessive abusive behaviour.
9. Junior or Youth riders must wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding or driving, on the competition or event grounds.
10. In the interest of safety horses should be run individually
11. Horses not under sufficient control may be disqualified at the judge's discretion from the class.
12. In all games events, care should be taken to see that the ground surrounding the barrels or poles is safe and free of holes. Exhibitors may request that the area be raked and level before they compete.
13. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready to compete

### **2. TIMING**

1. It is recommended that electric timers be used as official timers in all timed events.
2. When hand timers are used, it is recommended that a minimum of three watches be used with the median time being the official time.
3. The median time is the time indicated by two of the three watches, if two agree. If no two watches agree, the median time is the time indicated by the watch which has neither the fastest nor slowest
4. In the case of mechanical failure of either an electrical timer or stop watch, an exhibitor may be given a re-run in any event where exhibitors are timed.
5. Should the timing equipment fail when a reason exists to eliminate the contestant being timed (off course, etc.), he/she will not be allowed another

run.

6. If the electronic timing equipment should have a major failure, requiring that the entire class must be re-run, only those competitors that had "clean" runs will be allowed to run again.
7. If an element of the pattern should fall down after the competitor completes his/her course (the timer has stopped), the pattern shall be judged as correct.
8. Running over or striking the timing equipment, starting line markers or running into (correctly positioned) arena personnel while competing shall be cause for elimination.

### **3. ATTIRE**

1. Western hat for adults is permitted. Approved BSI or ASTM protective headgear is highly recommended. No rider will be penalized for wearing approved headgear.
2. Youth or Junior competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds.
3. Tidy western dress; Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants and Western boots with a 1" heel is required.

### **4. OPTIONAL EQUIPMENT**

1. Any humane equipment, including the use of a hackamore (including mechanical hackamore) or other type of bridle is the optional choice of the exhibitor; however the judge may prohibit the use of bits or equipment he or she may consider severe.
2. Competitor may wear; Jacket, sweater, Tie, Gloves, Chaps, Spurs, Rain slicker.
3. Whips if allowed (see class specific rules), must be no longer than 75cm (30") from top of handle to end of tassel and be un weighted

### **5. ELIMINATION**

1. Any exhibitor stepping on or crossing over the start/finish line before completing the pattern or course shall be considered off course and eliminated.
2. At the Judge's discretion, abusive use of spurs or whips or excessive striking of horse in Timed Events and Games will result in elimination.
3. Separation of rider and horse/pony during the timing period will result in elimination.
4. Use of any equipment that the judge or show committee deems to severe or in humane will result in elimination for that run or class.
5. Horse running off course will result in elimination
6. Failure by exhibitors to wear correct number in a visible manner may result in elimination at the Judge's discretion.

### **6. PROHIBITED EQUIPMENT**

1. Draw Reins
2. Whips or crops longer than 75cm (30")

### **7. BARREL RACE**

1. The Barrel Race is a timed event; course consists of three barrels set in a triangular course. Horses shall race in a cloverleaf pattern around the barrels, individually timed and the fastest time wins.
2. The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between barrels and any

obstacle. The distance from barrel number three to the finish line need not be reduced five yards (4.6 meters) at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet (13.5 meters) from the starting line to the end of the arena, at least 18 feet (5.4 meters) from barrels 1 and 2 to the fence and 36 feet (10.8 meters) from barrel 3 to the end of the arena.

3. Large 55 gallon (200 litres) steel drums in good condition or heavily weighted plastic drums with both ends in must be used. The use of rubber or unweighted plastic barrels is not permitted.
4. Starting line markers or electric timers, when possible, shall be placed against the arena fence. Electronic Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
5. The contestant may be allowed a running start if arena conditions permit. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2. This barrel course may also be run to the left. For example, the contestants will start to barrel number 2, turning to left around this barrel, then to barrel number 1, turning to the right, and then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.
6. Knocking over a barrel carries a five-second penalty.
7. The contestant may touch the barrel with his or her hands in barrel racing.
8. A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena in barrel racing.

## **1. FLAG RACE**

1. The object of this game is for the exhibitors to race individually while being timed, and the fastest time wins. The exhibitors will retrieve a flag from one place (or from a line) and place flag in another designated place.
2. The three (3) barrels are placed in a triangle pattern. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line.
3. Containers for the flags should be 45 gallon barrels Plastic or metal one end open. Flag sticks should be 36" in length with about 1" round dowel and blunt ends.
4. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
5. The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.

## **6. ELIMINATION FROM FLAG RACE**

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

## **2. KEYHOLE RACE**

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

## **3. ELIMINATION**

1. The rider is not permitted to walk the horse into or out of the circle
2. Stepping on or outside of the circle

## **1. POLE BENDING**

1. The course shall consist of one line of six poles with a common start-finish line. The first pole will be 21' from the start line and the other five poles in a line 21' apart.
2. Horses will begin down either side of the line of poles to the end, weave in and out through the poles and return to the start-finish line. A five second penalty shall be applied for each stake knocked down to the exhibitor's total time for the run. Fastest time wins.

## **3. ELIMINATION**

1. Touching a pole with the exhibitor's hand.

## **1. STAKE RACE**

1. This game is similar to Pole Bending, except that only two stakes are used, and are run in a figure eight pattern, with the start and finish in the center of the pattern. A three second penalty will be assessed and added to the exhibitor's total time for each stake knocked over. Course may be run starting to the left or right of the figure eight pattern. The fastest time wins.
2. The stakes are to be set 150' apart. Course can be adjusted to 105' to accommodate smaller arenas.
3. A traditional Figure Eight Pattern with middle running start and finish should be used. End start and finish at the discretion of the organizing committee at Qualifier competitions.

## **4. ELIMINATION**

1. Touching stake with hand.

## **REINING**

### **1. CLASS DIVISIONS**

1. Beginner Reiner Patterns (WCRA PATTERN B)
2. Youth 18 and Under
3. Non-Pro
4. Open Reining (Patterns 1-10)

### **2. RELATED RULES**

1. National Reining Horse Association. NRHA rules supersede any conflicting rules in this Rulebook. For scoring see NRHA rulebook. Available on-line at [www.nrha.com](http://www.nrha.com)

### **3. GENERAL REINING JUDGING CRITERIA**

1. For scoring see NRHA rulebook. Available on-line at [www.nrha.com](http://www.nrha.com)
2. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.
3. Any movement on his own must be considered a lack of control.
4. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and is therefore a fault that must be marked down according to the severity of the deviation.
5. After deducting all faults set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing the various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to the audience.
6. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
7. When using a romal, no fingers between the reins are allowed.
  1. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position.
  2. Use of the free hand to while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be use of two hands, and a score of zero will be applied with the exception of any place a horse is allowed to be completely stopped during a pattern.
8. Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.
  1. If a major penalty (a penalty which results in a No Score, a 0 score, or a five point penalty) is unclear, the Judge will submit his or her score and ask that the score be held, pending a conference or review of the official video at the next drag or as soon as practical.
  2. Should the Judges then determine via conference or video replay that a penalty was incurred, it should be applied.
  3. If, however, no penalty occurred, the score will be announced as originally submitted.
  4. No Judge shall be required to change his or her score following a conference or video replay.
  5. Each Judge's decision is an individual call and based on individual decision from a conference or video replay.
  6. The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.
  7. Judges shall be the sole person responsible to determine if an exhibitor has correctly completed the pattern as written.
  8. The Judge has the option of awarding a re-ride to any exhibitor who, in the Judge's opinion, was unable to complete a pattern for reasons that are out of the exhibitor's control. In the instance where a re-ride is warranted in the judge's opinion, the judge should advise the NRHA Representative and/or horse show management of such as soon as possible.
9. All Judges' decisions are final.

### **4. CLASSES AND CONDITIONS**

1. Beginner Reiner Pattern B - BC Heritage Beginner Reiner:
  1. May be ridden one- or 2- handed; running martingale optional, must be outfitted with rein stoppers; NRHA legal headgear; modified pattern with no lead changes.
2. Restricted to riders who:
  1. Meet the Non Pro criteria as set out in the current NRHA Rule Book,

2. Have not competed in a class that required a non-modified NRHA pattern (NRHA patterns 1 thru 10) to be ridden one- handed (youth class exempted),
3. Club level class; EAY membership only required for this class
4. Have not won a High Point Championship or Reserve Championship in Beginner B, Beginner NRHA Pattern, Youth or Beginner Rider Open, and have not ridden a horse to a Championship or Reserve Championship in Beginner Horse Open
3. May be ridden one- or 2- handed; running martingale optional, must be outfitted with rein stoppers; NRHA legal headgear; modified pattern with no lead changes.
4. Youth 18 and Under; criteria as per current NRHA rule book- NRHA membership not required if offered at a non NRHA approved show
5. Non-Pro; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show
6. Open; criteria as per current NRHA rule book - NRHA membership not required if offered at a non NRHA approved show.

## **5. REINING GENERAL**

1. A rider may not show more than three (3) horses in a class.
  1. Horse may be entered only once per class. In the instance where classes are run concurrent, a rider may show three horses in the class and a horse may only be shown once.
2. The order of competition shall be determined by drawing lots or by random computer selection.
  1. Horses will work in the order of draw.
  2. It is the responsibility of the exhibitor to be prepared to work in that order.
  3. If a rider has more than one horse in a class the show office should insure a spread of at least 8 horses between his/her runs. In a case where this is not possible then the spread should be the maximum possible. The alterations to the order of go are made by the show office, without any input from the rider or owner.
3. All exhibitors must dismount and the horse must be presented and the bridle dropped by the rider or a designated representative, immediately after the performance.
  1. The horse and equipment must be checked by the designated Judge in the arena or in close proximity to the arena.
4. Patterns are to be worked as stated, not as drawn.
  1. The drawn pattern is just to give the general idea of what the pattern will look like in the arena during a pre- or post- check.
5. Markers will be placed on the wall or fence of the arena as follows; at the center of the arena, at least 50' (fifteen meters) from each end wall.
6. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
7. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by exhibitors and must be run as such.
8. In the event that the arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
9. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging
10. All horses are to be ridden astride.
11. It is mandatory for all riders to use appropriate western tack and western attire while showing; this would include a long sleeve shirt, western hat or safety helmet, boots, western saddle, and western bridle. Western chaps are optional.
12. Scores will be announced after each horse works.

13. The name of the horse and rider are traditionally announced prior to, or during, the rider's entrance into the show arena.
14. Whistles, cheers, clapping and coaching from the sidelines are all allowed during a competition
15. Judges must use the current National Reining Horse Association (NRHA) Reining score sheet.
  1. Score sheets shall be made available for viewing after the class.
16. Exhibitors tied for 1<sup>st</sup> place have the option of participating in a run-off or agreeing not to run-off and to be named co- champion.
  1. Ties that are worked off will use the same pattern and order of go as was used during the event; there will not be more than one run-off
  2. A horse not returning for a run-off without an agreement will forfeit 1<sup>st</sup> place prize money and awards.
  3. If a tie occurs after the run-off the exhibitors would be named co-champions
  4. In the case of co-champions the winner of the awards would be determined by the flip of a coin.
  5. All other ties are not worked off.
17. Neither a No Score nor a "0" are eligible to place in a go-round or class, but a "0" may advance in a multi-go event, while a No Score may not.

## **6. SCORING**

1. The scoring of a Reining horse shall be on a basis of 0 to infinity, with 70 denoting an average performance.
2. The individual maneuvers are scored in ½ point increments from a low of -1 ½ to a high of +1 ½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
3. Neither a No Score nor a "0" are eligible to place in a go-round or class, but a "0" may advance in a multi-go event, while a no Score may not.
4. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver.
  1. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

## **7. PENALTIES**

1. The following will result in no score:
  1. Infraction of any provincial or federal law which exists pertaining to the exhibition, care, and custody of horses within the State or country where an NRHA reining is being held;
  2. Abuse of an animal in the show arena and/ or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
  3. Use of illegal equipment, including:
    1. Wire on bits, bosals or curb chains;
    2. Use of illegal bits, bosals or curb chains;
    3. Use of tack collars, tie downs or nose bands;
    4. Use of whips or bats;
    5. Use of any attachment which alters the movement of or circulation to the tail;
    6. Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
  4. Disrespect or misconduct by the exhibitor.
  5. The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or rider.
  6. Closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed and in the Youth 10 & Under Short Stirrup class

where closed reins are allowed.

7. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
8. When using a romal, no fingers between the reins are allowed. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position. Use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands, and a score of 0 will be applied with the exception of any place a horse is allowed to be completely stopped during a pattern.

**2. The following will result in a score of 0:**

1. Use of more than index or first finger between reins;
2. Use of two hands (exception in Snaffle Bit or Hackamore classes designated for two hands) or changing hands;
3. Use of romal other than as outlined in #43.6;
4. Failure to complete pattern as written;
5. Performing the manoeuvres other than in specified order;
6. The inclusion of manoeuvres not specified, including, but not limited to;
  1. Backing more than 2 strides
  2. Turning more than 90 degrees (Exception: a complete stop in the 1<sup>st</sup> quarter of a circle after a canter departure is not to be considered an inclusion of manoeuvre; a 2 point break of gait penalty will apply.)
7. Equipment failure that delays completion of pattern;
8. Balking or refusal of command where performance is delayed;
9. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;
10. Jogging in excess of one-half circle or one-half the length of the arena
11. Overspins of more than 1/4 turn;
12. Fall to the ground by horse or rider. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground;
13. Dropping a rein that contacts the ground while the horse is in motion;
14. Failure to wear appropriate western attire as outlined in the NRHA Handbook
  1. NOTE: Neither a no score nor a 0 is eligible to place in a go round class, but a 0 may advance in a multi-go event while a no score may not. In multi-go events, finals qualifying horses that get a 0 or scratch will still be eligible for payouts, with a 0 placing higher than a scratch. In the event not enough horses qualify for total purse distribution, the undistributed portion of the purse will be retained by show management.

**3. The following will result in a penalty of 5 points:**

1. Spurring in front of cinch;
2. Use of either hand to instil fear or praise:
  1. Holding saddle with either hand, except in the Youth 10 & Under Short Stirrup class where holding the saddle is allowed;
  2. Blatant disobedience including kicking, biting, bucking, rearing and striking.

**4. The following will result in a 2 point penalty:**

1. Break of gait;
2. Freezing up in spins or rollbacks;
3. On walk in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter

departure;

1. On run in patterns, failure to be in a canter prior to reaching the first marker.
2. If a horse does not completely pass the specified marker before initiating a stop position.

**5. Starting or performing circles or eights out of lead will be judged as follows:**

1. Each time a horse is out of lead, a judge is required to penalize by 1 point. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead.
2. A judge is required to penalize a horse 1/2 of a point for a delayed change of lead by 1 stride where the lead change is required by the pattern description.
3. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides.
4. Jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.
8. Deduct 1/2 point for over or under spinning up to 1/8 of a turn; deduct 1 point for over or under spinning up to 1/4 of a turn.
9. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for 1/2 the turn or less, 1 point; for more than 1/2 turn, 2 points.
10. There will be a 1/2 point penalty for failure to remain a minimum of 20 feet from the side of the arena when approaching a stop and/or rollback.
11. Judges may not confer on any penalty or manoeuvre score prior to submitting a score. If a major penalty (a penalty which results in a no score, a 0, or a 5 point penalty) is unclear, a judge will submit his/her score and ask that the score be held, pending a conference or review of the official video at the next drag or as soon as practical. Should the judges determine via conference or video replay that a penalty was incurred, it should be applied. If, however, no penalty occurred, the score will be announced as originally submitted. No judge shall be required to change his/her score following a conference or video replay. Each judge's decision is an individual call and based on individual decision from a conference or video replay. The use of video equipment by the judges is only permissible if the judge has reason to believe that all entries have been videotaped.
12. The judge shall have the authority to remove any contestant from a show he is judging, should said contestant show any disrespect or misconduct so as to render himself or the show in an unprofessional manner.
13. All riders must dismount and the horse must be and the horse must be presented and the bridle dropped by the rider or a designated representative.
  1. The horse and equipment must be checked by the designated judge in the arena or in close proximity to the arena during a pre- or post-check.
  2. Should the equipment judge detect cause for a no score the exhibitor or his/her representative, trainer or guardian may at that time accept the no score and allow the equipment judge to cause the appropriate changes to all score cards or request the other judges confer on the appropriate call.
    1. In the case of a youth exhibitor, should a parent, trainer or guardian not be present, it will be assumed that all parties are aware of this rule and agree to abide by the exhibitor's decision.
  3. If requested, the equipment judge will confer with the other judges as soon as practical.
  4. Failure to comply with this rule shall result in a no score.

**14. OPTIONAL EQUIPMENT**

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

## 15. PROHIBITED EQUIPMENT

1. Wire on bits, bosals or curb chains;
2. Use of any attachment which alters the movement of or circulation to the tail;
3. Closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed and in the Youth 10 & Under Short Stirrup class where closed reins are allowed.
4. A bosal without reins attached and used as a noseband
5. Whips, bats, quirts.
6. Mechanical hackamores.
7. Twisted wire mouthpiece.
8. Standing or running martingales, nosebands on bridles, or tiedowns
9. Gag bits
10. Horsehair bosals

## 16. EQUIPMENT

1. References to hackamore mean the use of a flexible, braided, rawhide, leather, or rope bosal, the core of which may be either rawhide or flexible cable with a maximum diameter of 3/4" at the cheek.
  1. Absolutely no rigid material will be permitted under the jaws or on the noseband in connection with the bosal, regardless of how padded or covered.
  2. This rule does not refer to the so-called mechanical hackamore which is illegal.
2. References to snaffle bits mean conventional O-ring, egg-butt, or D-ring with a ring no larger than 10cm (4") and no smaller than 5cm (2").
  1. The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage.
  2. The mouthpiece should be round, oval or egg-shaped, smooth and free of wire. It may be inlaid, but smooth and/or latex wrapped.
  3. The bars must be a minimum of 5/16" in diameter, measured 1" in from the cheek with a gradual decrease to center of the snaffle.
  4. Optional curb strap is acceptable however curb chains are not acceptable. These requirements remain the same for all classes in which a rider may use a snaffle bit.
3. References to a bit means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage.
  1. All curb bits must be free of mechanical device and should be considered a standard western bit.
  2. A standard western bit includes: 8 1/2" maximum length shank to be measured as indicated in the judge's guide. Shanks may be fixed or loose.
  3. Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and free of wire of 5/16" to 3/4" in diameter, measured 1" from the cheek.
  4. They may be inlaid, but must be smooth or latex wrapped.
  5. Nothing may protrude more than 1/8" below the mouthpiece (bar).
  6. The port must be no higher than 3 1/2" maximum, with rollers and covers acceptable.
  7. Broken mouthpieces, half-breeds, and spades are standard.
  8. When a curb bit is used, a curb strap or curb chain is required, which must be at least 1/2" in width, lie flat against the jaw, and be free of barbs, wire, and/or twists.
4. Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.
5. Except for Snaffle Bit and Freestyle Classes, only one hand may be used on the reins, and the hand must not be changed.

1. The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule results in a penalty score of zero (0).

## 17. REINING PATTERNS

	<p><b>WCRA Beginner Reiner Pattern B</b></p> <p>Beginning at the center of the arena face the left wall or fence.</p> <ol style="list-style-type: none"><li>1. Beginning on the right lead, complete three circles to the right: The first two large and fast, the third circle small slow. Stop at the center of the arena.</li><li>2. Beginning on the left lead, complete three circles to the left: The first two large and fast, the third circle small and slow. Stop at the center of the arena.</li><li>3. Complete four spins to the left. Hesitate</li><li>4. Complete four spins to the right. Hesitate.</li><li>5. Begin a large circle to the right, but do not close this circle, run down the right side of the arena, past the center marker, staying at least 20 feet (six meters) from the wall or fence and do a left roll back.</li><li>6. Continue around previous circle to the left. Run down the left side of the arena, past the center marker, staying at least 20 feet (six meters) from the wall or fence, and do a right roll back.</li><li>7. Continue around previous circle. Run down the right side of the arena, staying at least 20 feet (six meters) from the wall or fence, past the center marker, stop and back up.</li><li>8. Hesitate to demonstrate completion of the pattern.</li></ol> <p>Rider must dismount and drop bridle to the designated judge.</p>
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7. Complete four spins to the right.
5. Complete four and one quarter spins to the left, so that the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20' (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern. Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 2**

Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate.
6. Complete four spins to the right. Hesitate
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 3**

1. Beginning, and staying at least 20' (six meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena staying at least 20' (six meters) from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation
- 3 Continue up the left side of the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads in the centre of the arena
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20' (six meters) from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10' (three meters). Hesitate.
6. Complete four spins to the right. Hesitate
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern. Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 4**

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.

Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow.

Stop at the center of the arena. Hesitate

4. Complete four spins to the left. Hesitate

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena

6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.

7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation

8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters).

Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 5**

Horse may walk or trot to the center of the arena. Horse must walk or stop prior to starting patten. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow.

Stop at the center of the arena. Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the centre of the arena.

Hesitate.

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the centre of the arena.

6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20' (six meters) from the wall or fence.

7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation.

8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.

**Pattern 6**

Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right roll back at least 20' (six meters) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left roll back at least 20' (six meters) from the wall or fence. No Hesitation
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 7**

1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that the horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern. Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 8**

Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing left wall or fence.

1. Complete four spins to the left. Hesitate

2 Complete four spins to the right. Hesitate.

3 Beginning on the right lead complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center

4. Complete three circles to the left: the first circle large and fast; the second circle small and slow, the third circle large and fast.

Change leads at the center of the arena

5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation.

6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20' (six meters) from wall or fence – no hesitation.

7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Back up at least 10' (three meters). Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge

**Pattern 9**

1. Run past center marker and do a sliding stop. Back up to the center of the arena or at least 10'. Hesitate
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20' from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left roll back at least 20' (six meters) from the wall or fence- no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to show completion of pattern.  
Exhibitor must dismount and drop bridle to the designated Judge.

	<p><b>Pattern 10</b></p> <ol style="list-style-type: none"> <li>1. Run past center marker and do a sliding stop. Back up to the center of the arena or at least 10' (three meters). Hesitate</li> <li>2. Complete four spins to the right. Hesitate.</li> <li>3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate</li> <li>4. Beginning on the right lead complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.</li> <li>5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.</li> <li>6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20' (six meters) from the wall or fence – no hesitation.</li> <li>7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20' (six meters) from the wall or fence – no hesitation.</li> <li>8. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' (six meters) from the wall or fence. Hesitate to demonstrate completion of pattern.</li> </ol> <p>Exhibitor must dismount and drop the bridle to the designated Judge</p>
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## **WESTERN DRESSAGE**

### **1. WESTERN DRESSAGE RULES**

1. The FEI (Federation Equestre Internationale) rules describe dressage as: *"the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with his rider."*
2. The Western Dressage Horse should travel in a balanced, natural way. The horse should engage the hind quarters and use his back in accordance with its level of training. The horse should show correct bending in the figures of the test, maintain a light contact with the rider. The gaits should be neither too slow (which interrupts the rhythm, balance and flow of the gait) nor travel too quickly and appear to be rushing or tense.
3. The rider may ride with two hands with a snaffle bit. The rider must ride with one hand with a curb bit. The rider has the option to ride with one hand with a snaffle bit but shall not change to two hands during the test.

### **2. PURPOSE OF LEVELS / DRESSAGE TESTS**

1. At all times the training should be in compliance with the training scale, the

basis of which is three pure gaits.

1. **Training Level** – The purpose of training level is to confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting a light contact with the bit. The balance need only be level. But not on the forehead.
  2. **First Level** – The purpose of First Level is to confirm that the horse, in addition to the requirements of Training Level, has developed the ability to be reliably on the bit, lengthen the strides without losing rhythm or tempo. The balance need only be level but not on the forehead.
  3. **Second Level** – From this level on, the horse must be reliably on the bit. The purpose of second level is to confirm that the horse, having developed the requirements of First Level, now shows that through additional training it accepts more weight on the hindquarters (collection) and can elevate the forehead sufficiently to execute balanced medium gaits and transitions. Self-carriage is required. Walk turns on haunches, simple changes (through walk), and lateral movements are an integral part of the development within this level.
  4. **Third Level** – The purpose of this level is to demonstrate all the requirements of the previous levels plus the ability to execute more difficult trot and canter lateral movements with the addition of correct flying changes (calm, straight, clean, and not in two parts). Transitions must be done without interruptions in rhythm. The horse must, at all times, be reliably on the bit.
  5. **Fourth Level** – In addition to the requirements of the previous levels the horse must show increased suppleness, collection and lightness of the forehead while always remaining reliably on the bit; and that its movements are straight, enabling it to develop toward canter pirouettes and straight flying changes on a diagonal line every 4<sup>th</sup> stride. The horse must be reliably on the bit.
2. EAY Western Dressage Tests may be used at EAY Recognized Events at no charge.
  3. EAY Recognized Events may offer other Western Dressage tests, and or apply other rules. The western dressage tests and or any other rules to be used at the competition must be stated in the Prize list.

## 1. ARENA

1. The footing in the arena should be flat and level.
2. Dressage is performed in an arena with a set of letters that designate where movements are to be executed.
3. The arena size may be 20m x 40m or 20m X 60m for Walk Jog or Training levels. First level through third level must be ridden in 20m x 60m arena. It is recommended the competition arena should be separated from the public by a minimum distance of 10 meters for outdoor rings and 5 meters for indoor rings. If there is one Judge they should be positioned 5m from 'C' and elevated for a good view of the whole ring.
1. If self-supporting letter markers are used they should be placed outside the ring about 0.50 meters away from the fence and clearly marked.
2. The ring fence may remain open at A during competition. The letter A must be placed at least 5 meters away from the arena and a distance of up to 15 meters is permitted.
3. Arena fence conditions must be the same for all competitors in a class.

## 1. DRESS

1. At EAY Recognized Events all competitors must wear properly fitted approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds. Adults are permitted to wear a western style hat or approved protective headgear.

2. Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves rolled down, long pants Western boots with a 1" heel. No rider will be penalized for wearing an approved helmet in any class.

## **2. OPTIONAL ATTIRE**

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

## **3. TACK**

1. A western style saddle is required. Any horse can compete with a snaffle bit with two hands or western style shank or curb bit with one hand. When riding with one hand you cannot change to two hands during the test. Split or romel type reins may be used. The curb strap may be of leather or chain, must be at least 1/2" in width, and must lie flat against the jaw of the horse.

### **2. CURB**

1. `Is defined as a solid or broken mouthpiece that has shanks which act as leverage. Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose. Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. The mouthpiece may be two or three pieces. The port must be no higher than 3-1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces are standard. The curb strap may be of leather or chain, must be at least 1/2" in width, and must lie flat against the jaw of the horse.

### **3. SNAFFLE BITS**

1. `Are the conventional; ( O-ring, egg-butt, D-ring, full cheek, etc.) with a ring no larger than 4" 100 mm). The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

### **4. HACKAMORE**

1. Refers to the use of a braided rawhide or leather bosal (noseband) which is used in lieu of a regulation snaffle bit. It does not refer to a mechanical hackamore. There must be a minimum of a two finger (approximately 1 1/2") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband.

### **5. WHIPS**

1. No longer than 120 cm including the last, are permits in all tests.

## **4. PROHIBITED EQUIPMENT**

1. Draw Reins
2. Tapaderos
3. Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
4. A wire curb bit, regardless of how padded.
5. Any chin strap narrower than 1/2" inch.
6. Standing or running martingales, nosebands on bridles, or tiedowns
7. Bosal without reins attached and used as a noseband
8. Mechanical hackamores.
9. Horsehair Bosals
10. Twisted wire mouthpiece.
11. Ropes halters/bridles

**5. ELIMINATIONS**

1. An entry shall be eliminated under the following circumstances:
  1. Evidence of blood on the horse
  2. Use of illegal equipment
  3. Contravention of dress rules
  4. Unauthorized assistance
  5. Three errors of course
  6. Resistance of more than 20 seconds in a test
  7. Fall of horse or rider during the test
  8. Dangerous/unruly behavior of horse
  9. All four feet of the horse leave the arena
  10. Dismounting during a dressage test
  11. Lameness. Judges decision is final with no appeal
  12. Taking more than 45 seconds to enter the arena at A after the start signal
  13. Entering the arena in a rope halter bridle

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**Western Performance**

**1. GENERAL WESTERN PERFORMANCE RULES**

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

**2. REQUIRED ATTIRE:**

1. Long-sleeved shirt with collar (band, stand-up, tuxedo, etc.) with sleeves

rolled down, long pants Western boots with a 1" heel. Western hat or approved riding helmet for adults. Youth or Junior competitors must wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding or driving on the competition or event grounds. No rider will be penalized for wearing a safety vest or an approved helmet in any class.

### **3. OPTIONAL ATTIRE**

1. Jacket or sweater, Tie, Gloves, Chaps, Spurs, Safety Vest, Rain slicker.

### **4. HORSE**

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

### **5. REQUIRED EQUIPMENT**

1. Western style saddle. Senior horses must compete in Western style bridle and western curb bit. Split or romel type reins. One hand only to be used to hold reins. The curb strap may be of leather or chain, must be at least ½" in width, and must lie flat against the jaw of the horse. Junior horses may compete in a regulation snaffle bit or bosal-type hackamore; Junior horses may compete with a western curb bit using one hand only

#### **2. CURB**

1. A solid or broken mouthpiece that has shanks and acts as leverage. Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose. Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces.

#### **3. SNAFFLE BITS**

1. Are the conventional O-ring, egg-butt, D-ring, full cheek, etc. with a ring no larger than 4" (100 mm). The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

#### **4. HACKAMORE**

1. Refers to the use of a braided rawhide or leather bosal (noseband) which is used in lieu of a regulation snaffle bit. It does not refer to a mechanical hackamore. There must be a minimum of a two finger (approximately 1 ½") between the bosal and the nose, and

absolutely no metal under the jaw or on the noseband or in connection with the noseband.

## **PROHIBITED EQUIPMENT**

1. Draw Reins
2. Tapaderos
3. Bits with sharp edges, gag bits and donut and flat polo mouthpieces.
4. A wire curb bit, regardless of how padded.
5. Any chin strap narrower than ½" inch.
6. Standing or running martingales, nosebands on bridles, or tiedowns -  
EXCEPTION for SPEED EVENTS
7. Bosal without reins attached and used as a noseband
8. Whips, bats, quirts. EXCEPTION SPEED EVENTS
9. Mechanical hackamores.
10. Horsehair Bosals
11. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs. EXCEPTION: Reining, Western Horsemanship, Western Equitation, Speed Events
12. Soft leg wraps.
13. Twisted wire mouthpiece.

## **1. ELIMINATIONS**

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

## **2. TRAIL**

1. This class is judged on the performance of the horse over and through obstacles, with emphasis on manners, response to the exhibitor, and attitude. A good trail horse is a pleasure horse with the ability to navigate obstacles with safety, alertness and caution.
2. A trail course should consist of a minimum of six 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
3. The course pattern shall be posted a minimum of one hour prior to the start time of the event. The judge should walk the course prior to the start of the event, and has the right to adjust the course and/or to remove any obstacle deemed unsafe.

## **4. SCORING**

1. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted.
2. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½; - 1½ extremely poor, -1 very poor, - ½ poor, 0 correct, ½ good; +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.
3. **½ Point Penalties**
  1. Each tick of log, pole, cone or obstacle.
4. **One Point Penalties**
  1. Each bite of or hit of or stepping on a log, pole, cone or any component of the obstacle.
  2. Incorrect gait (including break of gait) at a walk or jog for two strides or less.
  3. Both front or hind feet in a single-stride slot or space.
  4. Skipping over or failing to step into required space.
  5. Split pole in lope-over
  6. Failure to meet the correct strides on trot-over and lope-over obstacles
5. **Three Point Penalties**
  1. Break of gait or incorrect gait at walk or jog for more than two strides.
  2. Out of lead or break of gait at lope (except when correcting an incorrect lead).
  3. Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle.
  4. Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot.
6. **Five Point Penalties**
  1. Dropping slicker or object required to be carried on course.
  2. First refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away.
  3. Stepping outside the confined of, falling or jumping off or out of an obstacle with more than one foot.
  4. Loss of control or letting go of gate or dropping rope gate
  5. Blatant disobedience (kicking out, biting, rearing, striking)
  6. Second refusal, balk or attempt to evade an obstacle by shying or backing more than two strides away. After the second refusal, the Judge shall direct the exhibitor to move to the next obstacle.
  7. Failure to complete obstacle
7. **No (Zero) Score**
  1. Use of more than one finger between reins.
  2. Use of romals other than as outlined in rule.
  3. Performing the obstacles incorrectly or other than in specified order
  4. No attempt to perform an obstacle
  5. Equipment failure that delays completion of pattern.

6. Excessively or repeatedly touching the horse on the neck to lower the head.
7. Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than ¼ turn.
8. Failure to work an obstacle as described by the course.
9. Riding outside designated boundary of the arena or course area.
10. Fall of horse and/or exhibitor on course
11. Use of prohibited appointments.
12. Two hands on the reins (except on a Junior horse shown in two hands).
13. Changing hands on reins, when riding in one hand, except to negotiate an obstacle.
14. Third refusal, balk, or evading an obstacle by shying or backing anywhere on course.
15. Failure to ever demonstrate correct gait between obstacles as required.
16. Failure to follow the correct line of travel between obstacles.

**5. OBSTACLES Mandatory (not limited to):**

1. Gate; Open, pass through, and close a gate. Any gate should be solid, safe and swing both ways, not likely to fall over or with any protruding parts, nails, etc. that could cause injury.
2. Four Logs (Poles); no rolling poles, can be straight, zigzag or raised. Elevated poles must be secure and not able to easily roll.
  1. Walk-overs: spacing minimum 40cm- 60cm at ground level; 30cm elevated
  2. Jog-overs (cavelleti); spacing minimum 90cm – 105cm and may be elevated to a height of 20cm
  3. Lope-overs. Spacing minimum 4.8m -2.1m not elevated.
3. Side Pass: (over obstacle, optional maximum 12" if elevated)
4. Backing Obstacle; minimum spacing of 70cm (28") ground level, 77cm (30") if elevated, OR Back through and around three markers, OR Back through L, V straight or similar shaped course, if elevated must be maximum of 60cm (24").

**6. OPTIONAL OBSTACLES**

1. Bridge; Care must be taken that any bridge is solid and safe.
2. Serpentine (jog around).
3. Water hazard
4. Carrying and placing an item
5. Coat – put on and remove
6. Square – rider enters square and executes turn
7. Mailbox

**7. PROHIBITED OBSTACLES**

1. Tires.
2. Animals.
3. Hide.
4. PVC pipe.
5. Jumps over 45cm (18").
6. Rocking or moving bridges.
7. Water boxes with floating or moving parts.
8. Flames, dry ice, fire extinguishers, etc.
9. Logs or poles elevated in a manner that permits such to roll.

**3. WESTERN EQUITATION**

1. Riders will be judged on seat, hands, performance of horse, appointments of horse and rider, and suitability of horse to rider. Rider should appear comfortable, relaxed with good posture. Overall appearance should be of a well-groomed horse, clean equipment, and rider's apparel suitable to the western discipline. Gaits should be consistent and horse manageable and under control. Results as shown by performance of the horse are NOT to be considered more important than the method used in obtaining them.
2. Riders enter the ring at a walk or jog and are judged at a flat-footed four-beat walk, two-beat jog and a three-beat lope both ways of the ring. All competitors are required to back in a straight line during the line up in all classes.
3. Judges are encouraged to call for at least two tests included in the requirements for specific classes to be performed by competitors being considered for an award. Exhibitors will not be required to mount and dismount and will not be asked to change horses.
4. In Western Equitation classes where a (pattern) routine is required, the use of shin, bell boots and/or protective bandages on the front legs and standard sliding or rundown boots on the rear fetlocks are permitted.

## 5. SCORING

### 1. Minor Faults:

1. Seat; sitting off center, losing center of balance, sway back, or round back
2. Hands; unsteadiness, incorrect position
3. Legs; uneven stirrups, motion in legs, insufficient weight in stirrups, incorrect position
4. Control; breaking gait, improper halt or backing
5. General; equipment not fitting horse, and /or not clean, failure to use corners and rail, poor suitability of horse and rider overall appearance untidy, horse not groomed.

### 2. Major Faults

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

### 3. ELIMINATION:

1. Seat; falling off horse
2. Hands; two handing reins, finger between romal reins, more than one finger between split reins
3. Legs; touching in front of cinch
4. General; fall of horse, going off pattern

## 6. WESTERN EQUITATION TESTS

1. The following are tests from which Judges must choose. Tests can be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. If a pattern is used, it must be posted at least one hour before the class. A pattern is defined as two or more tests.
  1. Back
  2. Individual performance on the rail
  3. Figure Eight at the jog
  4. Lope and stop
  5. Figure Eight at lope on correct lead, demonstrating

simple change of lead (this is a change whereby the horse is brought back into walk or jog and restarted into a lope on the opposite lead). One Figure Eight demonstrates two changes of lead and is completed by closing up the last circle and stopping in the center of the eight.

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

#### **4. WESTERN HORSEMANSHIP**

1. The exhibitor is judged on his or her ability to ride and control a horse correctly. Good hands are paramount. The exhibitor's seat, hands and basic position are of most importance. The horsemanship class is to determine the riding ability of the rider and the judge will bear this in mind at all times. Results as shown by the horse's performance are not to be considered more important than the method used in obtaining them.
2. All exhibitors may enter the ring and then work individually, or each exhibitor may be worked from the gate individually. The whole class, or just the finalists, must work on the rail at all three gaits; walk, jog, lope, at least one direction of the arena. The judge will use the tests to determine the top riders to be called back for rail work.
3. The pattern that will be used must be posted at least one hour prior to the class starting.

#### **4. HORSEMANSHIP TESTS**

1. Walk, jog, trot, lope, or gallop in a straight line, curve, or circle, or any combination of these gaits and patterns, such as a figure eight, etc.
2. Halt
3. Back
4. Turn on the haunches, including spins and rollbacks, or on the forehand
5. Sidepass
6. Simple change of lead through the trot, walk or halt, in a straight line, figure 8 or any other pattern
7. Flying change of lead in a straight line, figure 8, or any other pattern
8. Dismount and mount
9. Ride without stirrups; Markers helps to standardize a pattern and guide riders, but can also increase the degree of difficulty, so their placement should be carefully planned and indicated in the posted pattern.
10. Failure to complete the pattern will not constitute elimination.

#### **5. WESTERN PLEASURE**

1. Western Pleasure horses are to be judged on performance, manners, conformation, quality and substance. A good pleasure horse is responsive, and gives the appearance of being fit and a pleasure to ride. Maximum credit should be given to the flowing, balanced and willing horse. A minimum of 20% of the judging shall be placed on condition and conformation.
2. Horses to be shown at a walk jog and lope on a reasonably loose rein or light contact with undue restraint. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads and gaits. Horses

may be asked to extend the walk, jog, or lope, one or both ways of the ring. A moderate extension of the jog is a definite two beat lengthening of stride.

3. At the option of the Judge, the top eight horses may be required to perform an extended lope collectively one or both ways of the ring, but no more than eight horses may extend lope at one time.
4. At the Judge's discretion, all horses, or just the finalists, will be required to back. Horses are required to back easily and stand quietly.
5. Exhibitors shall not be asked to dismount except in the event the Judge wishes to check equipment
6. The Judge may ask for additional work of the same nature from any horse.

**7. FAULTS (scored according to severity):**

1. Head carried too low, the poll below the withers, severity to be considered the same as a wrong lead.
2. Over flexing or straining neck in the head carriage so the nose is carried behind the vertical.
3. Excessive speed (any gait).
4. Being on the wrong lead.
5. Breaking gait (including not walking when called for).
6. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
7. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
8. Touching horse or saddle with free hand
9. Head carried too high.
10. Excessive nosing out.
11. Opening mouth excessively.

**6. WESTERN RIDING**

1. Western Riding is based on the performance of a sensible, well-mannered, free and easy moving horse. The horses should perform at a reasonable speed and are judged on the riding qualities of the required gaits, change of leads, and response to the exhibitor, manners, disposition and intelligence.
2. The judge will select one of the three patterns to be performed. The judge is responsible for the pattern being correctly set.
3. On the pattern: The eight small circles represent pylon markers, which are recommended a) These should be separated by a uniform measured distance of not less than 9m (30') or more than 15m (50') on the side with five markers (see diagram). It is recommended that markers be set a minimum of 4.5m (15') from the fence. The rectangle represents an obstacle (one small log recommended), minimum of 2.5m (8') in length. The long or serpentine line indicates the direction of travel and the gaits at which the horse is to move.
4. Except for junior horses shown with a hackamore or snaffle bit, only one hand must be used and not be changed, it is permissible to change hands when opening gate if the gate is in such a position as to require the change.
5. It is important the horse changes leads correctly, executing flying changes with said changes being made as nearly as possible to a mid-way point between markers. Eight or ten markers are required (cones or pylons are recommended).

**1. SCORING**

1. Scoring will be on the basis of 0 to 100 with 70 denoting an average score. Points will be added or subtracted on the following basis, ranging from -1 ½ to +1 ½:

1	½ extremely poor
2	very poor
1	1/2 poor
2	0 average

3	+1/2 good
4	+1 very good
5	+1 ½ excellent

## 1 CREDITS

- 1 Change of leads, hind and front simultaneously.
- 2 Changes at designated point.
- 3 Accurate and smooth pattern.
- 4 Even pace throughout.
- 5 Easy to guide and control with rein and leg.
- 6 Manners and disposition.
- 7 Conformation and fitness.

## 2 FAULTS (to be penalized accordingly)

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

## 3 PENALTIES

### 1 ½ Point Penalties:

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

### 2 One Point Penalties:

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

### 3 Three Point Penalties:

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

### 4 Five Point Penalties:

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

### 5 Score 0 ELIMINATED

- 1 An incomplete pattern.
- 2 Incorrect order of maneuvers.
- 3 Knocking over markers.
- 4 Passing on the wrong side of markers.
- 5 Missing the log.
- 6 Fall of horse or rider.
- 7 Use of two hands (except if a Junior horse ridden in hackamore)

- or bosal or snaffle bit).
- 8 Changing hands on reins if riding in one hand.
- 9 Use of prohibited appointments.
- 10 Off pattern.
- 11 Willful abuse.
- 12 Major refusal – stop and back two strides or four steps with front legs.
- 13 Major disobedience – rearing, schooling.
- 14 Failure to start lope prior to end cone in pattern 1.
- 15 Failure to change leads and/or performance of four or more simple lead changes.

**1 WESTERN RIDING PATTERNS**

	<p><b>Pattern 1</b></p> <ol style="list-style-type: none"> <li>1. Walk and jog over log.</li> <li>2. Transition to left lead and lope around end.</li> <li>3. First line change.</li> <li>4. Second line change.</li> <li>5. Third line change.</li> <li>6. Fourth line change and lope around end of arena.</li> <li>7. First crossing change.</li> <li>8. Second crossing change.</li> <li>9. Lope over log.</li> <li>10. Third crossing change.</li> <li>11. Fourth crossing change.</li> <li>12. Lope up center, stop and back.</li> </ol>
	<p><b>Pattern 2</b></p> <ol style="list-style-type: none"> <li>1. Walk, transition to jog, jog over log.</li> <li>2. Transition to left lead.</li> <li>3. First crossing change</li> <li>4. Second crossing change</li> <li>5. Third crossing change</li> <li>6. Circle and first line change.</li> <li>7. Second line change</li> <li>8. Third line change.</li> <li>9. Fourth line change and circle</li> <li>10. Lope over log.</li> <li>11. Lope, stop and back.</li> </ol>

	<p><b>Pattern 3</b></p> <ol style="list-style-type: none"> <li>1. Walk, transition to jog, jog over log.</li> <li>2. Transition to left lead.</li> <li>3. First crossing change.</li> <li>4. Lope over log.</li> <li>5. Second crossing change.</li> <li>6. First line change.</li> <li>7. Second line change.</li> <li>8. Third line change.</li> <li>9. Fourth line change.</li> <li>10. Third crossing change.</li> <li>11. Fourth crossing change.</li> <li>12. Lope up the center, stop and back.</li> </ol>
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## **1 RANCH RIDING HORSE**

### **95.1 PURPOSE**

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

### **95.2 GAITS**

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

### **1 CLASS REQUIREMENTS**

- 1 The required manoeuvres for all tests patterns must include the walk, trot, and lope in both directions. Extended trot and extended lope must be shown a minimum of one direction. A halt, and rein back are all required movements in all test patterns. In addition, a minimum of three (3) "optional manoeuvres" are required to be included in combination with the above required movements in all test patterns. Optional manoeuvres 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 manoeuvres" that are appropriate for a working ranch horse to perform in routine work. The manoeuvres may be arranged in various combinations with final approval of pattern required by the Judge. The use of natural logs, posting in extended trot, touching or holding the saddle horn, is permitted with no penalties.

### **1 CLASS SCORING**

- 1 Each horse will work in arena individually, performing both the required and optional manoeuvres in a test pattern, being scored on the basis of 0 – 100, with 70 denoting an average performance. Each

manoeuvre will receive a score that should be added or subtracted from 70, and is also subject to a penalty score that is subtracted.

95.4.2

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

- 1 No penalties are assessed for nicks/rubs of logs but may be considered in manoeuvre score
- 2 One (1) point penalty deduction for each occurrence
  - 1 Too slow pace/ per gait
  - 2 Over bridled/curled
  - 3 Out of frame (not level topline)
  - 4 Break of gait at walk or jog for 2 strides or less
- 3 Three (3) point penalty deduction for each occurrence
  - 1 Break of gait at walk or trot for more than 2 stride
  - 2 Break of gait at lope
  - 3 Wrong lead
  - 4 Cross cantering or out of lead for more than 2 strides when changing leads
  - 5 Draped reins
  - 6 Trotting more than 3 – 4 strides when doing a simple change of leads
  - 7 Severe disturbance or resistance or any obstacle
- 4 Five (5) point penalty deduction for each occurrence

**95.4.2.4.1**

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

**95.4.2.5**

Elimination

**95.4.2.5.1**

Any pattern manoeuvre not performed

**95.4.2.5.2**

Illegal equipment

**95.4.2.5.3**

Wilful abuse

**95.4.2.5.4**

Incomplete manoeuvre

**95.4.2.5.5**

Major disobedience (over 20 seconds resistance)

**95.4.2.5.6**

Schooling of the horse repeatedly in any manoeuvre or obstacle

## **95.5 REQUIRED ATTIRE**

- 95.5.1** Long-sleeved shirt with collar or blouse, long pants, riding boots with a 1" heel, western hat or approved protective headgear for adults. Youth competitors must wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted on the competition or event grounds. No rider will be penalized for wearing approved protective headgear in any class.

### **95.5.2 Optional Attire**

- 95.5.2.1** Vest, jacket, sweater, tie, gloves, chaps, spurs, rain slicker

### **95.5.3 Required Tack**

- 95.5.3.1** Western style saddle, western style bridle and curb bit. Split or romal type reins.

- 95.5.3.2** One hand only to be used to hold reins. The curb strap may be of leather or chain, must be at least ½" in width, and must lie flat against the jaw of horse.

### **95.5.4 Optional Tack** Breast collar and or rear cinch

- 95.5.4.1** Silver is permitted on tack but must not influence score over good working ranch horse equipment

#### **95.5.4 Ranch Riding Horse Patterns**

**95.5.4.1** May be modified with final approval of the Judge required prior to the competition

**95.5.4.2** Test patterns must be posted a minimum of one hour prior to the start of class. Test Pattern copies should be made available for competitors in the show office 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.