

Rules of SSRC

General Rules

Entries

1. Every entry and all those associated with the entry attending an SSRC competition shall be subject to the constitution and rules of the SSRC and any rules set by the competition.
2. Every event will make sure that a waiver is signed by all competitors and any one else riding, driving, or sitting in a horse-drawn vehicle on the show grounds.
3. Entry forms must be properly completed as they supply the information required for year end awards.
4. All entries must be complete and must be accompanied by funds prior to showing.
5. No entry is eligible to compete until the entry form and waiver/s have been signed by the person/s responsible. A parent or guardian must sign for a junior rider/driver.
6. Proof of \$2 million liability insurance (original or photocopied) for rider and owner will be required upon entering the competition.
7. Exhibitors are responsible for their own errors and those of their agents in the completion of their entry forms.
8. Any misrepresentation of the horse or competitor will result in elimination.
9. Anyone misrepresenting information on their registration form will be eliminated. If this is discovered after the show is done, they will not be awarded any points for year-end awards for that show and may be denied entry to remaining shows in the series.
10. The show committee reserves the right to refuse any entry at their sole discretion.
11. Any complaint or grievance a competitor may have must be made in writing, signed and submitted to a director of the SSRC, accompanied by a \$25 cash deposit, within 24 hours of the incident in question. The Board of Directors will then rule on the grievance/complaint. If the Board finds the claim valid the deposit will be returned, if ruled invalid the deposit will become part of the clubs funds.
12. Horses may be entered under any name; however, competitors must provide their horse's registered name and registration/tattoo number on their entry form and may be asked to provide proof of registration.
13. Every competitor must wear the competition number provided at all times in the schooling areas as well as in the competition ring.
14. Hors Concurs entries may be accepted at the discretion of the competition organizer or judge. These entries must pay the same entry

fee and are to follow the same rules as the other competitors, but are not eligible for any awards.

15. Cancellation will be accepted up to the start of the class.
16. No entries can be accepted after the start of the class.
17. No animals other than Standardbred horses are allowed in the show ring.
18. Show organizers may charge a \$25 fee for cheques returned for insufficient funds and require that entries be paid in cash for the remainder of the show season.
19. Show organizers may refuse entries if the competitor has outstanding fees owing from a preceding show in the series and/or a preceding show season.

Series Points and Year End Awards

1. Horse/rider combinations accumulate series points.
2. Membership in SSRC is mandatory for a competitor to accumulate points and be eligible for year-end awards. The competitor's membership in SSRC must be current and paid in full before competing in his/her first show of the current season.
3. A horse/rider combination must show in at least one show in the Ontario Standardbred Show Series in the current show season to be eligible for year-end awards. A Horse/rider combination does not have to compete in the same classes at each show. Points collected at shows outside of the Ontario Standardbred Show Series are excluded.
4. Competitors with outstanding entry fees from any of the series shows will not be eligible for year end awards if fees remain outstanding by August 31 of the current show season.

Exhibitors, Riders, Drivers and Handlers

1. All competitors, including youth or junior competitors, must handle their own mount in the show ring.
2. A youth or junior competitor is anyone who has not passed their 18th birthday as of January 1st of the current calendar year.
3. No handlers, riders or drivers under the age of 8 will be permitted to compete except as provided in Item 4. Competitors must be prepared to provide proof of age eligibility.
4. Riders under 8 may compete in lead line classes and costume classes provided that they are accompanied by an adult handler holding a lead line at least 6 feet long attached to the horse's bit or to a halter with a bridle. Riders must hold the reins.
5. At the discretion of the show organizers, any competitor may be permitted to compete with a handler in English/Western Pleasure and Equitation classes, lead line classes and costume classes. The competitor must inform the show organizers of their intent to use handler at the time of entry and the handler shall be an adult holding a lead line

- attached to the horse's bridle or a halter with a bridle. Riders must hold the reins.
6. A horse/youth rider combination may not cross enter between open and youth classes/divisions at the same event.
 7. An exhibitor must be correctly dressed for the class entered. The show organizers may at their discretion bar any entry if not suitably presented.
 8. Riders/Drivers will not be penalized for wearing safety vests or helmets in any class.
 9. It is strongly recommended that all persons wear approved protective headgear at all times while mounted or driving.
 10. Junior competitors must wear properly fitted, approved protective headgear, with the safety harness correctly fitted, at all times while mounted or riding on a horse-drawn vehicle on the competition or event grounds. Approved headgear must be certified by SEI or the American Society for Testing Materials (ASTM) standard or the British Standards Institution (BSI) standard.
 11. All persons, regardless of age, riding over fences or driving around cones/obstacles anywhere on the competition grounds must wear protective headgear secured with a safety harness permanently affixed to the helmet, and properly fitted and secured.
 12. SSRC makes no representation or warranty expressed or implied about any protective headgear and cautions that serious injury or death may result despite wearing such headgear as all equestrian sports involve inherent risk and no protective helmet can protect against all foreseeable injury.
 13. The use of personal electronic communication devices by anyone while in the competition ring is prohibited. (Exception: competitors with disabilities, who must communicate this when entering and to officials).
 14. Stallions shall not be shown, ridden or handled by a junior. Unmanageable stallions must be excused. Decisions of manageability of the stallion are at the discretion of the judge or steward.
 15. Blemishes or scars shall not be counted against a horse in any class.
 16. In all classes, any rider and/or horse that falls will be automatically eliminated.
 17. Anytime a horse is bleeding during competition they may be eliminated at the judges' discretion.
 18. Competitors may be eliminated if their number is not visibly worn.
 19. Competitors may not use the competitions equipment for practice before the class begins; only practice equipment designated as such may be used for warm up.
 20. Protective leg wear may be used in any class except Halter or Showmanship.
 21. Judges may excuse any horse that seems disruptive or dangerous, or any rider who is not in control of their mount.

In Hand Classes

Halter

1. Halter classes shall be divided into English and Western and may also be subdivided into mares and geldings/stallions at the discretion of the show organizers.
2. The horse's conformation is being judged.
3. Each horse should be walked to the judge one at a time. As they pass the judge, they should pick up a trot and continue to the end of the ring, then proceed to line up.
4. The horse will then be viewed from all sides by the judge, and should be stood square for this inspection.
5. Horses may be shown in a halter or bridle.

Showmanship

1. Showmanship classes shall be divided into English and Western and may also be subdivided into mares and geldings/stallions at the discretion of the show organizers.
2. Showmanship is to be judged on the handlers' ability to show a horse in hand.
3. The exhibitor will be judged on their neatness and that of their horse (50%), as well as their ability and professionalism when handling the horse (50%). They should be poised and natural, they should not be overly exaggerated or animated.
4. The horse should be shown in a halter if the handler is in western attire or in a bridle if the handler is in English attire.
5. The horses will perform a pattern, which the judge will post at least one hour prior to the class. The handler will be judged on how well they can show the pattern. The pattern can include any of the following: walk, jog/trot/pace, backing, turns of 90–360 degrees, and will be asked to set up the horse for inspection. It is recommended that the exhibitor use the quarter method.
6. The exhibitor will be judged from entry to the ring until the placing has been announced.

Dressage (English and Western)

English Dressage – Equipment and Attire

1. Riders should be dressed in English show attire including show shirt, jacket, light colored breeches, tall boots (paddock boots and matching half chaps acceptable) with a heel, and an approved helmet.
2. Judges may excuse jackets.
3. Horses should be in English tack and a snaffle bridle.

4. Boots and bandages are acceptable.
5. A suitable dressage whip, no longer than 120cm, may be used.

Western Dressage – Equipment and Attire

1. Riders must wear appropriate western attire, including a long sleeve collared shirt/jacket, a western hat or approved helmet, and boots with a heel. Spurs and chaps are optional. Junior riders must wear an approved helmet. Adult riders may sign a helmet waiver.
2. Suitable western tack, including a western bridle with a snaffle or curb bit, or a bosal/hackamore (not mechanical), and a serviceable western or stock saddle. The list of permitted bits and bridles shall be as per items 4, 5 and 6 under *Western Performance Classes – Western – Equipment and Attire*, except that a bitless bridle is permitted in Western Dressage.
3. A breastplate and/or protective boots or bandages may be used.
4. A suitable dressage whip, no longer than 120cm, may be used.

Class Conduct

1. The arena will be 20 x 40 metres in size and labeled with the letters in order A F B M C H E K counter clockwise at the specified points, A being where the horse enters and exits the ring, C being the location of the judge.
2. When rider is called they may warm up around the outside of the competition ring until the bell/whistle is sounded, at which time they have 45 seconds to enter the ring, or they may be eliminated. If they enter before the bell they will be asked to exit and reenter and points will be deducted.
3. Test may be called, arrangements for this being the responsibility of the competitor. Callers may only repeat a movement twice, and may not add anything that is not on the test sheet.
4. Any other outside coaching or assistance may result in elimination.
5. If the rider goes “off course” the judge may sound the bell to stop and correct the rider so they can continue at the next movement. Faults are as follows 1st error=2 points, 2nd error=4, 3rd error=elimination.
6. If the horse or rider falls the competitor will be eliminated.
7. If a horse is dangerous or excessively unruly they will be eliminated.
8. If the horse leaves the ring with all four feet, between the time of entry and the time of exit at A, they will be eliminated.
9. Use of voice will count as a fault.
10. Horses may pace where the test sheet specifies that a movement is to be completed in the trot or jog. The pace must be regular and maintained throughout the movement.

Performance Classes

Class Conduct

1. Large classes may be split into two or more groups at the discretion of the judge.
2. When reversing on the rail, horses should reverse to the inside, away from the rail. They may be asked to reverse at a walk or jog/pace/trot, but shall not be asked to reverse at the lope/canter.
3. Patterns for classes must be posted one hour before class time. Judges are responsible to approve all patterns.
4. For western classes horses ridden in a snaffle may be ridden with two hands, horses ridden with a curb must be ridden in one hand. The hand is to be around the reins, index finger only between split reins is permitted, and the hand on the rein must not change, exception: Trail/Obstacle class riders may change hands.
5. The judge may remove any equipment that, in their opinion, is unsafe, inhumane and/or would give a horse an unfair advantage.

Pace/Rack Class

1. Horses to perform three gaits – Walk, Intermediate Gait (Slow Pace or Amble) and Pace/ Rack On (Energetic Pace or Racking).
2. To be performed both ways of the ring. Trotting and Cantering will be penalized.
3. Horses are required to back easily and stand quietly.
4. Tack and attire to be in keeping with *Western – Equipment and Attire* or *English – Equipment and Attire*.

Western Performance Classes

Western – Equipment and Attire

1. Any competitor may wear protective headwear in any division or class without penalty from the judge. Junior riders must wear approved protective headwear in all western classes. ASTM/BHS approved protective headwear must be worn by all, regardless of age, in any speed class.
2. Exhibitors must wear appropriate western attire, including a long sleeve collared shirt/jacket, a western hat or approved helmet, and boots with a heel. Spurs and chaps are optional. Adjustments may be made by judge due to weather conditions or for valid medical reasons.
3. Suitable western tack, including a western bridle with a snaffle or curb bit or a bosal/hackamore (not mechanical), and a serviceable western or

stock saddle. Silver will not count for more. A breastplate and/or protective boots or bandages may be used.

4. When riding with two hands a conventional O-ring, D-ring or Eggbutt Snaffle (with a ring no larger than 4"(10cm)) is to be used in Western Performance classes. This bit may be used with one hand riding as well, but rider may not switch riding hand while in the show ring. The inside of the bit's ring must be free of rein, curb or headstall attachments that would provide leverage. The mouthpiece of the bit should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid if smooth. The bars must be a minimum of 5/16th (8mm) in diameter, measured 1" (25mm) 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"-1 1/4" (25mm-32mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm-20mm) measured top to bottom, with a maximum length of 2" (50mm), which lies flat in the horse's mouth.
5. If a curb bit is used in a Western Performance class rider must ride with one hand. A curb is a bit that has a solid or broken mouthpiece, has shanks and acts as leverage, it is considered a standard western bit, and must be free of mechanical devices. A description of a legal, standard western bit includes; 8 1/2" (21.5cm) maximum length shank (to be measured as indicated in diagram), which may be fixed or loose. Bars must be round, oval, or egg-shaped, smooth and unwrapped metal of 5/16th"-3/4" (8mm-20mm) diameter, measured 1" (25mm) from cheek. They may be inlaid if smooth. No prongs or extensions may protrude below the mouthpiece. The mouthpiece may be two or three pieces. A three piece, connecting flat bar of 3/8" to 3/4" (10mm to 20mm), measured top to bottom with a maximum length of 2" (5cm), which lies flat in the horses mouth. The port must be no higher than 3 1/2" (9cm) maximum, with rollers and covers. Broken mouthpieces, half-breeds and spades are allowed. No Slip or gag bits, donuts or flat polo mouthpieces. Curb strap or curb chain is required, it must be at least 1/2" in width and lie flat against the jaw of the horse and meet the approval of the judge. A broken strap or chain may not be cause for disqualification.
6. Hackamore means the use of a flexible, braided rawhide or leather, or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. No mechanical hackamores, horse hair bosals, or bitless bridles. Riders may ride with one or two hands on the reins, but if using one hand they must not switch to riding with two hands or from one rein hand to the other once the class is underway.



Eggbutt Snaffle

O Ring Snaffle

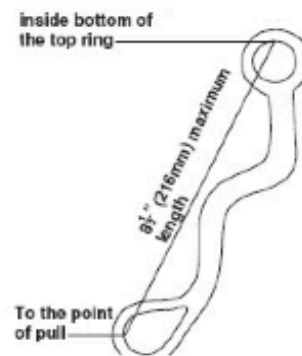
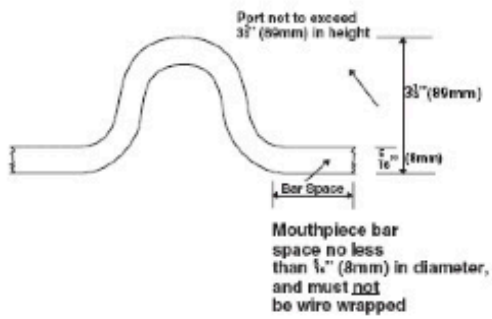


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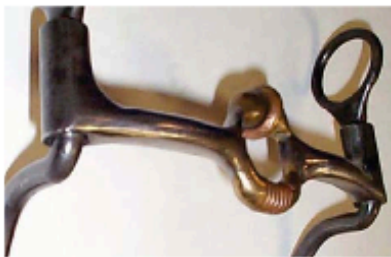


Bosal Hackamore

LEGAL CURB BIT



ILLEGAL CURB BITS



Donut Bit



Prong Bit

Western Pleasure

1. A good pleasure horse has effortless, smooth, balanced strides, length of stride will depend on the horses conformation. Correct gaits should be maintained on light contact. The horse should carry their head and neck in a relaxed natural position, with poll level or slightly above level of the withers, and their nose should be on or slightly ahead of the vertical. The horse should give the appearance of being safe, pleasant, mild mannered, and a pleasure to ride. Transitions should be smooth and timely. When asked to extend, they should move out with the same free flowing motion.
2. No horse/rider combination may cross enter between Open Western Pleasure Walk/Jog or Pace class(es) and Open Western Pleasure Walk/Jog or Pace/Lope class(es) at series shows. A horse/youth rider combination may not cross enter between open and youth classes/divisions at the same event.
3. This class will be judged on the performance, condition and conformation of the horse.
4. Horse must work both ways of the ring. Horse may jog or pace when a jog is called but may not switch back and forth between the two gaits without penalty. In the lope the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
5. Riders shall not be required to dismount except in the event the judge wishes to check equipment
6. Faults to be scored according to severity:
 - a) Breaking or not picking up the proper gait
 - b) Being on the wrong lead
 - c) Excessive speed or excessive slowness in any gait
 - d) Touching horse or saddle with free hand
 - e) Opening mouth excessively
 - f) Stumbling
 - g) Use of spurs or romal forward of the cinch
 - h) A horse that appears overly tired or dull
 - i) Nose behind or too far ahead of the vertical
 - j) Head below or too high above the withers
 - k) Quick choppy stride
 - l) Reins are draped to the point where light contact is not maintained
7. Faults which may be cause for disqualification:
 - a) Changing hands or two hands on the reins while riding in a curb.
 - b) More than one finger between reins
 - c) Head carried too low, tip of ear carried below the withers consistently for more than five strides.
 - d) Over-flexing or straining of neck for more than five strides.

Western Equitation/Horsemanship

1. Only the rider is judged, ability and neatness will count.
2. The class may be run in one of the following formats:
 - Pattern performed individually;
 - Ring class; and/or;
 - Ring class with a pattern component.
3. Horse must work both ways of the ring in all the gaits required of the class. Horse may jog or pace when a jog is called but may not switch back and forth between the two gaits without penalty. In the lope the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
4. No horse/rider combination may cross enter between Open Western Equitation Walk/Jog or Pace class(es) and Open Western Equitation Walk/Jog or Pace/Lope class(es) at series shows. A horse/youth rider combination may not cross enter between open and youth classes/divisions at the same event.
5. Rider should maintain a proper position at all times in all gaits, give the appearance of comfort relaxation and quietness, and be in control at all times.
6. If riding one handed the free hand must be held relaxed and may not touch the horse or tack.
7. The judge may ask a question concerning equine knowledge including horsemanship, tack, anatomy, horse care and nutrition.
8. The judge may ask each competitor to complete one or more of the following:
 - a) Dismount/mount
 - b) Reinback
 - c) Figure 8 with a change in direction
 - d) Jog without stirrups
 - e) Turn on the haunches
 - f) Serpentine
 - g) Sidepass
 - h) Circle

Western Dressage Suitability

1. Horses in this class will be judged on their suitability for western dressage competition.
2. Horses must work both ways of the ring in working walk and jog/pace, as well as extended and collected gaits. Horse may jog or pace when a jog is called but may not switch back and forth between the two gaits without penalty. Horses are required to back easily and stand quietly.
3. Evaluation will be based primarily on paces and movement, but also on the horse's conformation and general impression, including:
 - a) Freedom and regularity of the paces.
 - b) Harmony, lightness and ease of the movements.

- c) Lightness of the forehand, impulsion and engagement of the hindquarters.
 - d) Soft and consistent acceptance of the bit, without any tension or resistance.
4. Equipment and attire shall be the same as outlined in *Western Dressage – Equipment and Attire*.

English Performance Classes

English – Equipment and Attire

1. Riders should be neat and tidy, wearing suitable English attire such as breeches/jodhpurs, show shirt, and jacket. Approved helmets and boots with suitable heel must be worn. Jodhpur boots or half chaps and matching boots are acceptable.
2. Judges may excuse jackets due to weather.
3. Suitable English tack including an English saddle, and a snaffle bridle should be used. Pelhams and Kimberwicks will also be accepted.
4. Double bridles are acceptable in combination with saddle seat attire and tack.

English Pleasure

1. A good pleasure horse has effortless, smooth, balanced strides, length of stride will depend on the horses conformation. Correct gaits should be maintained on light contact. The horse should carry their head and neck in a relaxed natural position, with poll level or above level of the withers, and their nose on or slightly ahead of the vertical. The horse should give the appearance of being safe, pleasant, mild mannered, and a pleasure to ride. Transitions should be smooth and timely. When asked to extend, they should move out with the same free flowing motion.
2. No horse/rider combination may cross enter between Open English Pleasure Walk/Trot or Pace class(es) and Open English Pleasure Walk/Trot or Pace/Canter class(es) at series shows. A horse/youth rider combination may not cross enter between open and youth classes/divisions at the same event.
3. This class will be judged on manners, performance, condition and conformation of the horse.
4. Horse must work both ways of the ring in all the gaits required of the class. Horse may trot or pace when a trot is called but may not switch back and forth between the two gaits without penalty. In the canter the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
5. Judges may not ask for work other than listed above.

6. Riders shall not be required to dismount except in the event the judge wishes to check equipment
7. Faults:
 - a) Breaking or not picking up the proper gait
 - b) Being on the wrong lead, or diagonal
 - c) Excessive speed or excessive slowness in any gait
 - d) Stumbling
 - e) A horse that appears tired or dull
 - f) Poll excessively high or below the withers
 - g) Nose behind or too far ahead of the vertical
 - h) Quick choppy stride
 - i) Failure to maintain light contact
 - j) Rider that consistently rides off the rail
 - k) Resistance or unpleasantness

English Equitation

1. Only the rider is judged on ability, and neatness will count.
2. Horse must work both ways of the ring in all the gaits required of the class. Horse may trot or pace when a trot is called but may not switch back and forth between the two gaits without penalty. In the canter the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
3. No horse/rider combination may cross enter between English Equitation Walk/Trot or Pace class(es) and English Equitation Walk/Trot or Pace/Canter class(es) at series shows. A horse/youth rider combination may not cross enter between open and youth classes/divisions at the same event.
4. Rider should maintain a light seat and hand, be in control at all times, and maintain proper position at all times in all gaits. Riders may be requested to sit or post at the trot/pace.
5. Judge may ask a question concerning equine knowledge including horsemanship, tack, anatomy, horse care and nutrition.
6. Judge may ask each competitor to work individually and or perform individual tests. Tests may include one or more of the following:
 - a) Dismount/mount
 - b) Reinback
 - c) Figure 8 with a change in diagonal
 - d) Extended trot
 - e) Trot without stirrups
 - f) Serpentine
 - g) Circle

English Dressage Suitability

1. Horses in this class will be judged on their suitability for English dressage competition.
2. Horses must work both ways of the ring in working walk and trot/pace, as well as extended and collected gaits. Horse may trot or pace when a trot is called but may not switch back and forth between the two gaits without penalty. Horses are required to back easily and stand quietly.
3. Evaluation will be based primarily on paces and movement, but also on the horse's conformation and general impression, including:
 - a) Freedom and regularity of the paces.
 - b) Harmony, lightness and ease of the movements.
 - c) Lightness of the forehand, impulsion and engagement of the hindquarters.
 - d) Soft and consistent acceptance of the bit, without any tension or resistance.
4. Equipment and attire shall be the same as outlined in *English Dressage - Equipment and Attire*.

Over Fences Classes

General

1. Horse/rider combinations may only enter jumping classes at two height divisions. Competitors may compete hors concurs in lower height divisions if desired.

Equitation Over Poles

1. Riders will be judged on their ability to ride a course of a minimum of 6 ground poles. Changes of direction may be incorporated. Competitors will be judged on their position, ability to maintain a consistent pace, ride lines and judge distances.
2. Each obstacle will consist of a single ground pole between two jump standards or wings (with jump cups and pins removed).
3. At the judge's signal a rider may start their course, riders may only circle once before starting the course and once upon finishing the course.
4. The course must be ridden at the trot/pace.
5. Penalties will be incurred for cantering, knocking poles out of position, a refusal or run out, resistance, bolting and circling on course.
6. Competitors shall be eliminated if they have two disobediences, loose control of their horse, go off course, or the horse/rider falls.

Hunter over X's

1. Horse and rider will be judged on their ability to negotiate the course a course of a minimum of 6 cross rail fences without fall under the poles. Changes of direction may be incorporated.
2. At the judge's signal a rider may start their course, riders may only circle once before starting the course and once upon finishing the course.
3. The course may be ridden at the trot/pace or the canter, but the chosen gait should be maintained from start to finish.
4. Penalties will be incurred for knocking down poles, a refusal or run out, resistance, bolting and circling on course.
5. Competitors shall be eliminated if they have two disobediences, loose control of their horse, go off course, or the horse/rider falls.

Equitation over Fences

1. Riders will be judged on their ability to ride a course of a minimum of 8 fences. Changes of direction may be incorporated. They will be judged on their position, ability to maintain a consistent pace, ride lines and judge distances.
2. The course may have more difficult aspects such as long approaches, roll backs, and bending lines.
3. At the judge's signal a rider may start their course, riders may only circle once before starting the course and once upon finishing the course.
4. The course may be ridden at the trot/pace or the canter, but the chosen gait should be maintained from start to finish.
5. Penalties will be incurred for knocking down poles, a refusal or run out, resistance, bolting and circling on course.
6. Competitors shall be eliminated if they have two disobediences, loose control of their horse, go off course, or the horse/rider falls.

Working Hunter Over Fences

1. The hunter course will consist of a course of a minimum of 8 fences set for a 12-foot stride with at least one change of direction. Ideally the first jump should be towards the in gate to set the pace.
2. The class is judged on the horses' style, manners and way of going, conformation is not a factor. The class will be judged from the moment the horse enters the ring until the horse leaves the ring.
3. At the judge's signal a rider may start their course, riders may only circle once before starting the course and once upon finishing the course.
4. The course may be ridden at the trot/pace or the canter, but the chosen gait should be maintained from start to finish.
5. Penalties will be incurred for knocking down poles, a refusal or run out, resistance, bolting and circling on course.

6. Competitors shall be eliminated if they have two disobediences, loose control of their horse, go off course, or the horse/rider falls.

Jumper

1. Tests the skill of the horse and rider over a course of a variety of challenging lines and obstacles.
2. Riders may walk the course, on foot, prior to the start of the class
3. Riders enter the ring when called. After the judge signals (bell/whistle) the rider has 60 seconds to start the round.
4. The start finish lines will be marked. Time starts at the start marker and ends at the finish marker.
5. In the first round of the class, faults will be counted and clear rides from the first round move on to the timed jump off. This will consist of a shorter course, and jumps may be raised. Least faults will win, with time being the deciding factor for equal faults.
6. Jumps should be numbered, and if flags are used the red goes on the right side and the white on the left side of the jump, according to the horses approach.
7. Faults
 - Knock down = 4 faults
 - Foot in the water = 4 faults
 - Disobedience (refusal, run out, resistance, corrected deviation, circling on course) – 1st = 4 faults, 2nd = elimination
 - Fall of horse/rider, going off course, or exceeding time allowed by double the time = Elimination
 - Time faults – 1/4 fault for each second over time allowed in the first round, and 1 fault for each second over time allowed in the jump off.
8. If a horse runs out or refuses in a combination (more than one jump in a row) they must retake it from the beginning of the combination.

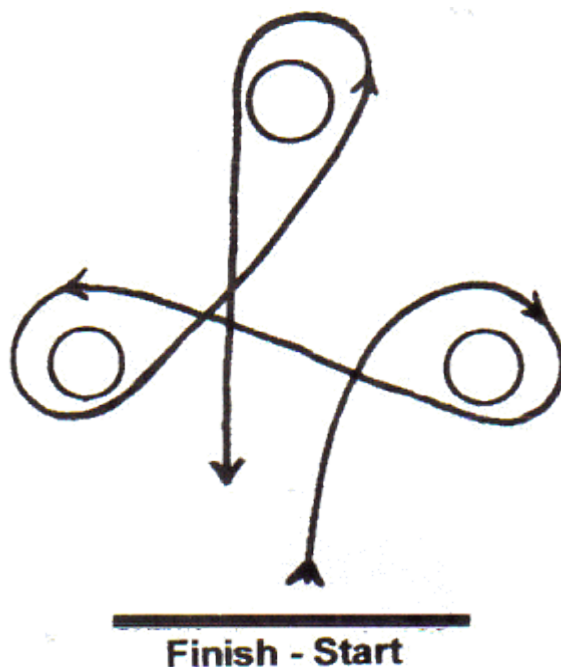
Timed Speed Events (Games)

General

1. These classes may be ridden in English or Western equipment and attire. Rules for equipment and attire will follow English and Western Performance Class rules (see *English – Equipment and Attire* and *Western – Equipment and Attire*), with the exception that properly fitted tie-downs and martingales will be permitted.
2. At the judge's discretion equipment found to be too severe can result in competitors elimination for that round.
3. Contestants must wait for direction of ring steward before entering the ring or starting the pattern.
4. The judge at their discretion may eliminate a contestant for excessive use of the whip/bat/crop/rope/spur or hitting in front of the cinch/girth.
5. Riders must wear an approved, properly fitted, secured helmet in the competition and practice area.
6. If possible the course should be set away from walls and fences. Each course should be measured, element-to-element, and from the starting line. Fences or walls should not be used as the starting point for measuring the course, unless the arena is too small for the standard pattern.
7. Start poles, event officials and equipment not part of the course and should be as unobtrusive as possible, if possible they should be out of the ring.
8. The arena surface should have secure footing for horses at speed.
9. Where possible, and where it can be done safely for competitors, spectators or passers-by, a run in/out chute or alley should be used.
10. If the timing equipment fails, the competitor may re-run the pattern.
11. If an element of the pattern should fall down after the competitor has completed the course, and the timer has stopped the pattern will count.
12. Competitors will be eliminated if they run over or striking the timing equipment, starting line markers or any (correctly positioned) personnel.
13. Timing shall start as soon as the horse's nose reaches the start line and finishes when the horse's nose passes the over the finish line.
14. In case of a tie there will be a run-off between the same horse/rider combination as the first round.
15. Horses must walk in and out of the ring.

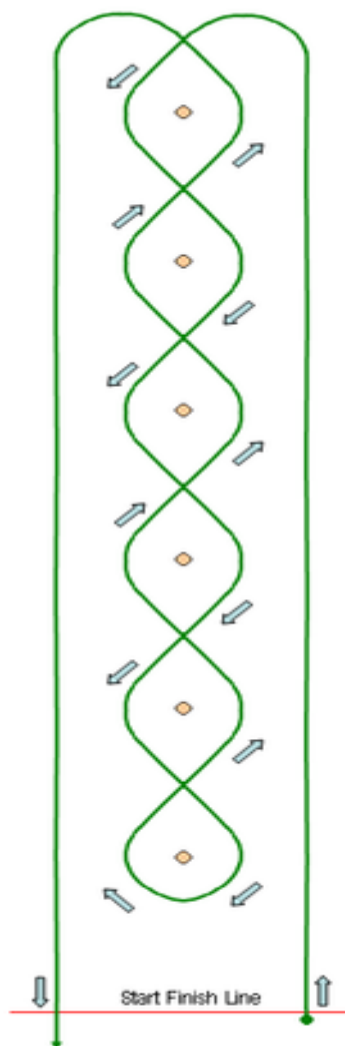
Barrel Racing

1. The pattern should be 45 feet (13.5 metres) from the starting line to the end of the arena, at least 18 feet (5.4 metres) from barrels one and two to the fence and 36 feet (10.8 metres) from barrel 3 to the end of the arena. If the course is too large for the available space, the pattern should be reduced five feet at a time until the pattern fits the arena. Adequate space must remain between the barrels and an obstacle. The distance from barrel number three to the finish line need not be reduced if there is sufficient room for the horse to stop.
2. At a signal from the starter, the contestant will run to barrel #1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel #2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel #3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrels #1 and #2. This course may also be run to the left; the competitor will start by going left around barrel #2, right around barrel #1, and right around barrel #3.
3. There will be a five-second penalty for knocking over a barrel. Competitors will be disqualified if they go off course. Riders may touch the barrel with their hand.



Pole Bending

1. The pole bending pattern should include six poles. Each pole is to be 21 feet (6.4 metres) apart, and the first pole is to be 21 feet (6.4 metres) from the start line. The poles should be 6 feet (1.8 metres) high, with a steady base that will not interfere with horse's pattern. Course size may be adjusted to ring size.
2. Horses may start to the right or the left of the first pole.
3. There will be a five second penalty for knocking a pole over. Competitors going off course will be disqualified. A contestant may touch the pole with their hand, but altering the course at all will cause a five second penalty for each pole moved.



Flag Race

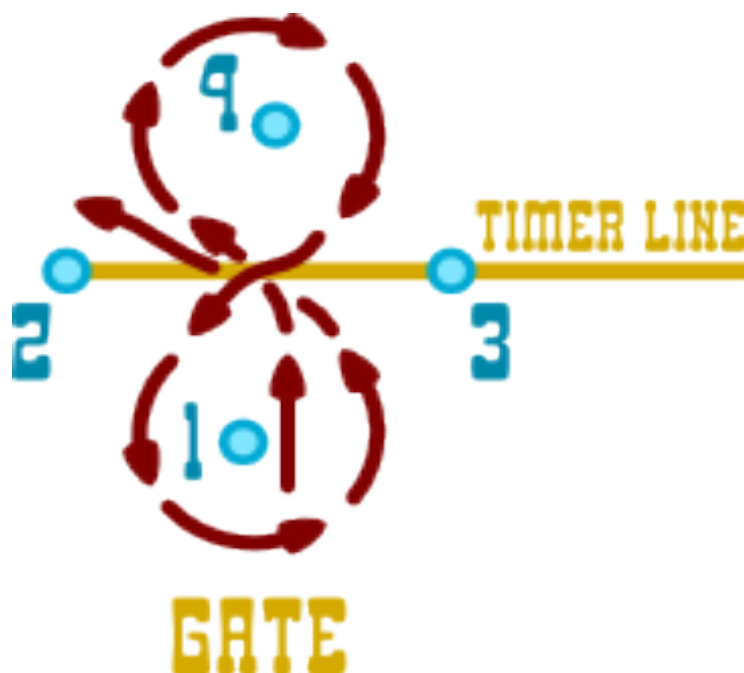
1. The flag shall be a round dowel or pole, 50–60” (1.27–1.5m) long, with no splinters or sharp edges. A commercially available broom handle makes an excellent “flag”. The top 6–12” (15.24–30.48cm) may be taped to provide extra grip.
2. A safe open ended 45 gallon barrel with 3” of sand in the bottom should be set on the centre line of the arena, approximately 50ft (15.24m) past the timing line. The flagstick should be placed in this barrel, leaning against the top edge to the right or left, at the competitors’ direction. A second close ended barrel is placed on the centre line at 75ft (22.86m) from the first barrel.
3. Horses should run across the timing line to the first barrel, pick up the flag stick, run to the second barrel, turning to the right or the left then sprint to the timing line, returning the flag stick to the open ended barrel while passing. The competitor may or may not choose to follow a figure–8 pattern.
4. Failure to follow the course, knocking over a barrel, failing to return the flagstick to the open barrel, hitting the horse with the flag or dropping the flag, shall cause a contestant to be eliminated.
5. If the flag breaks, the contestant has a right to rerun.

Dash for Cash

1. One barrel is set 125ft (38.1m) from the start/finish line on the centre line.
2. Each horse and rider runs down around the barrel and back across the finish line.
3. Knocking the barrel over results in elimination.

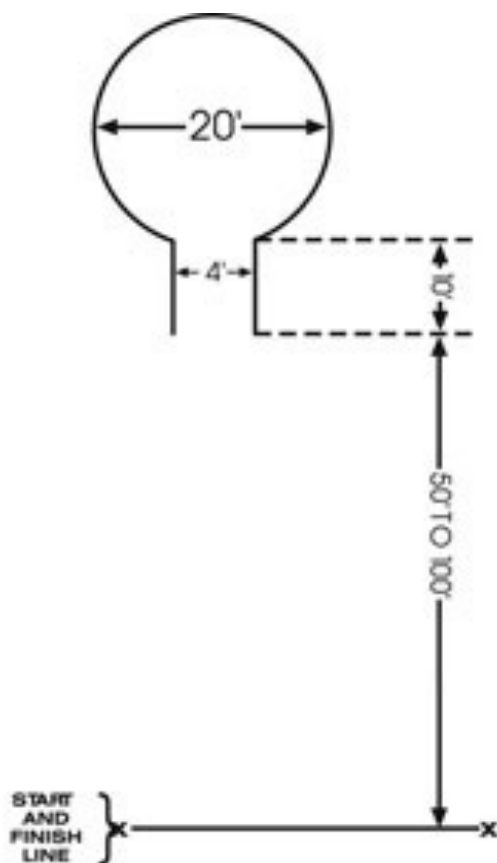
Stake Race

1. The stake race is run on a figure 8 pattern. The competitor may have a running start, beginning from either the right or the left side of the first pole. The pattern starts when the competitor crosses the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the center line to finish.
2. The start and finish line is 20ft (6m) wide and marked by two upright markers 10ft(3m) on each side of the centerline, cones/pylons are recommended. The first and second poles marking the centerline are each 40ft (12m) from the start/finish line, making them a total of 80ft (24m) apart.
3. If the contestant fails to cross the start/finish line between the markers, goes off course, or knocks a pole down, it shall result in no time.
4. Failure for the contestant to cross over the centerline between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped.
5. All horses must start from the same end of the arena.



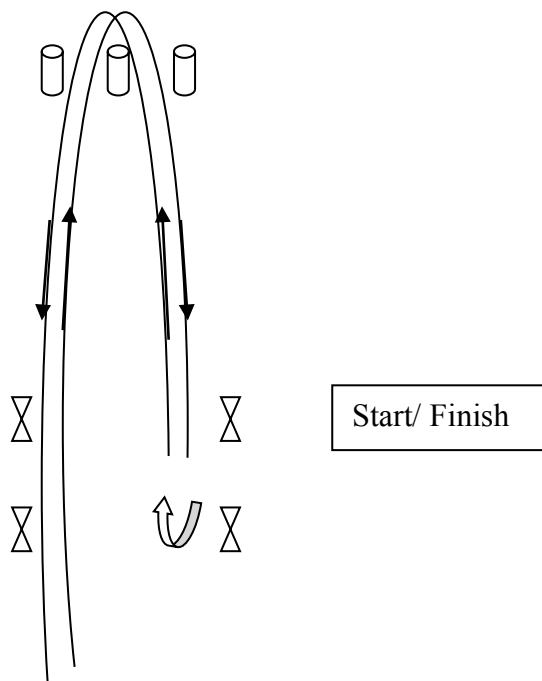
Keyhole Race

1. The starting line can be from 50–100 feet (15.24–30.48 metres) from the entrance of the circle.
2. The circle must be 20 feet in diameter marked on the ground using wood shavings, chalk or spray paint.
3. The entrance to the circle must consist of a 4 foot wide by 10 foot long chute marked with 4 cones. The sides of the chute may be marked on the ground using wood shavings, chalk or spray paint.
4. The rider must turn the horse around in the circle.
5. The rider should not walk the horse in or out of the circle.
6. The horse is not permitted to touch or cross over the line when competing in keyhole.
7. Failure to follow the course or to step out of the keyhole will result in elimination.
8. The horse that completes the prescribed course correctly in the fastest time wins.



Texas Speed and Action

1. The pattern includes 3 barrels and a “box” marked with 4 vertical bending poles or marked on the ground using wood shavings, chalk or spray paint.
2. The box must be 20 feet across and the leading edge of the square the start/finish line which will be at least 45 feet (13.5 metres) from the gate end of the arena. The 3 barrels are set in a row 4 feet apart in line with the square and parallel to the end of the arena and are to be at least 36 feet (10.8 metres) from the far end of the arena.
3. The horse will travel through the box race to barrels travel between Barrel 1 and 2 around Barrel 2 return to the box do a 180 degree turn and race to barrels travel between Barrel 2 and 3 around Barrel 2 and return to the box. Go through the box without stopping to complete pattern.
4. There will be a five-second penalty for knocking over a barrel or stepping out of the box on the turn. Competitors will be disqualified if they go off course. Riders may touch the barrel with their hand.



Driving Classes

Driving – Equipment and Attire (all classes)

1. To be driven in a suitable pleasure driving vehicle, with wooden or pneumatic wheels, and a solid floor or foot rest (no race bikes permitted).
2. All drivers shall carry a whip at all times while driving. The whip should comply with Equine Canada Driving rules and have a lash that is long enough to reach the shoulder of the horse.
3. A bridle with reins attached and passed through the saddle terrets must be in place and in the hands of a competent person whenever a horse is put to a vehicle. Failure to comply will incur elimination.
4. Drivers, grooms and passengers should be dressed in Pleasure Driving attire, English show attire or Western show attire. Judges may excuse jackets.
5. Appropriate headwear shall be worn. Approved helmets must be worn unless a helmet waiver has been signed, then a hat that is appropriate to the attire/turnout may be worn (e.g., ladies brimmed hat, bowler, derby, velvet hunt cap, etc.).
6. Drivers are encouraged to wear an apron or knee rug and gloves.
7. Shorts, skirts and capri pants are not permitted.
8. Leg boots and bandages are acceptable.

Pleasure Driving – Working

1. Horses to be shown both ways of the arena at the walk, working trot/pace, strong trot/pace, and slow trot/pace.
2. May be required to rein back.
3. To be judged primarily on performance, manners and way of going of the horse, as well as on the condition and fit of harness and vehicle and on neatness of attire.

Pleasure Driving – Reinsmanship

1. A Pleasure Driving class in which entries are judged primarily on the ability and skill of the driver.
2. To be shown both ways of the arena at a walk, slow trot/pace, working trot/pace and strong trot/pace.
3. Drivers shall be required to rein back.
4. All drivers may be worked individually at any gait requested by the judge and may be asked to execute appropriate tests/patterns.
5. At the discretion of the show organizers, the class may be run only as an individual test/pattern, which will be posted at least one hour before the start of the class.
6. Either the one or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent "feel" with

the horse's mouth. Drivers should not be penalized or rewarded for using one general style over another.

7. To be judged primarily on the handling of reins and whip, control, posture, and overall impression of driver, as well as on the condition of harness and vehicle and neatness of attire.

Pleasure Driving – Youth Reinsmanship

1. A Pleasure Driving class open to all competitors 18 years of age and younger in which entries are judged primarily on the ability and skill of the driver.
2. Exhibitors 13 years and younger must be accompanied at all times by an adult horseman who is capable of rendering assistance if required.
3. Individual competitors may share a horse and cart, as judging is on the ability of the driver to show the horse as a suitable pleasure driving horse. To be judged primarily on the handling of reins and whip, control, posture and overall impression of the driver, as well as condition of harness and vehicle and neatness of attire (see *Driving – Equipment and Attire*).
4. Drivers and grooms must wear properly fitted, approved protective headgear with the safety harness correctly fitted at all times while in the vehicle.
5. The class will follow one of the following formats:
 - a) Rail work – drivers will be asked to drive both directions of the ring at walk, working trot/pace and slow trot/pace. Must halt and stand readily. May be asked to rein back. No more than 3 entries will work in the ring at one time. OR
 - b) Driven Test – drivers will be asked to perform an individual driven pattern which may include any or all of the following: walk, slow trot/pace, working trot/pace, halt, rein back. Pattern may include work on the rail, circles, half-circles, figure-eights, crossing the diagonal.

Working Obstacle Driving – Cones

1. This is a timed event but accuracy will have more bearing on placing than speed.
2. The object is to drive through the obstacles in numerical sequence without knocking down cones or balls.
3. Drivers will be allowed to walk and inspect the course at a specific time prior to the start of class.
4. Practice cones will be provided in the warm up area
5. A course of obstacles (paired driving cones or cone and other objects) will be numbered and marked red on right white on left to indicate direction in which obstacle is to be driven. Each cone or obstacle will have a ball on top.
6. The width of the obstacles will be 40 cm wider than each competitor's vehicle. Vehicles will be measured prior to each competitors round to

- determine the width of obstacles. The measurements will be taken at ground level from the outside of one wheel to the outside of the other wheel, hubs will not be considered.
7. No cantering is allowed.
 8. As each competitors round is timed, it is mandatory that each entry to pass through the start and finish markers. Red on right, white on left.
 9. A signal (bell, whistle or horn) will be given for the entry to begin their round. Entry must not cross the start before the signal.
 10. First round is timed. Winner will be the competitor with the fewest penalties. Time will be the deciding factor in placing competitors with equal penalties.
 11. Scoring
 - Knockdown of start/finish markers or obstacle = 5 faults
 - Circling/refusing * 1st = 5 faults * 2nd = 10 faults * 3rd = elimination
 - Cantering * 1st = 5 faults * 2nd = 10 faults * 3rd = elimination
 - Off course, outside assistance, starting before the signal = elimination
 - Failure to pass completely through start or finish = elimination
 - Breakdown of harness or vehicle = elimination

Progressive Obstacle Driving – Cones

1. This is a timed event but accuracy will have more bearing on placing than speed.
 2. The object is to drive through the obstacles in numerical sequence without knocking down cones or balls.
 3. Drivers will be allowed to walk and inspect the course at a specific time prior to the start of class.
 4. Practice cones will be provided in the warm up area
 5. A course of obstacles (paired driving cones or cone and other objects) will be numbered and marked red on right white on left to indicate direction in which obstacle is to be driven. Each cone or obstacle will have a ball on top.
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| <ol style="list-style-type: none"> 6. NB: The width of the obstacles will be 60 cm wider than each competitors' vehicle for the first set of cones, then get Progressively smaller to 20 cm wider e.g., #1 - 60 cm; #2 - 50 cm; #3 - 40 cm; #4 - 30 cm; #5 - 20 cm. |
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7. Vehicles will be measured prior to each competitors round to determine the width of obstacles. The measurements will be taken at ground level from the outside of one wheel to the outside of the other wheel, hubs will not be considered.
 8. No cantering is allowed.
 9. As each competitors round is timed, it is mandatory that each entry pass through the start and finish markers. Red on right, white on left.
 10. A signal (bell, whistle or horn) will be given for the entry to begin their round. Entry must not cross the start before the signal.

11. First round is timed. Winner will be the competitor with the fewest penalties. Time will be the deciding factor in placing competitors equal penalties.
12. Scoring
 - Knockdown of start/finish markers or obstacle = 5 faults
 - Circling/refusing * 1st = 5 faults * 2nd = 10 faults * 3rd = elimination
 - Canterng * 1st = 5 faults * 2nd = 10 faults * 3rd = elimination
 - Off course, outside assistance, starting before the signal = elimination
 - Failure to pass completely through start or finish = elimination
 - Breakdown of harness or vehicle = elimination

Driven Dressage

1. Horses to be shown to a Dressage Pattern prescribed by the show organizers. American Driving Society (ADS) Training or Preliminary level or a test of equivalent difficulty.
2. The arena will be a maximum of 40 x 80 metres in size and labeled with the letters in order A F B M C H E K counter clockwise at the specified points, A being where the horse enters and exits the ring, C being the location of the judge. Smaller rings must be twice as long as they are wide (e.g., 30 x 60 metres or 25 x 50 metres). For rings smaller than 40 x 80 metres, it is recommended that ADS Arena Dressage Tests be used.
3. When the driver is called they may warm up around the outside of the competition ring until the bell/whistle is sounded, at which time they have 90 seconds to enter the ring, or they may be eliminated. If they enter before the bell they will be asked to exit and re-enter and points will be deducted. In cases where there is no room to warm up around or near the arena, the driver may warm up in the arena and ADS Arena Dressage Tests are written to accommodate this situation.
4. At the salute, drivers should take the reins in one hand. A lady shall raise the ship vertically or horizontally in front of her face. A gentleman shall remove his hat and let his arm drop loosely along his body or may render the salute as does the lady. The whip salute is used to acknowledge the judge at the start and at the finish of the test.
5. Tests may be called, arrangements for this being the responsibility of the competitor. Callers may only repeat a movement twice, and may not add anything that is not on the test sheet.
6. Any other outside coaching or assistance may result in elimination.
7. If the driver goes "off course" the judge may sound the bell to stop and correct the driver so they can continue at the next movement. Faults are as followed 1st error=2 points, 2nd error=4, 3rd error=elimination.
8. If the horse or rider falls the competitor will be eliminated.

9. If a horse is dangerous or excessively unruly they will be eliminated.
10. If the entire turnout leaves the ring with all four feet, between the time of entry and the time of exit at A, they will be eliminated. If part of the turnout leaves the arena, it shall be scored as a poor movement and marked accordingly.

Ride and Drive

1. A single horse to be shown in two concurrent sections:
 - a) In Harness – To be shown to a suitable pleasure driving vehicle, both ways of the arena at a walk, slow trot/pace, working trot/pace, and strong trot/pace. May be required to rein back.
 - b) Under Saddle – To be shown both ways of the arena at a walk, and trot/pace. May be required to rein back.
2. To be judged 50% on performance, manners, way of going and suitability in harness and 50% on performance, manners, and way of going under saddle.
3. The entry may be required to be shown by the same person in both sections or by one person in the in harness section and another person in the under saddle section at the discretion of the show organizers. The conditions must be clearly stipulated in the prize list.
4. Up to two grooms or attendants may assist with unharnessing and saddling.
5. A bridle with reins attached and passed through the saddle terrets must be in place and in the hands of a competent person whenever a horse is put to a vehicle. Failure to comply will incur elimination.
6. The judge may not request entries to be re-harnessed after performing under saddle.
7. Vehicles and harness shall be removed from the arena before the start of the under saddle section, additional attendants may enter the arena to assist with removing vehicles.

Gambler's Choice

1. To be driven over a course of unnumbered obstacles each carrying a specific point value. Each driver has the same amount of time to negotiate as many obstacles as possible.
2. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.
3. After passing through the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded.
4. No obstacle may be redriven once it has been disturbed. (Exception: obstacles that are designed to be knocked down.)

5. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.
6. Circling is permitted. If a horse should refuse or run out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded.
7. A signal will sound at the end of the allowed time and the driver must then exit through the finish markers when the total time on the course will be recorded.
8. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.
9. Placings are determined on a high score basis. Time will decide ties. If a tie occurs in both points and time, the winner will be decided by a drive off.

Extra Classes

Mounted Obstacle Class (English or Western)

1. This class is judged on the horse and rider's ability to negotiate a course of obstacles.
2. This class may be ridden in English or Western equipment and attire. Rules for equipment and attire will follow English and Western Performance Class rules (see *English – Equipment and Attire* and *Western – Equipment and Attire*), with the exception that properly fitted tie-downs and martingales will be permitted.
3. Objects allowed are:
 - b) gates
 - b) walkover a pole or log (16–24")
 - c) trot poles
 - d) back through (min width of space 25")
 - e) water hazard
 - f) serpentine obstacles (e.g. cones or poles set min 6' apart)
 - g) bridge, box or rubber mat (at least 5–7'x5–7')
 - h) carry an object or put on an article of clothing
4. Points will be deducted for missing or not completing an object, hitting or stepping on an obstacle, breaking gait, stepping outside of an obstacle, knocking down an obstacle, disobedience (kicking, bucking, rearing, etc.), or dropping an object.
5. Horse will be eliminated if the horse or rider falls.

Trail

1. This class is judged on the horse and rider's ability to negotiate a course of obstacles.
2. This class must be ridden in Western equipment and attire. Rules for equipment and attire will follow Western Performance Class rules (see *Western – Equipment and Attire*), with the exception that properly fitted tie-downs will be permitted.
3. Obstacles allowed are:
 - a) gates
 - b) walkover a pole or log (16–24" in height)
 - c) crossovers or leg yielding along a pole
 - d) trot poles
 - e) back through (min space 25")
 - f) water hazard
 - g) serpentine obstacles (e.g. cones or poles set min 6' apart)
 - h) walk on a bridge, box or rubber mat (5–7'x5–7')
 - i) carry an object or put on a article of clothing
4. Points will be deducted for missing or not completing an obstacle, hitting or stepping on an obstacle, breaking gait, stepping outside of an obstacle, knocking down an obstacle, disobedience (kicking, bucking, rearing, etc.), or dropping an object.
5. Horse will be eliminated if the horse or rider falls.

Intro to Trail

1. This class is judged on the horse and riders ability to negotiate a course of poles.
2. This class must be ridden in Western equipment and attire. Rules for equipment and attire will follow Western Performance Class rules (see *Western – Equipment and Attire*), with the exception that properly fitted tie-downs will be permitted.
3. Obstacles allowed are:
 - a) walkover a pole or log (16–24" in height)
 - b) crossovers or leg yielding along a pole
 - c) trot poles
 - d) back through (min space 25")
 - e) serpentine obstacles (e.g. cones or poles at 6' spacing)
4. Points will be deducted for missing or not completing an obstacle, hitting or stepping on an obstacle, breaking gait, stepping outside of an obstacle, knocking down an obstacle, disobedience (kicking, bucking, rearing, etc.), or dropping an object.
5. Horse will be eliminated if the horse or rider falls.

Costume Class

1. Horse and rider will enter the ring in a costume to be judged, this costume should be safe for horse and handler/rider.
2. The horse may be mounted or led, if mounted the rider must have an approved helmet and proper footwear.
3. Horses will enter the ring and parade on the rail, then line up for ribbon presentation.
4. No children under 6 years of age will be allowed in the show ring.

Dress Up Race

1. The contestant rides their horse down to pile/bag of clothes at the far end of the arena. Each competitor shall have a handler waiting at the end of the arena.
2. Rider gets off, the handler controls the horse, and the rider puts on a garment from the pile/bag.
3. The rider then leads the horse back across the finish line while wearing the garment. Best time wins.

Lead Line Class

1. Only competitors under 8 years of age may show in the lead line class and must be accompanied by an adult handler holding a lead line at least 6 feet long attached to the horse's bit or to a halter with a bridle. Riders must hold the reins.
2. A rider in a lead line class may not show in other classes at that show, except if also led in a costume class.
3. Equipment and attire may be either *Western - Equipment and Attire* or *English - Equipment and Attire*. Equipment on the horse must correspond with exhibitor attire, including a saddle adjusted so the rider's feet are placed properly in the stirrups.
4. All competitors must wear ASTM/BHS approved protective headwear and boots with suitable heel.
5. Pommel/safety straps, neck straps, safety vests and safety stirrups are permitted.
6. Competitors will be shown at a walk in both directions on the rail.
7. Competitors may be asked basic questions about their horse or equitation.
8. The competitor will be judged on the rider's seat, posture, hand position, and leg position, the turn out of the horse and rider, and basic horsemanship.