Alberta Equestrian Federation

2019 Wild Rose Competition Program Rule Book
# Table of contents

AIMS, GOALS, OBJECTIVES ................................................................. 3
STRUCTURE AND COMMITTEE ............................................................... 4
SAFETY AND RISK MANAGEMENT ..................................................... 4
ANIMAL WELFARE ............................................................................. 5
ADMINISTRATIVE RULES ................................................................. 5
Chapter 1 - GENERAL RULES OF COMPETITION .............................. 6
WESTERN PERFORMANCE DIVISION ............................................... 8
ROLES AND USEFUL DEFINITIONS ................................................... 10
Chapter 2 - WESTERN PERFORMANCE DIVISION ............................ 11
Chapter 3 - REINING ........................................................................ 12
Chapter 4 - WESTERN RIDING ........................................................... 17
Chapter 5 - TRAIL ............................................................................. 20
Chapter 6 - WESTERN SPEED DIVISION ......................................... 23
BARREL RACING ............................................................................... 24
POLE BENDING ............................................................................... 24
FIGURE 8 STAKE RACE ...................................................................... 25
KEYHOLE RACE ............................................................................... 25

WESTERN DRESSAGE
*Please refer to the WSDAC rules and patterns at the below link:*

http://westernstyledressage.ca/Rules_and_Patterns.html

Chapter 7 - HACK DIVISION ............................................................. 26
Chapter 8 - HUNTER DIVISION ......................................................... 28
Chapter 9 - JUMPER DIVISION ......................................................... 32
Chapter 10 - DRESSAGE DIVISION ................................................ 36
Chapter 11 - EQUITATION/SHOWMANSHIP DIVISION .................... 46
Chapter 12 - SHOWMANSHIP AT HALTER ....................................... 49
Chapter 13 - COMMAND CLASS ..................................................... 52
Chapter 14 - GENERAL PERFORMANCE PLEASURE DRIVING ........ 52
The Alberta Equestrian Federation (AEF) is recognized by Alberta Sport Connection as the only recognized organization for equestrian sport in Alberta.

**AIMS, GOALS & OBJECTIVES**

To provide a provincial level of competition that will increase the participation in many areas of horse sport in the province

To create a safe and standardized environment for grass-roots level participants to enter the competition environment and have a positive competition experience

To provide, through the educational and participation aspects of the Wild Rose concept, a feeder system for the development of the discipline sports and athlete development

To encourage interest in a grassroots level of officiating within the province

To align with Long Term Athlete Development (LTAD)

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**General**

*AEF Wild Rose-sanctioned competitions are to be run in accordance with the AEF Wild Rose Rules.*

Every eventuality cannot be provided for in these Rules. It is the duty of the officials and the competition management to make a decision in a sporting spirit, approaching as near as possible the intention of these rules, and to protect the reputation of the sport and the welfare of the horse.

Competition Organizers should be familiar with the AEF rules and policies and should have copies available for the use of members, parents, volunteers and officials. Competitions may expand upon the Rules, provided notification of changes is printed in the Show Prize List. Any changes may not contradict AEF rules pertaining to safety requirements.

All AEF-sanctioned competitions are restricted to AEF members in good standing. ALL competitors must have a current AEF membership, including riders in lead line classes. Out of province competitors are eligible to compete, however they must provide proof of membership with their home PSO or must be required to purchase an AEF membership.

Any major change from the format of the Wild Rose Competition Program must receive the approval of the Board of Directors of the AEF prior to implementation.
Safety & Risk Management

The AEF urges all members to develop a “Safety Awareness” Program for each of its events for the benefit of the participants, the spectators and the event/show management involved. The staging of Horse Shows is an activity that is particularly vulnerable to accidents, and therefore the Show Committee has a special responsibility to provide an event that is run as safely as is possible.

Safety Committee

• Name a chairperson who is responsible for Safety Precautions during the event.
• Have the Show Committee approve the safety guidelines for the event.
• Empower the Committee to enforce any rules or regulations relating to the safety guidelines during the event.
• Record and report to the AEF any untoward incidents or accidents that occur during the staging of the sanctioned event. This form is included in the approval package you received prior to competition.
• Ensure adequate emergency medical attention is available for every event.

Liability Waiver

• It is recommended that all Horse Shows use an Acknowledgement of Risk and Release of Liability form to be signed by each participant at the event.

First Aid and Emergency Medical Help

• It is essential that every horse show has a plan in place for emergency medical help.
• A show must have, on hand during the entire event, a person(s) who is trained and knowledgeable in First Aid/Emergency Medical Treatment. Depending on the risk involvement of the particular sport and the availability of medical help, such a person might be a First Responder, a registered nurse, an EMT, a Ski Patrol official or other similar person who has some first aid designation. Ambulance/MD: If they are not present at the event, know how to reach an ambulance and doctor on short notice. Keep the telephone number of both ambulance and doctor readily available on a moment’s notice.
• A back board and collar are advisable to have on hand at all show events, but must only be used by trained personnel.
• If a person is rendered unconscious, or complaining of back pain, under no circumstances should that person be moved. Wait until qualified medical help is present prior to moving such a person.

Animal Welfare

The inhumane treatment of a horse at any AEF competition by a competitor, owner, trainer or other person must not be tolerated anywhere on the grounds, under any circumstances.

Cruelty can be defined as intentionally causing pain or unnecessary discomfort to a horse. The standard by which such conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and procedures, would determine to be cruel, excessive or inhumane.

It is recommended every horse show publish a statement in its prize list regarding its position on the abuse of horses and its commitment to the humane treatment and welfare of horses, in addition to the penalties to be imposed for confirmed abuse of horses at the show.

The following acts are considered under the words cruel, abusive and inhumane but are not limited to:
• Excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse’s head (on the poll and forward of the poll) with the whip shall be deemed excessive.
• Rapping the legs of a horse with the butt end of a riding crop or other implement.
• Use of any substance to induce temporary heat.
• Use of electric device in schooling or showing.
• Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
• Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.
• Withholding of feed and water for prolonged periods.
• Cruel treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.

In any performance event, the judge shall have the authority to request the removal or alteration of any piece of equipment which, in his/her opinion, would tend to give the horse an unfair advantage or which they believe to be inhumane.
Administrative Rules

Show Committees must submit applications and all other required paperwork, including prize lists at least 14 days prior to the show date or a $100.00 non-refundable late fee will be assessed to the show.

All sanctioned Wild Rose shows must provide proof of Commercial General Insurance in effect using the certificate of insurance form provided by the AEF before sanctioning will be issued. Insurance is available through Capri Insurance, the official insurance provider for the AEF.

- The policy must contain all clauses as laid out on the form and the form must be completed entirely to be accepted.

The Show must forward the requisite post-competition forms, a list of entries for the Win Your Entry draw, and all AEF membership applications, including membership fees collected, to the AEF within 10 days of the end of the competition.

Cancelation Policy: Administration fee of $10.00 will be retained from shows cancelled up to 14 days prior to the start date. Shows cancelled within 14 days of the start date will receive no refund.

- In the event of a cancellation, AEF must be notified in writing no later than the scheduled date of the competition.
- Shows that cannot be approved due to failure to submit required documents before the show occurs will forfeit their sanctioning fee.

Each show will receive a Show Permit Certificate that should be displayed at the horse show office.

It is required that all competitors hold a current AEF membership (or equivalent for out of province competitors) to ensure each entry is protected by their own Individual liability coverage.

Roles and Useful Definitions

DEFINITIONS

Show Organizer
This individual(s) is/are responsible for the organization of the show up until competition begins.

Show Secretary
This individual is directed to perform duties as assigned by Directors, Show Manager or Show Committee Chairpersons. The regular duties consist of keeping records off all class entries, scratches, additions and placements and payment of fees.

Official
Includes judges, stewards, course designers and technical delegates, who are recognized and licensed by a governing body and hold up to date certificates.

Steward
A horse show steward, sometimes also called a rules steward or licensed steward, is a licensed official at a horse show tasked with the responsibility of interpreting and enforcing the rules of the organization that sanctions the horse show.

Learner Official
An individual who is training and/or job shadowing an official.

Junior
Except as modified by discipline/breed sport rules, individuals are junior until the end of the calendar year in which they reach the age of 18.

Amateur
An individual above the age of 18 that does not get paid for riding or coaching. Certain scholarships, bursaries and sponsorships are allowed.

Professional
Anyone that is paid to ride a horse(s), or coaches junior or amateur students for a fee.
Chapter 1

General Rules of Competition

1.1 AEF HELMET POLICY
For safety and insurance purposes, all riders, regardless of age or level, must wear ASTM/SEI, BSI/BS EN or AS/NZS approved protective headgear at all times when mounted at any Wild Rose competition (exception, see Section 1.13).

1.2 STALLIONS
Mannerly stallions may be shown by Junior A and Adult competitors ONLY.

1.3 AGE CATEGORIES
Age categories shall be based on the Canadian National standard, based on the individual's age as of Jan 1 of the competition year:
- Junior “C”: 11 years and under
- Junior “B”: 12 years to 14 years
- Junior “A”: 15 years to 17 years
- Adult: 18 years and over

1.4 ELECTRONIC COMMUNICATIONS
The use of personal electronic communication devices by a competitor, or trainer while in the ring being judged is forbidden under penalty of elimination.

1.5 COMPETITION NUMBER
The competition number designated to the horse/rider combination by the Show Secretary must be worn by the horse or the rider/handler from the time it is issued whenever the horse is not in its stall or trailer in order to facilitate identification by officials. A warning will be issued the first time the horse is seen without its designated number. The second offence may result in elimination or disqualification as determined by the Ground Jury Steward/Show Committee.

1.6 OFFICIALS
AEF sanctioned competitions may use AEF or other provincially approved officials, EC officials (some restrictions may apply) or officials carded with another organization (i.e. breed officials). Un-carded, experienced individuals may be permitted to officiate at AEF sanctioned events, but will require a guest card and are subject to AEF approval. Guest card applications are available from the AEF website or by contacting the AEF office.

1. Conflict of interest situations:
   a. Judges and stewards shall not officiate in any division in which a member of their family or a horse owned by the immediate family is competing, or in which clients and/or their horses are competing.
   b. No judge who owns or is employed at an establishment may judge any horse or competitor that boards, is trained or takes instruction at said establishment.
   c. A judge may not judge any division where a competitor is the owner of an establishment at which said judge boards, trains or takes instruction.
   d. Judges may not discuss the purchase or sale or lease of any horse during the continuation of a competition at which they are officiating.
   e. Judges may not, the day preceding and during the period of a competition at which they are judging, be the house guests of any person who is exhibiting and/or competing or whose family is exhibiting and/or competing at such competition.
   f. A husband and wife and/or members of their immediate family may not officiate as a judge and steward in the same division at the same competition.
   g. Neither competition managers nor members of their families are eligible to serve as judges, stewards, course designers or technical delegates at any competition they are managing.
   h. In addition, the following persons are ineligible to serve as judges or stewards at a recognized competition: the president, chairman, secretary, other officers, committee members, or employees of the competition.
   i. Course designers may not compete over any course which they have constructed or designed.
   j. Ring masters shall not officiate at any divisions of a competition in which they or any member of their family or any of their clients are competitors.
   k. No horse may be shown before a judge that has been owned, trained or sold by that judge or a member of the judge’s immediate family within a period of three (3) months prior to the start of the competition, excepting a judge that a competition has had to substitute due to circumstances beyond their control.
   l. No horse may be shown before a judge that has been leased by that judge unless the lease has terminated at least three (3) months prior to the start of the competition.
   m. Officials may not conduct a class in which a competitor is an individual who has been coached, instructed or tutored by them with or without pay within the last 30 days.
2. Judges
   a. No Judge shall be required to officiate longer than the eight (8) hours in one day and cannot be required to be on the competition grounds longer than ten (10) hours.
   b. Judges must be given 45 minutes (minimum) for a lunch break.
   c. Judges are to arrive at the competition site 20 minutes in advance of their first class and present themselves to the Organizer in charge dressed in a conservative and respectful fashion.
   d. Judges are responsible, along with the Show Steward (if present), for ensuring that the competition ring is correctly set up.
   e. Judges are expected to be knowledgeable about the rules and requirements of any class they have agreed to judge.
   f. Judges may have a reasonable expectation of privacy. Only the Show Steward or Show Organizer may approach the Judge to discuss their results. Judges are not required to give any reasons for their decisions other than those shown on the score sheet.
   g. A competitor may make an inquiry through the Show Steward or member of the show committee regarding a decision. Should the competitor not be satisfied with the result of the enquiry, an official protest must be lodged. At no time may the judge be approached directly, unless the competition specifically prints an exception to this policy. In the event contact with the judge is permitted, at no time will abusive or confrontational language or gesturing be tolerated, under penalty of elimination and possible further disciplinary action initiated by the AEF.
   h. Judges must maintain a degree of safety in the competition ring and may excuse any horse/rider deemed to be unruly, unsafe or a danger to others.
   i. It is the responsibility of the Show Management to ensure that Judges are conversant with the AEF Wild Rose Rules and that any relevant tests are made available well in advance.

3. Stewards
   Wild Rose competitions are encouraged to have a Steward present, although their presence is not a requirement. In their absence a safety officer or knowledgeable individual should be appointed by the show committee to monitor the grounds.
   a. The purpose of the Steward is to ensure a fair competition which respects the AEF principles of fair play and sportsmanship.
   b. Stewards fulfill their duty by:
      i. Helping both competitors and show organizers in clearly understanding the rules;
      ii. Ensuring optimum conditions for the competition in both the competition and schooling areas;
      iii. Upholding the welfare of the horse and acting on all reports of abuse;
      iv. Confirming that results are correctly calculated and posted;
      v. Supervising schooling areas;
      vi. Reporting infractions to the organizing committee or Ground Jury;
      vii. Acting as liaison between competitors and officials (with the permission of the judge or veterinarian);
      viii. Confirming that AEF rules are upheld;
      ix. Reviewing and approving the prize list prior to publication.
   c. The Steward is responsible for completing the official tack check either prior to or immediately after the competitor has entered or left the competition ring in accordance with the prize list.

4. Veterinarian
   a. All shows must arrange for a veterinarian to be available either on-call or on location for the duration of the show.
   b. The on-call veterinarian is available on an as-needed basis and has committed to being within communication and commuting range for emergencies.

5. Ground Jury
   a. Under various circumstances, different groups of officials are responsible for various decisions. For clarity, the Ground Jury shall make all such decisions at Wild Rose competitions.
   b. The Ground Jury shall consist of three individuals chosen from the panel of Judges, the Show Organizer, the Show Steward and the Show Veterinarian. At least one Judge must be a member.
   c. The decision of the Ground Jury shall be final and is not open to appeal.
   d. The responsibility of the Ground Jury is to deal with protests and disqualifications that fall within the guidelines described in this rulebook.

1.7 DISPUTES

1. Queries
   a. A query may be made to the Show Steward or the Show Organizer regarding elimination, the marks of a competitor or an incident occurring, which may give rise to a query, without necessitating an Official Protest. Should the answer received not be to the satisfaction of the competitor then an Official Objection may be lodged.
   b. Queries must be addressed ONLY to the Organizer or Show Steward, not to the Scorers or the Judge, and must be made by the rider, parent or coach.
2. **Protests**
   a. Objections must be made to the Show Secretary of the competition in writing and accompanied by a deposit of $50 no later than half an hour after the occurrence which gave rise to the objection, or where marks are concerned, within one hour of the issue of such marks. The deposit is forfeit unless the objection is upheld.
   b. The decision of the Ground Jury is final.
   c. The query or protest may arise due to a lack of clarity in the AEF Wild Rose Rulebook. In such case the protest should be forwarded to the Alberta Equestrian Federation. The decision of the Ground Jury will not be overturned; however a valid observation or comment may lead to a clarification of the AEF Rulebook by the AEF rules committee.

3. **Complaints**
   a. For any complaints regarding AEF sanctioned shows, Officials or Athletes, the AEF Complaint Policy will apply and a Complaint Form must be submitted with the required fee.

1.8 **ENGLISH PERFORMANCE CLASSES**

1. **Gait Terminology**
   Class specific rules may apply and will supersede these general rules.
   a. Walk – forward working walk, rhythmical and flat footed.
      i. Extremely slow or fast walk to be penalized.
   b. Trot – ground covering, definite two beat cadence and balanced stride.
      i. Smoothness and evenness of pace desired over speed.
   c. Extended trot – a definite lengthening of the two beat trot stride.
      i. Cadence and balance important;
      ii. Lengthening should be an elongation of stride, not neccesarily speed;
      iii. Excessive speed should be penalized.
   d. Canter – smooth free-moving, three-beat cadence, relaxed and straight on both leads.
      i. Stride should be consistent and ground covering;
      ii. Over-collected or four beat canter should be penalized;
      iii. Excessive speed should be penalized.
   e. Hand Gallop – should be a definite lengthening of stride with noticeable difference in speed.
      i. Horses should be in control at all times and be able to pull up (not a sliding stop);

1.9 **ENGLISH TACK**
   Unless otherwise specified in class rules, the following shall apply:
   In all English classes, a bridle of brown or black color with a plain leather cavesson nose band and brow band of conservative colour must be used. An English snaffle, pelham or kimberwick bit may be used. An English saddle in black or brown with appropriate style saddle pad must be used. Girth may be of leather, web, or nylon.

1. **Optional equipment:**
   a. Spurs;
   b. Crop;
   c. Gloves;
   d. English Breast Plate or martinagales (not permitted in Hack classes);
   e. Braiding of mane and tail;
   f. Standing martingales ONLY in over fences hunter classes;
   g. Running or standing martingales ONLY in jumper classes;
   h. Boots (permitted in Jumper and Hunt Seat Equitation only);
   i. Rein converters may be used on pelhams.

1.10 **ENGLISH ATTIRE**
   1. In all English classes competitors and judges should bear in mind that entries are being judged on ability rather than personal attire. However, riders should wear hunt coats of traditional hunt style and conservative colour, breeches of traditional shades, and black or brown tall English boots or paddock boots and half chaps. Boots/shoes worn while riding anywhere on the competition grounds must have a distinguishable heel. An ASTM/SEI or BSI/BS approved helmet with a permanently affixed harness is compulsory. Hair must be neat and should be contained in a net or braid. For English pleasure and equitation, saddle seat attire is allowed.

2. A showmanship competitor may wear either Western or English attire.

1.11 **WESTERN PERFORMANCE CLASSES**

1. **Gait Terminology**
   The following terminology shall apply in Western Division Classes whenever a specific gait is called for:
   a. Walk – is a natural, flat footed, four beat gait.
      i. The horse must move straight and true at the walk.
      ii. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
   b. Jog – is a smooth, ground covering two beat diagonal gait.
      i. The horse works from one pair of diagonals to the other pair.
      ii. The jog should be square, balanced and with straight forward movement of the feet.
      iii. Horses walking on their back feet and trotting on the front are not considered performing the required gait.
   c. Lope – is an easy, rhythmical three beat gait.
      i. Horses moving to the left should lope on the left lead.
ii. Horses moving to the right should lope on the right lead.
iii. Horses traveling at a four beat gait are not considered to be performing at the proper lope.
iv. The horse should lope with a natural stride and appear relaxed and smooth.
v. The horse should be ridden at a speed which is in keeping with his natural way of going.

2. Junior Horse
A horse 5 years of age and under as of January 1. Junior horses competing in western pleasure, reining, western riding, trail and western horsemanship may be shown in a snaffle, hackamore or curb. If shown in a snaffle or hackamore, two hand may be used on the reins.

3. Senior Horse
A horse 6 years of age and over as of January 1. Senior horses must be shown in an accepted curb bit and be ridden with one hand.

4. Conduct
a. Competitors may ride more than one horse in classes requiring only individual work, regardless of age, up to a maximum of three entries. However, a horse can only be entered once in each class or event at a show. If there is a ride-off, each horse must be ridden by the same rider who rode it in the class.
b. No two year old may be shown in any performance class prior to July 1 of it's two-year old year. Prior to July 1 of its two-year old year horses may be shown in Showmanship classes.
c. All horses are to be ridden astride in Performance classes, and led with a halter in Showmanship classes.
d. In any class or event requiring equipment, such as a Trail Class, Pole Bending etc., contestants MUST NOT use the show's equipment for practicing before the class or event begins, on penalty of disqualification.
e. The management of any competition shall determine whether or not an elimination is necessary, the number of go-rounds to be held, and the number of horses to be shown at each performance.
f. The final placing of each horse is to be determined by totaling its scores in the finals plus elimination and / or go-rounds.
g. In all classes, any rider and/or horse which falls during the performance is automatically eliminated. A rider has fallen when s/he has to vault or mount in the ring. A horse has fallen when both the shoulder and haunch touch the ground.
h. In all performance classes that are judged on the rail, horses are to reverse to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
i. In trail classes, it is permissible to change hands on the reins to work an obstacle.
j. Arenas must have a safe gate or door that will open and shut, with ease.
k. Obvious sideline coaching or obvious ringside assistance while rider is being judged may result in the disqualification of the competitor.
l. Reruns are not permitted in cases of equipment failure. In the event the failure causes a delay or a run to be discontinued, the entry shall be eliminated.
m. Competitors are warned that any act of discourtesy or disobedience to the officials on the part of the owner, groom, rider, driver, or member of the family participating in the show, will disqualify the horse and competitor. The management of the show has the right to remove a groom, horse, rider or driver from the show without being liable for compensation or damages.

1.12 WESTERN TACK
In all western classes, horses will be shown in a western stock saddle. Australian stock saddles are not permitted. Silver equipment will not count over a good working outfit. The reins may be split or of the romal type. The index finger is only allowed between split reins but not with romal reins. When using a romal rein the braided extension is allowed to be carried in the free hand with 16 inches spacing between the free hand and the reins. The romal is not to be used forward of the cinch or used to signal the horse in any manner.
a. Senior Horses must use a western bridle with a western curb bit shall and the reins may only be held in one hand.
b. Junior horses, five years and under may be shown in a snaffle bit, hackamore (bosal) or curb bit. Two hands on the reins is permitted when using a snaffle or hackamore.

1. Bits
a. Snaffle Bits – for the purposes of Western Performance “snaffle” may apply to the conventional, smooth mouthed, broken O-ring, D-ring, or egg-butt with a ring not to exceed 4" (100mm), and be not less than 2" (50mm) across. The inside circumference of the ring must be free of attachments that would provide leverage action. Mouthpiece should be comprised of smooth metal. Inlays are permitted however they should be smooth or latex wrapped, and may not be metal wrapped. The bars must be a minimum of 5/16" diameter, measured 1" from the cheek, and have a gradual decrease to the centre of the snaffle. Bits may be 2 or 3 piece. A three piece, connecting ring of 1”-1 ¼ “ or less diameter, or a connecting flat bar of 3/8” to 3/4” (measured top to bottom with a maximum length of 2”) which lies flat in the horse's
mouth is acceptable.

b. Curb Bits – for the purposes of Western Performance classes, “bit” refers to a curb bit with a solid or broken mouthpiece, has shanks and leverage action. Shank length is not to exceed 8 ½ “ in length, and may be fixed or loose. In regard to mouthpieces bars must be round, smooth metal of 5/16” to ¾” in diameter, measured 1” from the cheek. It may be inlaid, but must be smooth or latex wrapped and may not be metal wrapped. On solid mouthpieces, nothing may protrude below the mouthpiece (bar). The mouthpiece may be solid, or two or three pieced. A three piece, connecting ring of 1”-1 ¼ “ or less diameter, or a connecting flat bar of 3/8” to 3/4” (measured top to bottom with a maximum length of 2”) which lies flat in the horse’s mouth is acceptable. The port must be no higher than 3 ½”, rollers and covers are acceptable. Slip or gag bits and donut and flat polo mouthpieces are prohibited western bits. Curb straps or curb chains are required when using a curb bit, but must be at least one-half inch in width, and must lie flat against the jaw of the horse.

c. Hackamore (bosal) – for the purposes of Western Performance, “hackamore” shall refer to a flexible, braided rawhide, leather, or rope bosal (noseband) which is used in place of a snaffle bit. It shall not refer to a mechanical hackamore. A minimum of two-finger (approx. 1 ½”) spacing between the bosal and the nose, and absolutely no metal under the jaw, on the noseband or in connection with the noseband. Horsehair bosals are not permitted.

4. Optional Equipment
   a. Rope or Riata attached to the saddle.
   b. Hobbles attached to the saddle.
   c. Spurs.
   d. Protective boots or leg wraps and bandages are allowed ONLY in western speed events, reining and western horsemanship – they are prohibited in western pleasure, trail, halter, western riding, and showmanship.
   e. Martingales, and tie downs are allowed ONLY in speed events.

1.13 WESTERN ATTIRE
Junior competitors are required to wear approved helmets while mounted. The AEF highly recommends that senior riders wear approved helmets as well. Competitors must wear appropriate western attire, including a shirt with long sleeves and collar, western hat (adults only) or helmet, western pant with belt, and cowboy boots. If worn, the western hat must be on the rider’s head when the competitor enters the arena. Spurs, chaps, and gloves are optional. Showmanship competitors may wear either Western or English attire. Boot/shoes worn while riding anywhere on the competition grounds must have a distinguishable heel.

1.14 PONIES
1. Measured at the withers, on a smooth, level surface, height must not exceed 148 cm without shoes, or 149 cm with shoes. As measurement may take place in competition situations, ponies measured at a competition must not exceed 150 cm without shoes, or 151 cm with shoes to be permitted to compete.

2. All pony riders are required to provide proof of measurement of the pony to the show office before being permitted to compete in pony classes. Riders failing to produce proof of measurement must have their pony measured at the competition before being permitted to enter pony classes.

3. Pony riders are restricted to being juniors; however adults may ride ponies in classes other than those designated for ponies or juniors.

4. All ponies must be a minimum of four (4) years old to be eligible to compete.
Chapter 2
Western Performance Division

2.1 GENERAL
A good pleasure horse has a free flowing stride of reasonable length in keeping with its conformation. It should cover a reasonable amount of ground with little effort. Ideally, it should have a balanced, flowing motion while exhibiting correct gaits that are of proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. It should carry its head and neck in a relaxed natural position, with its poll level with or slightly above the level of its withers. It should not carry its head behind the vertical, giving the appearance of intimidation or be excessively nosed out, giving a resistant appearance. Its head should be level, with its nose slightly in front of vertical having a bright expression with its ears alert. It should be shown on a reasonably loose rein, but with light contact and control. It should be responsive, yet smooth, in transitions when called for. When asked to extend, it should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.

2.2 CLASS CONDUCT
1. This class will be judged on performance, manners, condition and conformation of the horse; however, a minimum of 20% of the judging shall be placed on condition and conformation.
2. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk, jog, or lope, one or both ways of the ring. The judge may ask all or just the top 8 horses to extend at the jog, however, not more than the top 8 horses may be asked to extend at the lope. The rider should sit at the extended jog.
3. Horses are required to back easily and stand quietly.
4. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or the jog at the discrimination of the judge, but shall not be asked to reverse at the lope.

2.3 WESTERN PLEASURE JUNIOR HORSE
This class is open to any horse five years of age or younger as of January 1st of the competition year. It is shown in regular western tack. A snaffle or hackamore (bosal) are preferred but any legal western bit may be used. If in a snaffle or hackamore (bosal) two hands on the reins may be used.

2.4 SCORING
1. Faults (scored according to severity):
   a. Breaking gait (including not walking when called for).
   b. Being on the wrong lead.
   c. Head carried too low, poll below the withers (severity to be considered the same as the wrong lead).
   d. Excessive speed at any gait.
   e. Loss of momentum, excessive slowness at any gait.
   f. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
   g. Touching horse or saddle with free hand.
   h. Opening mouth excessively.
   i. Stumbling or falling.
   j. Use of spurs or romal forward of the cinch.
   k. A horse appearing dull, sullen, lethargic, emaciated, drawn or overly tired.
   l. Excessive nosing out.
   m. Quick, choppy or pony-strided.
   n. If reins are draped to the point that light contact is not maintained.
   o. Head carried too high.
2. Faults that may be cause for elimination (at the judge’s discretion):
   a. More than one finger between reins.
   b. Changing hands, or two hands on reins, except when using a hackamore or snaffle.
   c. Head carried too low, poll below the withers for more than five strides.
   d. Execution of 4 or more simple lead changes and/or failure to change leads.
3.1 GENERAL
To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.

1. Desired qualities possessed by a good reining horse are smoothness, finesse, attitude, quickness and authority in performing the various reining maneuvers.

2. The rider controls every movement of the horse as he guides it throughout the pattern.

3. Correct maneuvers are essential to the reining horse’s performance and when controlled are the basis for speed.

4. When ridden at speed, the horse should perform willingly with no evidence of resistance to the rider’s aids.

5. Rundowns should be controlled and fluid.

6. The stop should demonstrate proper frame, balance and style.

7. The form of the horse in the slide supersedes the actual distance travelled.

8. To qualify as a roll back, timing and balance between horse and rider must be in near-perfect harmony through the stop, turn and lope departure.

9. Lead changes must be made with precision and balance.

3.2 CLASS CONDUCT
1. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena, and judging will cease after the last maneuver.

2. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

3. To rein a horse is not only to guide him, but also to control his every movement.
   a. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.
   b. Any movement on his own must be considered a lack of control.
   c. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation.
   d. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

4. All riders must drop the bridle immediately after the performance. The bridle must be checked by the designated judge in the arena or in a close proximity to the arena.

3.3 SCORING
Scoring will be on the basis of 0 - Infinity, with 70 denoting an average performance. Neither a no score nor a zero (0) score can place.

1. No Score
   a. Infraction of any provincial or national law.
   b. Abuse of an animal in the show arena and/or evidence that abuse has occurred prior to or during the exhibition of a horse (blood on sides/mouth).
   c. Use of illegal equipment.
   d. Use of illegal bits, bosals or curb straps.
   e. Use of tack collars, tie downs or nosebands.
   f. Use of whips.
   g. Use of any attachment that alters the movement or circulation of the tail.
   h. Failure to dismount and present horse and tack to appropriate judge.
   i. Disrespect or misconduct by the competitor. Judge may excuse any horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or the rider.
   j. Closed reins, except when used as standard roman reins.
   k. Straightening of excess rein at a place where the horse is not completely stopped as described by the pattern.

2. ‘0’ Score
   a. Use of more than the index or first finger between reins.
   b. Use of 2 hands (except snaffle bit or hackamore classes) or changing hands.
   c. Use of roman except as outlined in rules (Article 1.12).
   d. Failure to complete pattern as outline.
e. Performing maneuvers out of order.
f. Inclusion of maneuvers not specified, including but not limited to:
   i. Backing more than 2 strides;
   ii. Turning more than 90 degrees.
   **EXCEPTION:** a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of a maneuver; a 2 point break of gait penalty will apply.
g. Equipment failure.
h. Balking or refusal of command where the pattern is delayed.
i. Running away or failing to guide, where it becomes impossible to discern if the entry is on pattern.
j. Jogging in excess of ½ a circle or ½ the length of the arena.
k. Over spins of more than ¼ turn.
l. Fall to the ground by horse or rider.
m. Dropping a rein that contacts the ground.
n. Failure to have the correct number displayed.
o. Failure to wear correct western attire.

3.4 PENALTIES
1. **5 Points**
   a. Spurring in front of the cinch.
   b. Use of either hand to install fear or praise.
   c. Holding saddle with either hand.
   d. Blatant disobedience including kicking, rearing, biting, bucking or striking.

2. **2 Points**
   a. Break of gait.
   b. Freezing up in spins or rollbacks.
   c. On walk in patterns, cantering prior to reaching the centre and/or failure to stop or walk before executing a canter departure.
   d. On run in patterns, failure to be in a canter prior to reaching the first marker.
   e. If a horse does not completely pass the specified marker before initiating a stop position.
   f. Jogging beyond 2 strides but less than ½ circle or ½ length of the arena.

3. **Circles, Eights, Spins and Run-around Penalties**
   a. Each time a horse is out of lead, is a 1 point penalty.
   b. Penalty for being out of lead on a circle is accumulative, and a judge will add 1 point penalty for each ¼ circle or any part thereof that the horse is out of lead.
   c. A judge is required to penalize a horse ½ point for a delayed change of lead by one stride where the lead change is required by the pattern description.
   d. Starting a circle at a jog is ½ point.
   e. Exiting a rollback at a jog up to 2 strides is a ½ point.
   f. Over or under spinning up to 1/8 of a turn – ½ point.
   g. Over or under spinning up to ¼ turn -1 point.
   h. Failure to stay 20 feet from the wall when approaching a stop or rollback – ½ point.
   i. For run-around patterns, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:
      i. For half of the turn or less -1 point;
      ii. For more than half of the turn -2 points.

   If there is any doubt regarding a penalty, credit goes to the competitor.

3.5 MANEUVERS
1. **General**
   a. - 1 1/2 extremely poor.
   b. - 1 very poor.
   c. - 1/2 poor.
   d. 0 average/correct.
   e. +1/2 good.
   f. +1 very good.
   g. +1 1/2 excellent.

2. **Hierarchy of Concern**
   a. On Pattern.
   b. Correctness.
   c. Level of Difficulty.

3.6 THE WORK
1. **Credit**
   a. Authority of execution.
   b. Smoothness.
   c. Finesse.
   d. Quickness.
   e. Speed Control.

2. **Discredit**
   a. Lack of control.
   b. Resistance.

3.7 FAULTS
1. Faults against the horse to be scored accordingly, but not to cause disqualification:
   a. Opening mouth excessively when wearing bit.
   b. Excessive jawing, opening mouth or head raising on stop.
   c. Lack of smooth, straight stop on haunches-bouncing or sideways stop.
d. Refusing to change leads.
e. Anticipating signals.
f. Stumbling.
g. Backing sideways.
h. Knocking over markers.

2. Faults against the rider to be scored accordingly, but not to cause disqualification:
   a. Losing stirrup.
   b. Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.

While horse is in motion, rider's hands shall be clear of horse and saddle.

3.8 ARENA SET UP:
Markers to be placed on the wall or fence of the arena as follows:
   1. At the centre of the arena.
   2. At least 50' from each end wall.

3.9 PATTERNS
1. All patterns are to be worked as stated, not as drawn.

2. Where the pattern designates stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.

3. Each pattern is drawn so the bottom of the page represents the end of the arena entered by the contestants and must be run as such. In the event an arena has only one gate and it is in the exact middle of the side, that side will represent the right side of the pattern as drawn.

4. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuvers. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

Judges' decisions are final.
**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.
8. 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.
9. 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 pattern. Beginning at the center 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 center 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 center 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.
8. Exhibitor must dismount and drop bridle to the designated Judge.
Western Riding

Chapter 4

4.1 GENERAL

Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving.

One of three possible patterns will be individually performed. The judge shall select the pattern and be responsible for the pattern being set correctly. The horse will be judged on quality of gaits, change of leads, response to the rider, manners, disposition, and intelligence.

1. Credit shall be given for and emphasis placed on:
   a. Smoothness, even cadence of gaits (i.e. starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers.
   b. Balance: In order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position with his poll level with or slightly above the level of the withers: He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
   c. Head Carriage: The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll.
   d. Contact: Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

4.2 PATTERN

1. It is recommended that the eight small circles are represented with pylon markers. These should be separated by a uniform measured distance of not less than 30 feet (9 meters) nor more than 50 feet (15 meters) on the sides with 5 markers (see diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet (4 1/2 meters) from the fence and with 50 to 80 foot (15 to 24 meters) width in the pattern, as the arena permits.

2. A solid log or pole should be used and be a minimum of 8 feet (2.5 meters) in length.

3. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (---) jog, and the solid line (-) lope.

4.3 CLASS CONDUCT

1. Except for junior horses shown with a hackamore or snaffle, only one hand must be used and not be changed, except that it is permissible to change hands when opening gate.

2. When a romal is used, it shall be carried as per Article 1.12.

3. Horses six years of age and older must be shown in a curb bit and reins held in one hand.

4. Elimination resulting from “Going off pattern”, constitutes the following:
   a. An incomplete pattern.
   b. Passing on wrong side of markers or missing the log.
   c. Incorrect order of maneuvers.
   d. Knocking over a marker.

5. Penalty faults:
   a. Opening mouth excessively.
   b. Stumbling.
   c. Raising head on maneuvers.
   d. Losing stirrup or holding on.
   e. Anticipating signals or making early lead.
   f. Unnecessary talking, petting, spurring, quirting or jerking of the reins by the rider.
   g. Changes.

4.4 SCORING

1. Maneuvers
   a. Scoring will be on a basis of 0 - 100 with 70 denoting an average performance.
   b. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1 ½ to minus 1 ½: (-1 ½ extremely poor, -1 very poor, -½ poor, 0 average, +½ good, +1 very good, +1 ½ excellent).
   c. Maneuver scores are to be determined independently of penalty points.
2. **Penalties**
   A contestant shall be penalized each time the following occur:
   
a. **Five (5) Penalty Points:**
      i. Out of lead beyond the next designated change area (note: failure to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties);
      ii. Blatant disobedience, including kicking out, biting, bucking and rearing.
   
b. **Three (3) Penalty Points:**
      i. Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area;
      ii. Simple change of leads;
      iii. Out of lead at, or before, the marker prior to the designated change area or out of lead at, or after, the marker after the designated change area;
      iv. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead);
      v. In pattern one and three; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog;
      vi. Break of gait at walk or jog for more than two strides;
      vii. Break of gait at the lope.
   
c. **One (1) Penalty Point:**
      i. Hitting or rolling log;
      ii. Out of lead more than one stride either side of the center point and between the markers;
      iii. Splitting the log (log between the two front or two hind feet) at the lope;
      iv. Break of gait at the walk or jog up to two strides.
   
d. **One-half (1/2) Penalty Point:**
      i. Tick or light touch of log;
      ii. Hind legs skipping or coming together during lead change;
      iii. Non-simultaneous lead change (front to hind or hind to front).
   
e. **Disqualified: Score of 0:**
      i. Illegal equipment;
      ii. Willful abuse;
      iii. Off course;
      iv. Knocking over markers;
      v. Completely missing log;
      vi. Major refusal -stop and back more than 2 strides or 4 steps with front legs;
      vii. Major disobedience or schooling;
      viii. Failure to start lope prior to end cone in patterns # 1 and # 3;
      ix. Four or more simple lead changes and/or failures to change leads;
      x. Overturn of more than ¼ turn;
      xi. Faults, which will be cause for disqualification, except in novice amateur or novice youth classes, which shall be faults scored according to severity:
         a. Head carried too low (tip of ear below withers consistently);
         b. Over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.
   
3. **Credits**
   a. Changes of lead, hind and front simultaneously.
   b. Change of lead precisely and easily, both front and rear, at the center point between markers.
   c. Accurate and smooth pattern.
   d. Even pace throughout.
   e. Easy to guide and control with rein and leg.
   f. Manners and disposition.
   g. Conformation and fitness.
   h. The horse should cross the log, both at the jog and the lope, without breaking gait or radically changing stride.
   i. Performing the three required gaits.
   
4. **Faults**
   The following characteristics are considered faults and should be judged accordingly in maneuver scores.
   a. Opening mouth excessively.
   b. Anticipating signals.
   c. Stumbling.
   d. Head carried too high.
   e. Head carried too low (poll below the withers).
   f. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical.
   g. Excessive nosing out.
**Western Riding Pattern 1**

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

**Western Riding Pattern 2**

1. Walk, transition to jog, jog over log
2. Transition to left
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope, stop, & back

**Western Riding Pattern 3**

1. Walk, transition to jog, jog over log
2. Transition to left
3. First crossing change
4. Second crossing change
5. First line change
6. Second line change
7. Third line change
8. Fourth line change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up centre, stop & back
5.1 GENERAL
The Trail Horse Class is the performance of a safe, sensible, well-mannered horse over a course of obstacles. The trail class will be judged on the performance of the horse over the obstacles with emphasis on manners, response to rider, and attitude.

1. Gaits between the obstacles shall be at the discretion of the judge. A flying lead change does not constitute an obstacle in a trail class. Any lead change or change of gait shall be judged under the scored gaits and way of going judging criteria. A flying lead change cannot be required, but it can be optional.

2. At least six obstacles will be used, three of which will be mandatory and at least three others selected from the approved list. Gait between the obstacles shall be at the discretion of the judge.

3. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits: (walk, jog and lope) somewhere between obstacles as a part of its work and will be scored as a maneuvers.

4. The course to be used must be posted at least one hour before scheduled time of the class.

5. Failure to follow the course shall cause elimination.

6. Failure to complete the course shall not incur elimination, but is to be severely penalized.

7. If disrupted, the course shall be reset as each horse has worked. Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. If difficult courses are set, junior trail should be less difficult.

8. Enough space must be provided for a horse to jog/trot at least 30 feet, and to lope at least 50 feet, for the judge to evaluate these gaits.

9. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable.

5.2 SCORING A TRAIL CLASS
1. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance.

2. 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.

3. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: extremely poor -1 ½; very poor -1; poor -½; correct 0; good +½; very good +1; excellent +1 ½.

4. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence in accordance with section 5.3.

5.3 PENALTIES
The following deductions will result:
1. 0-Score
a. Use of more than one finger between reins.

b. Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.

c. Use of romal other than as outlined in Article 1.12.

b. Performing the obstacles incorrectly or other than in specified order.

e. No attempt to perform an obstacle.

f. Equipment failure that delays completion of pattern.

h. Fall to the ground by horse or rider.

j. Fall to the ground by horse or rider.

k. Riding outside designated boundary marker of the arena or course area.

l. Third refusal.

m. Failure to demonstrate correct lead or gait, if designated.

n. Faults that occur on the line of travel between obstacles, which will be cause for disqualification, except in novice amateur or novice youth...
classes, which shall be faults scored according to severity:

i. Head carried too low (tip of ear below the withers consistently);

ii. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

2. **½ Penalty Point**

   Each tick of log, pole, cone or obstacle.

3. **1 Penalty Point**

   a. Each hit of or stepping on a log, pole, cone or obstacle.
   
   b. Incorrect gait at walk or jog for two strides or less.
   
   c. Both front or hind feet in a single strided slot or space.
   
   d. Skipping over or failing to step into required space.
   
   e. Split pole in lope-over.
   
   f. Failure to meet the correct strides on trot-over and lope-over log.

4. **3 Penalty Points**

   a. Break of gait at walk or jog for more than 2 strides.
   
   b. Out of lead or break of gait at lope (except when correcting an incorrect lead).
   
   c. Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
   
   d. Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.

5. **5 Penalty Points**

   a. Failure to follow the correct line of travel within or between obstacles.
   
   b. Dropping slicker or object required to be carried on course.
   
   c. First refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away.
   
   d. Letting go of gate or dropping rope gate.
   
   e. Use of either hand to instill fear or praise.
   
   f. Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot.
   
   g. Blatant disobedience (kicking out, bucking, rearing, striking).
   
   h. Failure to complete obstacle.
   
   i. Faults, which occur on the line of travel between obstacles, scored according to severity:
   
      i. Head carried too high;
   
      ii. Head carried too low (tip of ear below the withers);
   
      iii. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical;
   
      iv. Excessive nosing out;
   
      v. Opening mouth excessively.

5.4 **MANDATORY OBSTACLES**

1. **Gate:** Opening, passing through, and closing the gate. Use a gate that will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

2. **Logs or poles:** Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to be walked or taken should be the measuring point. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs, and lope-overs should be as follows, or increments thereof:

   a. Walkovers: 40 cm to 60 cm and may be elevated to 30 cm. Elevated walkovers should be set at least 55 cm apart.
   
   b. Trot-overs: 90 cm to 105 cm and may be elevated to 20 cm.
   
   c. Lope-overs: 4.8 -2.1 metres, or increments thereof, any may be elevated to 20 cm.

3. **Backing Obstacle:** Backing obstacles to be spaced a minimum of 28 inches. If elevated, 30 inches spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar. Examples:

   1. Back through and around three markers.
   
   2. Back through L, V, V straight or similar shaped course, it may be elevated no more than 24 inches.

5.5 **OPTIONAL OBSTACLES**

1. Water hazard (ditch or small pond).

2. Serpentine obstacles at walk or jog - spacing a minimum of 6’ for jog.

3. Carry object from one part of arena to another (articles as might be found on a trail ride).

4. Ride over wooden bridge: minimum of 36” width and 6’ length. Must be sturdy and safe.

5. Slicker - put on and remove.

6. Mailbox - remove and replace materials from mailbox.

7. Side pass (may be elevated to 12” maximum).

8. Square obstacle: Four logs or rails, 5 to 7 feet long, laid in a square. Contestant enters the square by riding over log or rail as designated. When all four feet are inside the square, the rider should execute the indicated turn and exit the square.

9. A combination of two or more of any obstacle is acceptable.
5.6 **PROHIBITED OBSTACLES**

1. Tires.
2. Animals.
3. Hides.
4. PVC pipe.
5. Dismounting.
6. Jumps
7. Rocking or moving bridges.
8. Water box with floating or moving parts.
9. Flames, dry ice, fire extinguisher, etc.
10. Logs or poles elevated in a manner that permits such to roll.

The judge may remove or change any obstacle he deems unsafe or non-negotiable.

<table>
<thead>
<tr>
<th>Madatory Obstacles</th>
<th>Optional Obstacles (choose 3+)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gate - open, pass through and close</td>
<td>Water hazard (ditch or small pond)</td>
</tr>
<tr>
<td>Minimum of four logs/poles with following spacing:</td>
<td>Carrying an object</td>
</tr>
<tr>
<td>• walk:</td>
<td>Bridge</td>
</tr>
<tr>
<td>- 15”-24” - ground level</td>
<td>Walk or jog serpentine - 6’ space for jog</td>
</tr>
<tr>
<td>- 22” - if elevated</td>
<td>Another object or combination that could be expected on a trail ride</td>
</tr>
<tr>
<td>• jog: 3’-3’6” - ground level not elevated</td>
<td>Put on/remove slicker</td>
</tr>
<tr>
<td>• lope: 6’-7” - ground level not elevated</td>
<td>Mailbox</td>
</tr>
<tr>
<td>Backing obstacle with a minimum spacing of 28” ground level, 30” if elevated, OR Back through and around tree markers, OR Back through L, V straight or similar shaped course, if elevated must be maximum of 24”</td>
<td>Side pass (max 12” if elevated)</td>
</tr>
<tr>
<td></td>
<td>Square of logs/rails, each 5’-7’</td>
</tr>
<tr>
<td></td>
<td>Rider to enter, turn within and exit</td>
</tr>
</tbody>
</table>

**Prohibited Obstacles (but limited to)**

<table>
<thead>
<tr>
<th>Animals</th>
<th>Tires</th>
<th>Hides</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jumps</td>
<td>PVC pipes</td>
<td>Fire Extinguishers</td>
</tr>
<tr>
<td>Dry ice</td>
<td>Dismounting</td>
<td>Rocking or moving bridge</td>
</tr>
<tr>
<td>Water box with floating/ moving parts</td>
<td>Logs/poles elevated that permits them to roll</td>
<td>Plastic tarps</td>
</tr>
</tbody>
</table>

**DIAGRAMS**

[Diagram of Back Through and Around Three Markers]

[Diagram of Variation of Sidepass]

[Diagram of 28 in. Minimum Between Markers]

[Diagram of Trot Over Poles]

[Diagram of Spacing Between Pole 36 to 42 inches]

[Diagram of Lope Over Poles]

[Diagram of Walk-Overs]

Spacing at the path of the Horse should be 15 to 24 inches.
Speed events are races. Each competitor is attempting to negotiate the course as quickly as possible; therefore safety should be of paramount importance for both the rider and the horse.

6.1 GENERAL
1. Competitors in any individual event should compete in the same arena, on the same day, on the same measured course, and as nearly as possible, under the same conditions.
2. Western tack must be used; however choice of bit is at the competitor’s discretion. Mechanical hackamores are permitted. Judge may prohibit the use of bits or equipment s/he deems severe.
3. The order of go of the competition shall be determined by drawing lots, or by computerized random sorting.
4. Each contestant shall be ready when called, or may be eliminated at the Judge’s discretion.
5. If there is an elimination heat each horse must be ridden in the main go-round by the same rider who rode it in the elimination(s). 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 may be flipped to determine allocation of ribbons or other awards.
7. In the event of a run off for a tie, the contestant declared the winner of a run off must re-run the pattern within two seconds of his/her original time or the run off must be re-staged.
8. Contestants must wait for direction from the ring steward, or activation of the green starting light before entering the arena or starting to run the pattern. Contestants must ensure they understand and obey all starting signals designated by the organizing officials.
9. The Judge, at his/her discretion, may eliminate a contestant for excessive use of a bat, crop, whip, or rope in front of the cinch.
10. Changing hands or using two hands during competition shall not be penalized in speed events.

6.2 COURSES
1. The Show Committee must keep in mind that a properly prepared speed event horse will negotiate prescribed patterns correctly, at speed.
2. No element of a pattern should be adjacent to a fence or wall, if avoidable, as this will “hold in” a horse that is incompletely trained.
3. Each course should be measured, element to element, and from the starting line.
4. 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.

6.3 TIMING LINE
1. Poles indicating the timing line, the event officials and equipment are not part of the course and should be as unobtrusive as possible.
2. Where practical, they should be outside of the arena enclosure. Otherwise, timing equipment, officials and start/finish line markers should be as close to the sides of the arena enclosure as is feasible. Barrels should not be used to mark the timing line, or to support the timing equipment.

6.4 GROUND CONDITIONS
1. As each competitor is attempting to negotiate the course as quickly as possible, the arena surface, therefore, must afford secure footing, at speed. If the surface is hard and/or slippery, it should be worked deeply enough to provide good footing. Any rocks, glass, sticks or other debris that might impair safety or injure the horses should be removed.
2. Periodic arena grooming (rakes or drag) should be provided, where the surface is subject to excessive pitting, to give the same footing to each horse.
3. Sufficient stopping distance should be provided beyond the finish line. See the individual event diagrams for recommended stopping distances.

6.5 ENTRY/EXIT
1. Most speed event horses today are trained to run in and out of a chute, or “alley”, or alternatively to “set up and finish” in the arena.
2. When a course is arranged to set up and finish in the arena, the minimum
distance from the timing line to the end of the arena shall be 50 feet (15.24m).

3. Adequate space must remain between barrels and any obstacle. Refer to the individual event diagrams for recommended measurements.

6.6 ATTIRE
1. Tidy Western dress to be used at all times. Refer to ‘Western Attire’ (Article 1.13).

2. In any speed event class adult competitors are encouraged to wear protective headgear, junior competitors are required to wear approved helmets (see Article 1.1).

3. Deliberate discarding of a hat by the competitor, anywhere in the arena, will incur a 5 second penalty at the Judge's discretion.

4. Bats, crops, scat bats, spurs, over & unders, and tie-downs and mechanical hackamores are permitted.

5. Excessive spurring or cropping may incur elimination at the Judge's discretion. Use of any other equipment that the Judge considers too severe, or abusive striking of the horse around the head, will result in immediate elimination for that run.

6.7 BARREL RACE
1. The official obstacle of Barrel Racing shall be a 55 gallon (200 litre) steel drum or heavily weighted plastic barrel (unweighted plastic or rubber barrels are not permitted), with both ends closed.

2. The course must be measured exactly according to the diagram and must not exceed the dimensions stated. If the course is too large for the available space the pattern should be reduced five (5) yards at a time until the pattern fits the arena. Rusty or damaged barrels that might provide a hazard for horses or riders must not be used. No padding, or a tire, which might change the diameter, height or balance of the barrels, may be used.

3. Knocking over a barrel carries a five second penalty. Failure to follow course shall cause disqualification. A contestant may touch the barrel with his or her hands in barrel racing.

4. Timing begins and ends when the horse's nose crosses the timing line.

5. Contestants are allowed a running start. At the signal from the starter, contestants will run to the first barrel, pass to the left of it and complete an approximate 360 degree turn around it before proceeding to barrel number 2. Contestants will pass to the right of barrel 2 and complete an approximate 360 degree turn around it before heading to barrel 3, passing to the right of it and completing another approximate 360 degree turn around it, then sprint to the finish line (passing between barrels 1 and 2). The barrel course may also be run to the left (i.e. Starting with barrel 2, proceeding to barrel 1 and ending with barrel 3 followed by a sprint to the finish).

6.8 POLE BENDING
1. The official Pole Bending course is indicated in the diagram. The 6 poles are placed on the centre line of the arena, starting 21 feet (6.4 m) from the timing line, with each successive pole 21 feet from the last pole. Poles shall be set on top of the ground, measure 6 feet (1.8 m) in height and have a base no larger than 14" (35 cm). The position of each pole must be precisely marked or measured to the course can be restored exactly after knockdowns. Poles must always line up exactly.

2. The course may be run starting to the left or the right of the pattern, following the line of travel indicated on the diagram.

3. Failure to follow the correct course shall cause a disqualification.

4. Poles may be touched, but may not be held, carried, or relocated by contestants.
5. A 5-second penalty shall be assessed for each pole knocked down.
6. A contestant may touch the pole in pole bending, however intentionally grasping the pole will incur a 5 second penalty.
7. Pattern may be run from right to left or left to right at the competitor’s discretion.

6.9 FIGURE 8 STAKE RACE
1. The official obstacle of the Stake Race shall be a pole, 6’ tall (1.8m).
2. Timing begins and ends when the horse’s nose crosses the timing line.
3. Horses must start from the same end of the arena.
4. Running starts are permitted. Contestant may begin their run from either the left or right side of the first pole. Start by passing between the upright markers, turn around the second pole, cross back between the markers and turn around the first pole and run back across the finish line.
5. The start and finish line is 20’ wide and should be marked with upright markers 10’ on either side of the centre line. The two poles mark the centre line and are placed 40’ from the start/finish line (a total of 80’ apart).
6. No time shall result from:
   a. Failure to pass between the markers between circling poles.
   b. Failure to cross the finish line between the markers.
   c. Knocking down a marker or pole.

6.10 KEYHOLE RACE
1. The official obstacle of the Keyhole Race shall be a circle with a 20’ diameter (6.2m). The entrance will be 4’ (1.2m) wide and 10’ (3.3m) long.
2. The starting line may be from 50’ to 100’ from the entrance to the circle. The rider must turn the horse around in the circle.
3. The rider is not permitted to walk the horse into or out of the circle. The horse is not permitted to touch or cross over the line when completing the key hole. Failure to follow the course or to step on or out of the circle line will result in elimination.
Hack Division

7.1 GENERAL
1. The hack division has been created to show the versatility of a horse or pony on the flat. The well rounded hack horse or pony shows the versatility to perform well and adjust his way of going in each of these classes.

2. Horses or ponies in this division may be of any breed or combination of breeds, and must have natural action (not high and/or weighted).

7.2 TACK
1. English saddle of any type is required.
2. Bridles may be double, pelham, Kimberwick, or snaffle.
   a. Permitted snaffles:
      i. Loose ring;
      ii. Egg-butt snaffle;
      iii. D-ring snaffle;
      iv. Full cheek snaffle;
      v. Loose ring snaffle;
      vi. Double jointed with roller;
      vii. Snaffle with rotating mouthpiece;
      viii. Snaffle with jointed mouthpiece where middle piece is smooth, without sharp edges.
   b. Permitted double bits:
      i. Loose ring bridoon;
      ii. Bridoon with jointed mouthpiece;
      iii. Egg-butt bridoon.
   c. Permitted curb bits:
      i. Half moon;
      ii. Weymouth (curb bit with port and sliding mouthpiece);
      iii. Curb with straight cheeks and port;
      iv. Curb chain (metal or leather construction or combination thereof);
      v. Leather or rubber curb chain cover.
3. Martingales, breastplates, boots of any kind and/or bandages are not allowed.
4. Dropped, figure 8 and flash nosebands are prohibited.

5. Browbands shall be leather of any description but not solid white, coloured or sequined.

7.3 ATTIRE
1. Permitted Attire: Black jacket or dark coat, white or light tan breeches, jodhpurs, white hunting stock or chokers, black boots. Black or brown half chaps are permissible providing they match the paddock boot color. Tweed jackets are permitted at the option of the organizing committee.

2. Prohibited: saddle suits and/or Kentucky jodhpurs.

3. Spurs are optional.

7.4 WHIPS
Whips are NOT permitted in any hack class. Exception: Sidesaddle riders are permitted to carry a whip in Hack classes.

7.5 SHOW HACK HORSE OR PONY
In show hack the most important judging criteria is PERFORMANCE which makes up 55% of the score followed by quality at 20%, conformation at 15% and manners at 10%.

1. Type and Characteristics
   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 quarters; sloping pasterns of good length; feet of proportionate size. Show hacks must have vitality, animation, presence, balance and clean fine limbs showing supreme quality. Soundness is required and blemishes may be penalized. Braiding of mane and tail is optional.

2. Gaits
   a. The walk - straight, four beat and flat footed.
      i. Collected;
      ii. Normal;
      iii. Extended.
   b. The Trot - free, light and crisp, may be required as follows:
      i. Normal, on contact with a more upright frame;
      ii. Collected with the rider sitting;
      iii. Extended - on contact, medium speed with legs moving forward with impulsion and the rider posting or sitting.
c. The Canter - the canter may be required as follows:
   i. Collected;
   ii. Normal;
   iii. Extended.

3. Class Routine and Judging:
   i. Horses to enter the ring at a walk;
   ii. To be shown at a walk, trot, canter and hand gallop. Only 8 horses to (hand) gallop at a time;
   iii. Collected and extended gaits to be called for;
   iv. Expected to stand quietly.

7.6 ROAD HACK HORSE OR ROAD HACK PONY
In Road Hack the most important judging criteria is PERFORMANCE which makes up 55% of the score followed by substance at 20%, conformation 15%, and manners 10%.

1. Type and Characteristics
   Head well shaped, attractive and proportionate; mane may be roached; natural (not set) tail; strong; well-shaped neck with good length of rein; 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. The horse and pony must present an appearance of overall substance with refinement. Soundness is required and blemishes may be penalized. Braiding of mane and tail is optional.

2. Gaits
   a. The walk - straight, four beat and flat-footed with medium contact.
   b. The trot - straight and true; may be required as follows:
      i. Normal on light to medium contact;
      ii. Strong trot.
   c. The canter - normal on light to medium contact.
   d. Hand gallop - under control.

3. Class Routine and Judging:
   a. To be shown both ways in the ring at a flat-footed walk, normal trot and easy canter, but not to gallop. Light contact to be maintained.
   b. Tack and appointments to be appropriate to the seat being ridden.
   c. Classes may be divided into Hunter Seat and Saddle Seat. All horses to be ridden astride.
   d. Penalties for: break of gait, incorrect diagonal or lead, excessive speed at any gait, horses that are over flexed (behind the vertical), resistance or failure to take the appropriate gait when called for, sour ears, tail wringing, excessive chewing, and failure to back in the lineup.

7.7 ENGLISH PLEASURE:
Judged on quality of movement at 45% of the score, manners at 40% and conformation at 15%.
Chapter 8

Hunter Division

8.1 GENERAL:
Above all, a good hunter provides a safe, comfortable ride over the fences. It must be sound.

1. A hunter is intelligent, obedient, with staying ability, canters at an even pace throughout the course, and adjusts its leads accordingly.

2. A hunter is alert, relaxed, possessing good manners at all gaits, while working on a light rein with light contact.

3. A good hunter completes the course with cadence, balance and style in a manner that is comfortable and safe.

4. An open hunter is a horse of any age that is not restricted by its eligibility for this division.

5. Wild Rose Hunter divisions/classes are run according to the height classification of the class/division. All Hunter classes are judged according to conformation, or working hunter rules, or a combination of both. A horse show holding classes over fences must provide a safe exercise area with a minimum of one spread and one vertical fence for practice. Flags are required over these fences to indicate direction fence is to be jumped (red on the right, white on the left).

6. No horse or pony will be allowed to show “hors concours” in any hunter classes or divisions.

8.2 RAPPING:
It is forbidden to rap a horse at any time on the show grounds. Confirmation of rapping results in disqualification from the show and the forfeit of all awards and prizes won at that event.

8.3 HEADGEAR
1. Proper protective headgear (helmet) with safety harness permanently affixed to the helmet is compulsory for everyone riding over fences anywhere on the competition ground.

2. It is mandatory that the protective headgear meets the A.S.T.M. standard and displays the SEI seal.

8.4 MEDICAL SERVICES
It is mandatory that all competitions where persons are required to jump over obstacles have on site emergency medical services with a minimum of advanced first aid and basic life support training. A crisis response plan should be prepared in advance of the competition by the show committee.

8.5 APPOINTMENTS AND ATTIRE
Hunter classes (both under saddle and over fences) have requirements for classic, plain tack that demonstrates that the hunter is easy to ride and attentive and responsive to its rider. Competitors should be neatly and suitably attired in hunt coat of conservative colour, approved helmet, white or light pastel coloured shirt, breeches or jodhpurs, traditionally beige or tan in colour, and tall boots (paddock boots with hair chaps of the same color may be worn). Hair must be neat and should be contained in a hair net under the helmet or braid.

1. No bandages or boots are allowed.

2. Whips must be no longer than 75 cm and unweighted.

3. All bits must be humane in nature. Snaffle bits may be with or without cheeks. Wire snaffle bits, either single or double are permissible. It is permissible to use a snaffle with fixed slots for cheek pieces and/or reins. Bit guards are not permissible.

4. Reins entirely leather, rubber reins may be allowed at the discretion of the judge, steward and/or show committee in the case of inclement weather.

5. Leather bridle may be double, pelham, single (snaffle) or Kimberwick, with a cavesson noseband, and must be simple without colour or adornment.

6. Browbands cannot be coloured, sequined or have any other decoration. Hunting breastplates are optional.

7. Leather Cavessons over the bridge of the nose may be used, but drop noseband below the bit are not allowed. Nothing else is permitted.

8. Martingales are optional and may only be used in ‘over fence’ classes, not permissible in Hunter Hack or Under Saddle classes.

9. English saddles, typically “close contact” type with white saddle pad shaped to fit the saddle are traditionally used.
10. Girths can be dark colored (typically brown) leather, synthetic, web or nylon without sheepskin covers, but must match the saddle.

11. Horses must be neatly presented. Manes may be braided (if this is not possible, manes should be at least neatly pulled and lying flat on the horses neck). Tails may also be braided if desired.

8.6 CONDUCT OF A HUNTER CLASS
1. All hunters are judged on their jumping style, manners, and the way of going (moving) according to the conformation or working hunter scoring rules.

2. A performance starts when a horse enters the ring and ends when the horse leaves.

3. A Hunter Under Saddle or Hunter Hack class must never be the first class of a division. Horses must have competed over fences to be eligible for Hunter Under Saddle or Hunter Hack classes.

4. If the competition management allows back to back classes, the first course must be ridden first and the second, second.

5. Competitions may not require judges to keep more than four cards open at a time.

8.7 JUDGING WORKING HUNTERS
1. To be judged on jumping style, manners and way of going. Conformation will not be considered.

2. Hunters are to work on a light rein contact and maintain an even rhythmical pace throughout the class.

3. Horse must enter and exit the ring at a walk.

8.8 JUDGING CONFORMATION HUNTERS
To be judged 40% on conformation, 60% on performance.

1. Model: shown in hand and judged on conformation, way of going and soundness.


8.9 SCORING
Applies to both Conformation and Working Hunters.

1. An obstacle is considered knocked down when the height is lowered by the horse or rider, through contact with the rail or standard, including if the whole fence is knocked over.

2. Fall of horse and/or rider will incur elimination. The rider may not remount. A fall by the rider is considered to have occurred when the rider is separated from their horse and touches the ground, or is required to use some form of support or outside assistance to return to the saddle. A horse is considered to have fallen when both the shoulder and the quarters have touched the ground at any one given moment.

3. Second cumulative refusal, run-out or bolting on course shall result in elimination. It shall be deemed a run-out or refusal when a horse avoids an obstacle it is supposed to jump. Unless the horse is brought back and successfully jumps the obstacle it shall be eliminated.

4. Circling before the first fence and after the last fence is permissible. Any other circling, except to retake a fence after a run-out or refusal, shall be deemed a disobedience.

5. Elimination will also result from:
   a. Jumping a downed obstacle before it is reset (unless it is a ring crew error, in which case it would not be the rider’s fault).
   b. The horse bolts from the ring.
   c. Going off course.

6. Horses will be credited for maintaining an even hunting pace while covering the ground with free flowing strides. Preference will be given to horses that meet the fence squarely, centered, and jump with correct jumping style.

7. Horses will be penalized for:
   a. Unsafe jumping and/or bad form, whether or not they touch the fence.
   b. Twisting, incorrect leads, and cross cantering.
   c. Short quick vertical strides.
   d. Cutting corners.
   e. Not making the correct stripes as depicted on course design, unless an equal amount of strides are added/subtracted in all course lines.

8. Excessive use of the whip will be penalized. The whip is not to be used after elimination or after the horse has jumped the last fence on course.

9. Refusals, knockdowns and breaking gait will be heavily penalized.
10. Scoring:
• **90s** Excellent. Great performer and exceptional quality.
• **85-89** Very good. Solid performance and good quality.
• **80-84** Good. Quality horse or rider with perhaps a minor error.
• **75-79** Fairly good. An average horse with a minor error or a high quality horse with a couple of minor errors.
• **70-74** Sufficient. An average horse with a few minor mistakes or errors.
• **65-69** Insufficient. Poor performance with some more serious errors or poor quality.
• **60-64** Fairly bad. Very poor quality, adding strides in lines, poor jumping.
• **56-59** Bad. Bad performance, bolting, very dangerous jump, kicking out, extreme speed, running away.
• **55** Trotting on course, breaking gait.
• **45** Rail down (for hunters and equitation deduct -4 faults for each rail down from original base score).
• **40** First refusal.
• **20-30** General lowest score for all deductions, but horse and rider has finished the course.

8.10 HUNTER UNDER SADDLE
Shown on the flat. Horses must compete in the over fences portion of the division in order to ride in the under saddle class for that division.

1. Judging Criteria
a. To be judged on performance, condition and conformation.
b. Horses should move with long low strides reaching forwards with ease and smoothness, be able to lengthen their stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits of the proper cadence.
c. Horses should look alert, and be obedient, responding willingly to the rider’s light leg and hand contact.
d. Transitions should be smooth and on cue.
e. The poll should be level with, or slightly above the withers to allow for proper impulsion from behind. The head should be on or slightly in front of the vertical.

2. Class routine
a. Shown at walk trot and canter both ways of the ring.
b. Competitors shall not be asked to dismount unless the judge wishes to check tack.

3. Scoring
a. Quality of movement and consistency of gait is the major consideration.
b. Maximum credit shall be given to the flowing, balanced, willing horse.
c. Faults.

i. Quick, short, or vertical strides;
ii. Being on the wrong canter lead;
iii. Breaking gait;
iv. Excessive speed or slowness in any gait;
v. Failure to take the appropriate gait when called for;
vi. Head carried too high or too low (poll above or below the withers) or carried behind or excessively in front of the vertical;
vii. Failure to maintain light contact on the rein;
viii. Stumbling;
ix. Horse that appears dull, lethargic, emaciated, drawn or overly tired.

8.11 ORDER OF GO:
If a starting order is drawn, it must be posted ½ hour prior to the start of the class.

8.12 Miscellaneous Classes
1. Hunter Derby
The purpose of the Hunter Derby is to:
• Return hunters to their hunt field roots.
• Take hunters to the international level.
• Promote hunters as a spectator sport.
• Revive traditional horsemanship and add excitement to the hunter ring.

Hunter derbies differ from traditional hunter classes primarily in the construction of the fences and the track between them.

Derby courses are designed to more closely resemble the hunt field. There are fewer ground lines, taller, narrower fences, ditches, gates, banks, walls and hedges. Derbies are commonly set and run in the Jumper ring.

In a hunter derby, the approach to the jump varies greatly. There may be lines that are short, long or serpentine and the decision on how to ride these is completely negotiable. Riders are rewarded for choosing more difficult routes, which can include optional jumps.

Hunter derbies differ from traditional hunter classes primarily in the construction of the fences and the track between them.

2. Hunter Classic
This class is open to horses that have shown in at least one other hunter class at the competition.

Competitors may walk the course prior to jumping.

The class is to be shown over two hunter rounds. The first round will consist of approximately 10 fences and each participant will be given a numerical
score (out of 100). For the second round, the total number of placings offered for the class, plus 2 more horses will return in reverse order of their numerical score achieved in the first round (the lowest will go first). So if placings go to 8th for example, then the top 10 horses will return for the second round. The second round is conducted over a shortened course. Final placings will be determined by adding the scores of both rounds.

Horses must be jogged for soundness at the end of the second round.

3. **Hunter Special**
   The hunter special is a class that is run similarly to the Hunter Classic except that it is only one round. Scores will be announced after each round and awards will be given after all competitors have completed their course.

8.13 **COURSE DESIGN**
A hunter round should be flowing and rhythmic.

1. The course should be simple and inviting to encourage horses and riders of the competition to present their best round.

2. Solid fences with lots of ground line are easiest to jump.

3. Obstacles should include verticals, ascending oxers (back rail higher than the front), gates and fences with natural fill, such as brush and flowers. Fences should be of natural colours (e.g. brown, green, beige and white).

4. The height of the fences should not exceed that listed for the class. For example, in a 2'6" hunter class, the back rail of an oxer must not exceed that height and must be ramped.

5. Distances between fences should be set to allow for weather, footing, slope of the ring, and direction (i.e. going towards or away from home). Typical hunters have a 12’ stride. However, courses may be set below or above this to accommodate horses, riders, terrain, etc. the day of the horse show.

6. Starting a course going in the “home” direction (usually the in-gate) provides and encourages the horse to move forward. The ‘start’ fence should ride coming toward home. Going down lines starting with a vertical fence and finishing over an oxer encourages a more forward ride and is the easiest line to ride. Only verticals may be used as the first fence in a line.

7. A hunter course shall be any course which the management deems fair test of a hunter, and which requires the horse to jump fences. The jumps shall simulate obstacles found in the hunting field, such as post and rails, stonewalls, coops, thorn hedges, etc. All jumps shall have wings or be of sufficient width to simulate obstacles in the hunting fields.

8. Except in the case of inclement weather, broken equipment or similar emergency, a course shall not be altered, once posted, except by written permission of all competitors in that class.

9. A horse must be able to knock down the top element of hunter fences; solid coops or walls without blocks or poles are not allowed.

10. Horses shall be shown over a course of 8-10 fences and shall not include combinations. The course shall include at least one change of direction.

11. At least 75% of the obstacles must be at the maximum height, as long as conditions allow.

12. Courses must be posted at least 30 minutes prior to the start of the class.

13. Course designers must include distances of lines in feet (or meters) for each posted course.

14. At Wild Rose competitions and events, it is mandatory that breakaway cups or cups with breakable pins (e.g. plastic) be used on the back rails of oxers in the competitions arena and on schooling fences.
Chapter 9

Jumper Division

9.1 GENERAL

1. For the purposes of Wild Rose shows, Jumper divisions are classified according to the maximum height of the fence to be jumped.

2. Jumpers may be of any breed or height (except those entering classes limited to either horses or ponies).

3. A jumper competition is a timed event held in an arena where the entry is tested under various conditions while jumping over a course of obstacles.

4. Courses are designed to demonstrate the freedom, energy, skill and obedience of the horse in jumping, and test the horsemanship skills of the rider.

5. Safety is of primary importance in a jumper class. All equipment should be in good working order and should be checked prior to its use at the show.

6. Jumper classes at Wild Rose shows should be simple yet provide enough challenge for both horse and rider to get an idea of the ‘feel’ of being in the jumper ring.

7. Jumper fences are typically more airy than hunters and provide less of a ground line.

8. The degree of difficulty of a simple pattern can be changed significantly. How the fence is built, whether a certain fence is a vertical or an oxer, and the distance between fences, are a few of the ways in which to change the degree of difficulty within a simple course plan.

9. In shows where the jumper classes show in the hunter ring, it is beneficial for all to set courses for the jumpers to allow the use of as much of the existing material as possible, so it does not have to be moved elsewhere.

10. “Hors Concours” entries may be accepted at the competition committee’s discretion but are subject to the same rules as a regular entry. “Hors Concours” may not participate in any jump-off. A horse or pony that competes “Hors Concours” is not allowed to ride again in the same ring on the same day.

9.2 WILD ROSE JUMPER DIVISIONS

1. Wild Rose Jumper show divisions will be run according to the maximum height of the fences.

2. Wild Rose Jumper shows may offer Open jumper divisions, or they may be split according to age categories, with Adult and Junior (that also may be divided into A, B & C).

9.3 APPOINTMENTS AND ATTIRE

1. Standing martingales, running martingales with rein stoppers or breastplates are allowed.

2. Draw reins are not permitted.

3. Blinkers are forbidden in the show ring, but are allowed in the warm up area.

4. Reins must be attached to the bit(s) or directly to the bridle.

5. Gags and hackamores are allowed.

6. Stirrup irons must hang freely from the bar of the saddle and outside of the flap without any restrictions or attachments.

7. Riders may carry unweighted whips not longer than 75 cm (30”) when jumping fences.

8. Leg wraps and/or boots are permitted.

9. All competitors must wear an approved helmet while mounted on the competition grounds. Helmets must be ASTM/SEI approved.

9.4 MEDICAL SERVICES

It is mandatory that all Wild Rose sanctioned competitions offering over fences classes have on site medical assistance. The medical personnel must possess a minimum of advanced first aid certification.

9.5 COURSE DESIGN

1. Good course design is the primary requirement for the good jumper classes. A properly designed course should demonstrate the capability and training of a horse and rider. There should be a reasonable percentage of clean first rounds. If this is not the case, the course is deemed not well suited to the caliber of horses competing and will result in no jump off rounds, or
many time-consuming jump off rounds to determine a winner.

2. Variety is an important factor in course and jump design. Competitions should include as many different types of obstacles as possible, changing and rearranging them for various classes.

3. Show committees and course designers should ensure that all equipment used in the show is in good repair and meets safety requirements.

4. All Wild Rose sanctioned shows must use approved breakaway cups (plastic cups and pins or plastic cups on tracks) on the top element of all fences on the show grounds. Steel or wooden pegs on uprights to hold any poles, gates, planks or any top element are not permitted. Shows may use standards with tracks or standards with drilled holes, in which case standards must be drilled in a maximum of 3” increments.

5. Distances between jumps are traditionally based on an average 12’ stride horse length and must include a 6’ take off and 6’ landing distance. The relationship of the jumps (whether or not they are singles or in a combination) will affect the horse’s natural jumping arc, the length of its stride and its speed.

6. Should the condition of the ground become bad, the show committees and course committees, in consultation with the judge, may alter the speed of the course before the start of the first horse of the competition.

7. The total length of the course, in metres, may never exceed the number of obstacles in the course multiplied by 60.

8. The course shall consist of a minimum of 8 jumps.

9. Oxers (two or more) are mandatory for the exception of the poles and cross poles division.

9.6 MEASURING THE COURSE

1. The course is the track the competitor must follow between the starting flag and the finishing flag.

2. The length should be measured to the nearest meter, taking to account the normal line to be followed by the horse, passing through the centre of each obstacle on course.

3. The total length of the course in meters may never exceed the number of obstacles in the course multiplied by 60.

4. The starting line may not be more than 25 meters not less than 6 meters from the first obstacle.

5. The finishing line may not be more than 25 meters nor less than 15 meters (10 meters indoors) from the last obstacle.

6. The start and finish lines must be marked with an entirely red flag on the right and an entirely white flag on the left side.

9.7 CONDUCT OF A JUMPER CLASS

A horse is judged solely on performance (time & faults) over a pre-designed jumper course.

1. The course must be posted at least 30 minutes before the start of the class.

2. The ‘order-of-go’ must be posted at least 30 minutes before the start of the class. Where a rider has more than one horse in the class, the order of go should provide at least five horses between the rider’s horses. The other horses will be moved up in order to satisfy this rule.

3. Time Allowed is based on the actual length of the course, should be generous, and must be given for each class.

4. Time limit is equal to twice the time allowed.

5. Time is recorded in seconds and one/hundredths of a second.

6. In a series of jumps, a normal distance allows for multiples of 12’ + 6’ for take-off and 6’ for landing between the fences. The stride of a normal horse is 12’, and a 24’ distance allows for the landing of a jump (6”), one stride (12’) and the take-off for the next jump (6’). This may be slightly shortened to accommodate green horses or those with a shorter stride. Distances may not be changed during the class.

7. An obstacle may be one single jump, or a series of jumps in a line.

8. The maximum distance between two fences in a combination is 36’. A combination may consist of 2 or 3 fences in a line. The 2nd and 3rd (if present) elements of the combination must be designated with letters rather than jump numbers (e.g. Jump #2 A, B and C).

9. Timing begins and ends when the horse’s chest crosses the start and finish lines. Time is interrupted only if a fence needs to be rebuilt following a refusal. Time is not interrupted in the event of a deviation from the course, run out or a refusal, not resulting in knocking a part of the jump down.
10. Electronic timing should be used if possible.

11. At least one (back-up) timer with a stopwatch must record every jumper round. Without electronic timing, two timers are preferable, averaging the times for the official time.

12. A judge acting alone cannot act as the timekeeper as well.

13. Late and post entries go first in a class when they are accepted after the order of go is drawn.

14. The judge's whistle or bell signals the start of a round, after which the horse has 45 seconds to cross the starting line before the time starts on the clock.

15. A whistle or bell is used to communicate with the riders to:
   a. Start the competition, and;
   b. Stop the clock during a knockdown following a disobedience or other incidents on course.

16. Flags are used on the jumps to indicate the approach to be taken. Red flags indicate right hand side and white flags the left hand side of the jumps.

17. An eliminated competitor may take one attempt to jump a single fence that they have already jumped before leaving the ring. No combinations are allowed to be attempted.

9.8 JUMP OFF
1. Only competitors who are in equal first place after one or several preliminary rounds of the same competition may take part in a jump off.

2. The order of starting in the jump off must remain the same as the order of starting for the original round.

3. The obstacles in a jump off may only be increased in height and spread if they were not previously set at the maximum height and spread for that class.

4. The course may be shortened to a minimum of 6 fences.

5. The jump off must be conducted under the same rules and table as the original class.

6. A maximum of two additional single obstacles may be added to the course of a jump off. Both obstacles must be on the course during course inspection. These obstacles may consist of two oxers or two verticals or one oxer and one vertical.

9.9 PC TABLE A PENALTIES
• First disobedience ........................................4 penalties
• Obstacle knocked down while jumping ..........4 penalties
• One or more feet in water jump or on lathe ..4 penalties
• First fall of horse or rider or both in class ......Elimination
• Refusal, plus knocking down an obstacle ......4 penalties + 6 seconds added (time correction)
• Second refusal/disobedience .....................Elimination
• Exceeding the time allowed .......................1 penalty for every 4 seconds or fraction over
• Exceeding the time allowed in jump offs ....1 penalty for each second or fraction over
• Exceeding the time limit ..........................Elimination

1. Penalties for disobediences accumulate not just at the same obstacle but throughout the entire round.

9.10 SCORING UNDER PC TABLE A
1. Adding together the penalties for faults at the obstacles, and the time penalties, give the score obtained by the competitor for the round.

2. Time may be used as a deciding factor to separate quality for first place and/or lower places according to the specifications given for the competition.

3. Time shall be stopped if, as the result of a refusal, 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.

9.11 KNOCKDOWNS
An obstacle is considered knocked down when the height is lowered by the
horse or rider through contact with a rail or standard.

9.12 DISOBEDIENCES
1. Refusal:
   i. It is a refusal when a horse halts in front of an obstacle which it must jump whether or not the horse knocks it down or displaces it;
   ii. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalized;
   iii. If the halt is prolonged, if the horse steps back, either voluntarily or not, even a single pace, it counts as a refusal.

2. Run-Out: When a horse evades or passes the obstacle to be jumped.

3. Loss of Forward Momentum: When a horse fails to maintain the trot or canter after beginning the course.

4. Unnecessary circling on course: When a rider circles his/her horse in such a manner that its original track between two consecutive obstacles (anywhere on course) is crossed. The exception to this is if the horse is re-taking an obstacle after a refusal or run-out.

9.13 ELIMINATION
1. Two disobediences including refusal, stop, run-out or extra circle.

2. Bolting from the arena.

3. Off course.

4. Jumping an obstacle before it is reset.

5. Fall of horse and/or rider. A horse is considered to have fallen when shoulder and haunch of the same side touch the ground. Rider may not remount.

6. Taking more than 45 seconds to jump the first obstacle after the time of the round has started.

7. A horse resisting for 45 consecutive seconds during the round or taking more than 45 seconds to jump the next obstacle.

8. Exceeding the time limit.

9. Starting (or continuing) on course before the signal to proceed.

10. Jumping an obstacle before crossing the start line.

11. Leaving the arena before finishing the course.

The whip is not to be used after elimination or after the horse has jumped the last fence on course.

9.14 WARM UP AREAS
1. Warm up areas must be available for all divisions at the competition.

2. All warm up fences must have flags.

3. Flags must be used in the right way (red flags on the right and white flags on the left).

4. Breakaway cups must be placed on the back of oxers.

5. No Swedish oxers are permitted.

6. No walk jumps are allowed.
10.1 TESTS

All AEF competitions shall use CADORA tests, available with the kind permission of CADORA. Organizers may choose to source their own tests from other organizations instead, but must indicate the tests to be used in the show prize list. Tests are available, free of charge, from the AEF website. Show organizers that would like to use the Equine Canada Dressage Tests for their AEF sanctioned show, may do so by referring to the EC rule book (Article 7.4.6) and following the EC Test User Fee Policy.

10.2 HORSES

1. Any horse entered in an AEF dressage competition must be a minimum of three (3) years old.

2. Horses may be schooled and lunged by the rider, owner or coach/instructor. Lunging may only be done in designated lunging areas.
   a. Lunging is not permitted in the general schooling area with mounted riders.
   b. Lunging a rider is not permitted on the competition grounds.

3. Horses and equipment are to be clean and neat out of respect for officials, volunteers and other competitors. Manes are to be neat and tidy, but do not have to be braided. Decoration with extravagant items (i.e. flowers or ribbons) is prohibited. Manes may be kept long in accordance with breed requirements but should be restrained in an attractive manner, which will allow the judge to observe the horse without distraction.

4. Measured at the withers, horse height must exceed 149 cm (with shoes) 148 cm without shoes.

10.3 RIDER APPAREL

1. Safety Headgear
   a. All riders, regardless of age or level, must wear ASTM/SEI or BSI/BS EN approved protective headgear at all times when mounted at any Wild Rose dressage competition at the event location. Note: At the tack check which follows the test, the steward may ask the rider to dismount so that the helmet may be inspected for the ASTM/SEI or BSI/BS EN label.

2. Boots
   a. Riders must wear dark coloured riding boots (plain, laced or with zippers) with heels (tall boots or jodhpur/paddock boots).
   b. Half chaps may be worn with paddock boots if they are of matching colour to the boots, are without decoration of any sort, and are well-fitted.

3. Breeches/Jodhpurs
   a. Breeches or Jodhpurs must be white or light coloured.

4. Shirts/Jackets
   a. Shirts must be light coloured with a stock tie, rat catcher with choker, or dress shirt with tie and must be long or short sleeved.
   b. Short jackets (i.e. not tail coat) or tailored dressage vests may be any dark colour or grey. Contrasting pin stripes and piping are allowed.
   c. Safety jackets are permitted provided they conform to the rules governing jacket colours.

5. Gloves
   Gloves are required at all times when mounted or lunging.

10.4 SPOURS

1. Spurs are optional at all levels but must be matched pairs and of conservative color.

2. Spurs must be metal and have smooth arms, although plastic knobbed (Impuls spurs) are allowed. The shank of the spur must be straight or slightly curved down, point backwards and must be centered on the arms. The neck may be curved directly back, but not upwards or in towards the horse. Exception: Swan neck spurs are allowed.

3. Rowels must also point directly back from the center of the spur, and be vertical. If rowels are used, they must be blunt/smooth and free to rotate. Spurs with horizontal rowels are not permitted.

4. Any spur found to be sharp by the tack check steward must be removed and may be replaced with an appropriate spur.

5. Use of illegal spurs anywhere on the competition grounds will result in elimination.
6. Acceptable spur lengths are as follows:
   i. For adults the maximum spur length is five (5) centimeters;
   ii. For children the maximum spur length is 3.5 centimeters.

10.5 WHIPS
1. Dressage whips may be carried in any class.
2. Ladies riding sidesaddle may always carry a dressage whip.
3. The total length of the dressage whip (including the lash) may not exceed 120 cm. Whips for ponies in all classes may not exceed 100 cm.
4. A whip must not be used in a way that disturbs other riders, and may not be picked up if dropped during a test.
5. When saluting the whip, along with the reins should be taken into one hand and the other, free hand should be lowered to the rider’s side.
6. Dressage whips are always permitted in the warm-up and schooling areas.
7. Excessive use of a whip at any time while on the competition grounds is forbidden, and constitutes abuse. A whip should never be carried or used in a matter that affects other horses.
8. The use of a lunge whip is prohibited except when lunging in a prescribed lunging-only warm up area.

10.6 EXTREME/INCLEMENT WEATHER CONDITIONS
1. Protective Hat covers and transparent or conservative coloured overcoats may be worn in wet or cold weather.
2. Judges may excuse jackets in extreme heat or humidity. Appropriate notice must be given so that all competitors in any one class ride under the same conditions. Competitors have the option of wearing either short or long sleeved shirts with a collar (no T-shirts, tank tops etc.) that tuck neatly into the breeches. Shirt collar may be opened. Stock ties must be removed unless pinned to the rider’s shirt. Regulation helmet is still required.

10.7 SADDLERY AND EQUIPMENT
1. Saddles
   i. A plain English type saddle must be used - dressage, hunter, jumper, all purpose, as opposed to endurance, Australian, military, bareback pad, western or stock saddle;
   ii. Saddle must be a dark coloured English saddle;
   iii. Saddle may be made of leather or synthetic material;
   iv. Girths may be of leather, fabric (natural or synthetic) or string and may be used with a girth cover in a conservative colour;
   v. Stirrups (standard or safety) are compulsory at all levels. The rider’s boots may not be fixed to the stirrup, nor may the stirrups be fastened to the girth or each other;
   vi. Saddle pads may be solid white, off white, grey, black, or another dark colour. It may have piping of a different colour to the pad and may carry barn logo.

2. Bridles
   i. Bridles must be of leather and a conservative brown or black in colour. Padding of the brow band is allowed for comfort and modest decorative features are allowed on the brow band;
   ii. Micklem bridles, without clips only, are allowed;
   iii. Reins must be brown or black in colour. Reins may be of any type, usually leather, webbing or rubber;
   iv. Reins with elastic inserts are not permitted.

3. Nosebands
   a. Nosebands must be used and may be any of the following type:
      i. Cavesson;
      ii. Dropped;
      iii. Flash;
      iv. Figure 8 (grackle);
      v. Crescent noseband.
   b. A cavesson noseband only must be used with a double bridle.
   c. Drop nosebands and flash straps must lie in the chin groove.
   d. Nosebands must not cause discomfort.

10.8 BITS
Only bits described below are permitted.
1. Snaffle and Bridoons:
   a. Mouthpiece: Is to be smooth (no twist or wire); of a consistent metal, amalgam or rigid plastic (not flexible rubber); may be covered by rubber or other normally accepted material; may not be wrapped; may have a single, double or no joint; may have a rotating mouthpiece; may not have outstanding edges or odd curves or unrounded joints; may not have a port; may not have a roller. Diameter, measured adjacent to the cheeks of the snaffle mouthpiece, must be a minimum of 12 mm. Diameter of the bridoon mouthpiece, measured adjacent to the cheek piece, must be a minimum of 10 mm.
   b. Rings: May be free (loose, German) ring, eggbutt, D ring. Maximum allowed inside diameter of 10.16 cm or 4 inches in a snaffle and 8 cm or...
3.15 inches for a bridoon. Minimum allowed inside diameter of 3.5 cm or 1.38 inches in a snaffle.

c. Cheeks: May be a full cheek; a half cheek oriented up only; a hanging cheek; is not required to be part of the ring (i.e. Fulmer or loose ring with cheeks).

d. Fit: comfortably i.e. not too tight in width; hanging too low or pulled too high in the mouth; not too thick as to disallow comfortable closure of the mouth; not too thin to cause damage to the corners of the mouth. Particularly bridoons must not be too thick to fit well with the curb bit. Mouthpiece must not pinch the lips where joining with the cheeks and rings.

e. EXCEPTION: Dr. Bristol Snaffle is not permitted.

2. Curb:
   a. Mouthpiece: Is to be smooth (no twist or wire); of a consistent metal, amalgam or rigid plastic (not flexible rubber); may be half-moon; may have a port; may not be jointed; may not be wrapped; may have a sliding mouthpiece (Weymouth). Minimum diameter of 10.2 cm, measured adjacent to the cheeks of the mouthpiece.
   b. Shanks: may have straight shanks; may have a rotating lever arm not longer than 10 cm below the mouthpiece when at the uppermost position; may have S-curved shanks.
   c. Curb chain: may be leather or metal or a combination of the two. Curb chain must be adjusted in such a way that the bit may rotate in the mouth without pinching up to 45 degrees. May be left exposed or covered with leather or rubber for comfort.
   d. Lip strap: is permitted and is to remain loose.

3. Bit Guards and/or Burrs - are not permitted at any time.

The following pages are illustrations for acceptable Bits, and Bridles.
Below are captions for the illustrations.

Various snaffle bridle bits:
1. Loose (free, German) ring snaffle with a single joint.
2. a. b. c. Double jointed snaffles with rounded edges on middle pieces.
3. Eggbutt snaffle.
4. D-ring (racing) snaffle.
5. Full cheek eggbutt snaffle.
6. Fulmer (loose ring with cheeks) snaffle.
7. Snaffle with upper cheeks only.
8. Hanging cheek (Baucher) snaffle.
9. Straight bar snaffle, may have mullen mouth or eggbutt ring.
10. Snaffle with rotating mouthpiece.
11. Snaffle with rotating middle piece.
12. Tongue relief snaffle.
13. NS Verbindend.

Various bridoon bits:
1. Loose ring bridoon with single joint.
2. a. b. c. Double jointed bridoon with rounded edges on middle pieces.
2. d. Bridoon with rotating middle piece.
3. Eggbutt bridoon.
4. Hanging cheek bridoon.

Various curbs:
5. Half-moon curb.
6. Curb bits with straight cheeks and various ports.
7. Curb bit with port and sliding mouthpiece (Weymouth).
8. N.B. rotating lever arm is also permitted.
9. Variation of bits 6, 7 and 8 above.
10. Curb bit with S-curved cheeks.

Various parts of double bridle:
11. Curb chain (metal or leather or a combination).
12. Lip strap.
13. Leather cover for curb chain.
10.9 OTHER TACK/EQUIPMENT

1. The following equipment is forbidden to be used at any time on the show grounds and are grounds for elimination if used:
   a. Martingales.
   b. Gadgets which are designed to improve the performance of the horse (bearing, running or balancing reins).
   c. Bit burrs, bit guards, tongue ties, etc.
   d. Telescoping whips.
   e. Blinkers, ear plugs, hoods.
   f. Illegal spurs.
   g. EXCEPTION: running martingales are allowed in designated warm-up and/or schooling areas if attached to the snaffle rein only.
   h. EXCEPTION: comfort of the horse is a priority in the stabling area (i.e. ear plugs would be allowed in the stabling/trailer parking area), away from the warm up or competition rings.

2. Lunging equipment including line, whip, cavesson, surcingle, single or double direct side reins are permitted only in designated, supervised lunging areas.

3. Protective boots and/or bandages may be used anywhere on the competition grounds including in the competition ring.

4. Show Stewards are entitled to request the removal of ear nets and nose fly guards as part of the compulsory tack check.

5. Breastplates, foregirths, girth covers, cruppers and any tack or clothing which is intended to improve the comfort of the horse or safety of the rider is permitted in the designated schooling areas and competition rings.

6. The hearing disabled may use two-way communication devises in the competition arena under the supervision of a committee member.

7. Competitors and grooms/handlers are prohibited from wearing cell phones or ear pieces while mounted anywhere on the show grounds for safety reasons. It is recommended that the ring be set on low or vibrate when in the vicinity of the warm up and competition rings.

8. Non-restrictive ear nets, which do not cover the eyes and non-restrictive nose fly guards are permitted in the schooling and competition rings.

10.10 ARENA

1. Construction:
   a. Arena should be situated on level ground and measure 20 meters x 60 meters for all tests above first level. Walk/Trot to First level- test 1
classes may be ridden in a 20 meter x 40 meter arena.

b. Arena enclosure should be marked by wooden fencing, or other safe suitable material, about .30 meters high (approx. 1 ft.), and should be constructed in such a way so as a horse’s hooves cannot get caught.

c. Arena fence conditions must be the same for every competitor in a class.

d. At outdoor competitions, where space permits, spectators should be situated 15 meters from the arena.

e. At indoor competitions spectators should be situated 3 meters from the arena. If possible, the arena should be situated 2 meters from the walls.

f. Judges should be placed a minimum of 3 and a maximum of 5 meters from the arena enclosure. The judge is to be situated at “C”. If there is more than one judge, the second judge may be placed either at “E”, “B”, “H” or “M” whichever is convenient for the competition. In the event there is a third judge, one judge should be should be at “C” and the other two placed at either “M” and “E” or “H” and “B”.

g. Judges and stewards are responsible for checking the correctness of the arena setup.

2. Arena letters and Gate:

a. The letters should be placed 0.05 meters from the fence and be clearly marked.

b. The letter “A” should be placed 5-15 meters back to allow the horse to make a straight entry. The gate at “A” should be easy to remove and replace.

c. Arena lettering should be in accordance with the example provided within this rulebook.

3. Warm-up Arena:

a. Whenever possible the footing in the warm up arena should match that of the competition arena.

b. The warm up arena should be the same size as the competition arena. Should this not be possible, competitors should be permitted to warm up their horses in the competition arena. A schedule of permitted warm-up times should be posted.

c. Warm up arena must be supervised by a knowledgeable safety officer/steward.

10.11 EXECUTION OF TESTS

1. Unauthorized assistance, which is deemed to be any external influence such as the use of voice, signals or electronic transmission, which is intended to assist the competitor upon entering the competition arena is cause for elimination.

2. All freestyle tests are to be executed from memory.
3. A test begins when the horse enters at “A” and ends when it moves off after the final salute. No incidents prior to the start or after the completion of the test shall affect the test score.

10.12 READERS
1. Competitors may arrange for a suitably (conservatively) dressed individual to call or read the test.

2. Competitors are responsible for any error made by the designated reader of the test.

3. Any command or instruction which is repeated more than twice (i.e. read three times) or which is embellished in any way to assist the competitor, will cause the elimination of the competitor.

4. Designated readers are to be placed at either “E” or “B” so that they do not disturb nor obstruct the view of the judge(s).

10.13 SALUTE
1. The salute is to be performed with the reins in any one hand.

2. Helmets are not to be removed.

3. The arm is to be dropped in a relaxed manner along the body and the head inclined towards the senior judge at C.

4. Failure to salute is an error of test and will incur a penalty of 2 points.

10.14 TACK CHECK
1. Immediately upon leaving the competition arena, riders must report, still mounted, for a tack check. No equipment or clothing is to be removed before the inspection.

EXCEPTION: A rider feeling ill or faint is permitted to dismount and remove their helmet and jacket.

2. A rider who is eliminated during the course of their test must still report for a tack check.

3. Riders are welcome to ask for dress/saddlery rule clarification from the steward or appointed competition monitor prior to entering the competition ring.

10.15 ERRORS AND PENALTIES
1. **Voice**
   Should a competitor use the voice in any manner (including tongue or throat sounds) the penalty is considered to be an error of voice which is awarded a penalty of two points from the movement being performed for each occurrence, with “voice” being indicated in the comment section of the score sheet. There is no maximum limit to errors of voice, nor is it limited to once per movement. Error of voice should not be scored as an error of course or test. Repeated offences are not cause for elimination.

2. **Error of course**
   An error of course is considered to be an error in the execution of the test, which prohibits the rider from continuing on with the next movement (i.e. turning in the incorrect direction or omitting an entire movement). At such time the Judge at C shall ring the bell in order to lend the competitor the assistance necessary to return to the correct course.
   a. An error of course which does not require the bell to be rung is one in which interrupting the test will have a negative effect on the flow of the test since the rider is able to continue the test without impediment (i.e. transition takes place at the wrong letter). If the bell is not rung and the rider makes the same error again, because the same movement is to be repeated in the course of the test, only one error is recorded.
   b. If a rider performs a rising trot when a sitting trot is called for the judge must ring the bell and warn the rider that this error is accumulative, if repeated, and may lead to elimination after the 3rd occurrence.
   c. A competitor is not permitted to repeat a movement or put in an extra circle, unless the judge decides that an error of course has been made. If, the rider has started a movement and tries to do the same movement again, the judge must consider the first movement only, and at the same time, penalize for an error of course.

3. **Penalization**
   The first error of course or test is penalized by two points. The second such error is penalized with 4 points. The third such error is cause for elimination, although competitors are permitted to finish their tests and further movements are marked.

4. **Error of Test**
   These are errors, each of which incurs two penalty points, are not cumulative and therefore do not result in elimination.
   a. Not taking the reins in one hand at the salute.
   b. Early entry before signal.
   c. Entry between 45 and 90 seconds after the signal.

5. **Unnoticed Error**
   a. Should the Judge not observe the error then the competitor is given the benefit of the doubt.
   b. Should the Judge at C not observe the error, the panel may bring it to the attention of the other members and the judge at C shall determine
whether the error shall be incurred.

6. Early entry
   a. Entry into the ring before the designated signal has been sounded by the Judge shall be penalized by 2 points.
   b. The Judge may choose to ask the competitor to exit and re-enter the ring.

7. Late Entry
   a. A competitor has 45 seconds in which to enter the arena after the bell has sounded.
   b. Failure to enter the arena within the permitted time shall result in a penalty of 2 points per judge.
   c. Failure to enter within 90 seconds will result in elimination.

8. Re-riding a Test
   Under unusual circumstances, which may interfere with the test, the Judge may stop the test and allow the competitor to restart.

9. Falls
   a. A fall by the rider is considered to have taken place when the rider is separated from the horse in such a manner that he/she must remount the horse in order to regain contact with the saddle.
   b. A fall by the horse is considered to have taken place if both the shoulder and quarters of the horse have touched the ground simultaneously.
   c. A fall of horse and/or rider in the competition ring will result in the immediate elimination from the class. All falls must be reported immediately to the Safety Officer and the required paperwork must be submitted to the AEF Office.

10. Dismounts
    a. An athlete dismounting after the entering the arena will be eliminated.
    b. A competitor who dismounts due to broken equipment and/or loss of a shoe will be excused from the class.

11. Leaving Arena during Test
    A horse whose four feet leave the arena during the course of riding the test, between the start and finish of the test, shall be eliminated.

12. Resistance
    a. Any resistance that exceeds 20 seconds in length and prevents the continuation of the test shall be cause for elimination.
    b. In the event that the resistance is of a nature that may endanger horse, rider, spectators or judges shall be deemed a safety hazard and is cause for immediate elimination without regard to the length of the resistance.

13. Lameness
    a. It is the responsibility of the Judge to call attention to any case of marked lameness, in which case the Judge may ring the bell and eliminate the competitor.
    b. In the event there are multiple judges, the judge at C shall make the determination.
    c. Lameness must be indicated on the score sheet as the reason for elimination.

The decision of the Judge may not be appealed. Judges are circumspect with regards to making such a critical decision and unless absolutely certain will tend to give low marks rather than eliminate. This difficult decision must be respected.

10.16 Elimination and Disqualification

1. Elimination
   An elimination results in no score or elimination being posted for the class in question due to any of the following – as perceived at the judge's discretion:
   a. Any three errors of course or test.
   b. Illegal equipment.
   c. Failure to report to tack check.
   d. Carrying a whip into the competition ring at competitions that specify in the prize list that whips are not permitted.
   e. Unauthorized assistance.
   f. Exceeding 90 seconds to enter the arena after the bell/whistle or start of music (20 sec) in a freestyle.
   g. Resistance lasting longer than 20 sec which prevents the performance of the required movements of the test.
   h. Safety – resistance that may endanger the rider, horse, judge or spectators is cause for elimination at discretion of judge (may be less than 20 seconds).
   i. Leaving the arena with all four feet of the horse during the test.
   j. Lameness.
   k. Fall of horse or rider.
   l. Performing movements above the required level of the freestyle.
   m. Excessive use of the whip.
   n. Receiving a score of less than 40%.
   o. Inappropriate dress.
   p. Evidence of blood or welt marks on the horse other than environmental (bee stings, insect bites).
   q. Dangerous or unruly behavior of the horse.
   r. Failure to finish the test.

Note: Any of the grounds for disqualification shown below may also result in elimination from classes already completed. This determination shall be made by the Ground Jury and is not open to appeal.
2. **Disqualification**
Disqualification bars the competitor from taking part in any further classes in the competition. The Ground Jury may require the competitor to leave the competition site. Grounds for disqualification include but are not limited to:
   a. Failure to display a competition number, having incurred a warning for the first offence.
   b. Misrepresentation of entry.
   c. Failure to provide documentation and/or payment.
   d. Abuse/cruelty.
   e. Offensive behavior and/or language towards officials, volunteers, competitors, or spectators.

10.17 JUDGING THE TEST
1. The responsibility for marking the tests correctly lies with the judges.

2. Judges may not be influenced by any previously held knowledge or information from any individual other than members of the Ground Jury.

3. The mark for each movement should indicate whether the movement was performed sufficiently (5 or above) or insufficiently (4 or below).

4. Movements should be carried out at the point in which the rider’s body arrives at the specified point. EXCEPTION: Movements which the horse approaches the letter from a diagonal or perpendicular line. In this case, the movement should be initiated when the horse’s nose reaches the track to maintain straightness for the transition.

5. A horse that grinds its teeth but is otherwise happy to work shall not be penalized. If the horse does not appear to be happy to work and displays stiffness and tension then 1 point must be deducted from each of the movement and submission marks.

6. Horses that get their tongue over the bit or that perform with an open mouth must be marked down.

7. A test begins with entry at “A” and concludes with the final salute. Anything occurring outside this time period shall have no bearing on the marks.

8. No competitor shall be required to ride before their posted time. Competitors should be aware that to facilitate the efficient running of the competition, they may be asked, with due notice, to alter their start time.

9. Marking scale - The judging scale of marks is:
   a. Half marks from 0.5 – 9.5 may be used for movements and collective marks.

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Excellent</td>
</tr>
<tr>
<td>9</td>
<td>Very good</td>
</tr>
<tr>
<td>8</td>
<td>Good</td>
</tr>
<tr>
<td>7</td>
<td>Fairly good</td>
</tr>
<tr>
<td>6</td>
<td>Satisfactory</td>
</tr>
<tr>
<td>5</td>
<td>Sufficient</td>
</tr>
<tr>
<td>4</td>
<td>Insufficient</td>
</tr>
<tr>
<td>3</td>
<td>Fairly bad</td>
</tr>
<tr>
<td>2</td>
<td>Bad</td>
</tr>
<tr>
<td>1</td>
<td>Very bad</td>
</tr>
<tr>
<td>0</td>
<td>Not executed</td>
</tr>
</tbody>
</table>

   (practically nothing of the movement was executed)

10. Collective marks are given upon the completion of the test based on:
   a. Impulsion.
   b. Rider’s body position, use and effect of aids.
   c. Submission.
   d. Paces.

10.18 SCORING
After each performance, marks from each judge’s score sheet are tabulated, factoring in the coefficient multiple where applicable. Penalty points are then deducted.

1. Awarding Marks
   Marks awarded for each movement are from 1 to 10.
   a. Each mark has an assigned co-efficient and must be multiplied.
   b. The marks given for each movement and General Impression or Collective Marks are then added together, and then penalties for errors or other penalties occurring during the test are deducted. This is the positive score for the test. These points are converted into percentage scores.
   c. If a rider is eliminated during the test, that rider receives no score and is ineligible for an award.
   d. To obtain the percentage of the test:

   Example:  
      \[
      \begin{align*}
      \text{Possible Marks} & = 220 \\
      \text{Achieved Marks} & = 133 \\
      \text{Penalty for Error} & = -2 \\
      \text{Total Positive Points} & = 131 \\
      \text{Final Total} & = 131 \times 220 = 59.545 \%
      \end{align*}
      \]

   \[
   \text{The Final Score} = 59.545 \% \text{ (must be to 3 decimal points)}
   \]
Note: that although errors of voice are unlimited, errors of course and test are limited to two. On the third such error the rider is eliminated. Judges should NOT continue to mark such a test but often do in order to offer the rider an opportunity to learn. Upon elimination/disqualification, scores should not be posted.

e. Scorers must ensure that all movements are marked, the sheets are signed and any changes are initialed. If any of the above is missing, sheets must be returned to the judge for completion.

f. Marked sheets are considered to be the confidential property of the competition until they are handed over to the competitor. At that time they become the private property of the competitor. The Show Organizers are obliged to post total points and percentages from the tests.

g. In order to maintain a record of marks, scorers must retain all individual marks from each test on a master sheet, to be available for queries. This master sheet may be on paper, or if a computer program is used it may be retained within the program. Tests may be released to riders immediately after the final ride of the class. It is recommended that awards not be presented for an hour after the class in order to allow riders to confirm their scores. Corrections of errors in math may be made at any time, however awards will not be changed after the show is formally over with the exception of Champion and Reserve Champion.

h. Should more than one Judge be used, the total positive points and percentages from each Judge are posted and the average of these is posted as the final score.

i. Should there be only one horse in the class, the competitor must compete against the rulebook, which declares that in order to achieve a placing a particular score must be achieved as shown below.

- First place requires a score of 60% or higher
- Second place requires a score of 57% to 59.9%
- Third place requires a score of 54% to 56.9%
- Fourth place requires a score of 51% to 53.9%

j. No ribbons or prizes will be awarded for scores less than 51% or to placings lower than fourth.

10.19 TIES

1. Should a tie occur at a Dressage Competition, the competitor achieving the highest marks in the General Impression/Collective Marks is declared the winner.

2. If the tie still exists, they shall remain tied. The next placing shall be omitted (i.e. if tied for third, the next placing shall be for fifth, not fourth place).

10.20 FREESTYLES

1. Timing of freestyles begins with the first stride after the initial salute and ends after the final salute.

2. Both initial and final salute must take place inside the competition ring, facing the judge.

3. No movements prior to the initial salute or after the final salute are considered to be part of the test and will not be marked.

4. Judging of the freestyle begins with the initial halt and ends with the final halt.

5. Should there be a disruption of the music, the Judge may give the competitor permission to leave the ring and reschedule the test at the end of the class if there is a scheduled break.

6. It is the responsibility of the competitor to provide Show Management with their music well ahead of the class in order to provide an opportunity for a sound check.

7. A rider performing higher movements than the level called for (clearly forbidden movements) will be penalized by 4 points from the Total Technical Execution for each illegal movement. Judges must be fair by taking into consideration whether the movement was accidental or intentional. Riders should read their level of tests carefully to be certain that they are not including higher-level movements.
Chapter 11
Equitation/Showmanship Division

11.1 GENERAL
In this division, only the Rider or Handler is judged on their way of riding or handling the horse. It is their skill that is being assessed and judged and not that of the horse. The horse is merely the tool used to help the person perform. This division allocates points to the rider or handler only.

11.2 WESTERN HORSEMANSHIP

1. General
   a. Riders will be judged on seat and hands, ability to control and show the horse.
   b. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider.

2. Position
   a. Riders should sit in centre of saddle with legs under rider forming a straight vertical line through ear, centre of shoulder, centre of hip and back of heel. Stirrup length should allow heels to be lower than toes, with slight bend in knee, and toe directly under knee. Body should always appear comfortable, relaxed and flexible, and back should be nearly flat. Stiff and/or arched lower back should be avoided. Feet may be placed home in the stirrup, with boot heel touching the stirrup, or may be placed with ball of foot in the stirrup. Riding with toes only in stirrup will be penalized.
   b. Hands: Both hands and arms shall be held in a relaxed easy manner, with the shoulders back and down, and upper arm in a straight line with the body, the arm holding the reins bent at elbow forming a straight line from the elbow to the horse's mouth. When using a romal, the rider's off hand shall be around the romal with at least 16 inches of rein between the hands. Wrist are to be kept straight and relaxed, with thumb on top and fingers closed around the reins. One finger between the reins is permitted when using split reins, but not with a romal. Some movement of the arm is permissible, but excessive pumping will be penalized. Reins are to be carried immediately above or slightly in front of saddle horn. Only one hand is to be used for reining, and hand shall not be changed. Reins should be carried so as to have light contact with the horse's mouth and at no time shall reins be carried more than a slight hand movement from the horse's mouth. In the event a horse four years of age or younger is shown with a snaffle bit or hackamore, it is legal for a rider to show with two hands on the reins, in accordance with Article 1.10.
   c. Position in Motion: Rider should sit to trot and not post. At the lope, s/he should remain seated. Rider should maintain vertical position at all gaits. All movements of horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable. Moving of the lower legs of riders who are short shall not be penalized.
   d. Mounting and Dismounting: Stand on the left side of the horse and face either the same direction as the horse or face the horse and use peripheral vision to ensure sight of the horse's head. Hold the reins in the left hand in a manner that will prevent the horse stepping forward. Place the right hand on the saddle horn. Place left foot in the stirrup with the knee close to the horse and do not allow the left toe to touch the horse's side. Push up off the right leg so you have lifted yourself to a standing position with all your weight in the stirrup. Lift the right leg over the croup of the horse, sit down in the saddle and place the right foot in the right stirrup. It is important the horse does not move while you mount. The dismount consists of the same movements as above only reversed. (The size of the rider must be taken into consideration.)

3. Appointments
   Clothing must be clean, workmanlike and neat. The saddle must fit the rider. It may be slick or swelled fork, having a high or low cantle, but most definitely sized to the rider.

4. Class Routine and Conduct
   The judge will ask each rider to work individually. The individual works will be any of the maneuvers the judge feels are necessary to determine the horsemanship ability of the rider.
   a. Tests
      Individual work may be composed of any of the following:
      i. Walk, jog, trot, lope or gallop in a straight line, a curve, a circle, or any combination of these gaits and patterns, such as a figure eight, etc;
      ii. Stop;
      iii. Back;
      iv. Side pass;
      v. Counter canter;
      vi. Turn on the haunches, including spins and rollbacks, or turn on the forehand;
      vii. Simple change of lead through the trot, walk, halt, in a straight line, figure 8 or any other pattern;
      viii. Flying change of lead in a straight line, figure 8, or any other pattern;
ix. Dismount and mount.
b. Use of markers helps to standardize patterns and guide riders, but they also increase the degree of difficulty somewhat, so their placement should be carefully planned and indicated in the posted pattern, and their placement in the arena well supervised.
c. The judge must post the pattern s/he will ask for at least one hour prior to the class commencing.
d. Judging of individual work will begin at the indication of the judge, and it stops at the end of the 30 second time period, indicated by a signal from the ring steward or timer. Competitors shall leave the arena at the signal, regardless of whether or not they have completed work prescribed by the judge.
e. Failure to complete the pattern will not incur elimination, but shall be scored accordingly:
   i. The judge will use these individual works to determine the top riders to be called back for rail work, and those selected riders will be required to work on the rail;
   ii. The horsemanship class is to determine the riding ability of the rider, and the judge will bear this in mind at all times.

3. **Scoring**
   **Minor Faults**
   a. Seat:
      i. Sitting off centre;
      ii. Sway back, round back.
   b. Hands:
      i. Unsteadiness;
      ii. Incorrect position.
   c. Legs:
      i. Uneven in stirrups;
      ii. Motion in legs;
      iii. Insufficient weight in stirrups;
      iv. Incorrect position.
   d. Control:
      i. Breaking from jog to lope or walk to jog;
      ii. Not standing in line up.
   e. General:
      i. Poorly fitting equipment, untidy/clean equipment;
      ii. Failure to use corners and rails;
      iii. Suitability of horse and rider;
      iv. Overall appearance untidy, poor grooming.

   **Major Faults**
   a. Seat:
      i. Excessive body motion;
      ii. Popping out of saddle.
   b. Hands:
      i. Heavy hands, constant bumping;
      ii. Horse's mouth open;
      iii. Restrictions causing less than 16" of rein slack between hands;
      iv. Touching saddle to prevent a fall.
   c. Legs:
      i. Excessive spurring;
      ii. Loss of contact between legs and saddle or foot and stirrup.
   d. Control:
      i. Breaking from jog to walk or lope to jog;
      ii. Backing up crookedly;
      iii. Missing leads;
      iv. Failure to back.
   e. General:
      i. Improper appointments;
      ii. Excessive voice commands;
      iii. Excessive circling;
      iv. Major delays in transitions.

11.3 **WESTERN EQUITATION**

1. **General**
   a. Rider's will be judged on seat, hands, performance of horse, appointments of horse and rider, and suitability of horse to rider.
   b. Body should appear comfortable and relaxed. Stirrups should be short enough to allow the heels to be lower than the toes, with the weight carried on the ball of the foot.
   c. Gaits should be consistent and the horse manageable and under control.
   d. The position of the hand not being used for reining is optional, but should be kept free of the horse and equipment and held in a relaxed manner with the rider's body straight at all times.
   e. Bandages or boots of any kind are not permitted.

2. **Class Conduct**
   a. Riders may enter the ring at a walk or jog and are judged at the walk, jog and lope both ways of the ring.
   b. All competitors are required to back in a straight line.
   c. Results shown by performance of the horse are not to be considered more important than the method used in obtaining them.
4. **Elimination**
   a. Seat - falling from horse
   b. Hands
      i. Two hands on reins;
      ii. Finger between roman reins;
      iii. More than one finger between split reins.
   c. Legs - touching in front of cinch.
   d. General:
      i. Fall of horse;
      ii. Going off pattern.

5. **Tests**
   Judge may choose tests to administer. Tests can be performed individually or collectively. Instructions should be publicly announced. If a pattern is used it must be posted before the class (pattern is defined as two or more tests performed in conjunction).
   a. Back.
   b. Individual performance on the rail.
   c. Figure eight at a jog.
   d. Lope and stop.
   e. Figure eight at a lope, with correct leads. Simple change of lead (horse is brought to a walk or jog before restarting lope on the new lead). One figure eight demonstrates two changes of lead and is completed by closing up the last circle and stopping on the centre of the eight.
   f. Figure eight at a lope using flying change of lead.
   g. Change of lead down the centre of ring, using simple lead changes.
   h. Riding a serpentine, demonstrating flying lead changes.
   i. Sliding stop.
   j. Rollback.
   k. Spins (360 degree turns).

**11.4 HUNT SEAT EQUITATION**

Includes flat and over fences classes with equal emphasis on both performances.

1. **Tack and Equipment**
   a. Only regular cavesson nosebands permitted.
   b. Permitted Bits: snaffles, pelhams, double bridles, or kimberwicks. Pelham converters are only permitted in Junior B and C classes.
   c. Reins must be made entirely of leather.
   d. Whips are permitted but may not exceed 75 cm in length.
   e. Spurs are permitted.
   f. Running or standing martingales are not permitted in flat classes, but are optional over fences. EXCEPTION: in classes where tack change is not permitted between rounds martingales are not permitted.
   
   g. Conservative coloured boots and bandages are permitted.

2. **Classes**
   a. Junior and adult classes are not to be combined.
   b. Heights over fences for Junior B and C competitors.
      i. Small ponies – 2’3” (0.7m);
      ii. Medium ponies – 2’6” (0.75m);
      iii. Large ponies – 2’9” (0.85m);
      iv. Horses – 3’ (0.9m).
   c. Heights over fences for Junior A competitors – 3’6” (1.10m).

3. **Judging criteria**
   a. To be judged on rider ability alone.
   b. Riders will be judged on seat, hands, and legs, and their ability to control and show their horses in a hunt or forward type seat.

4. **Class routine on the flat**
   a. The class will proceed at least once around the ring at each gait: walk, trot and canter - and on command will reverse and repeat.
   b. Following the rail work, the class will line up and perform individual tests at the judge’s discretion.
   c. As part of the individual testing, the judge may pose questions related to horsemanship, horse anatomy, tack, stable management, and other related topics.
   d. Judge must specify if a change of lead is required when requesting a change of direction at the canter.

5. **Class routine over fences**
   a. Course shall consist of not less than 8 jumps.
   b. Riders shall keep an even pace throughout the course.
   c. Elimination shall result from:
      i. Fall of horse or rider;
      ii. Second disobedience.
   d. Individual tests may be selected at the judge’s discretion from tests listed in Article 11.4.6c (below).

6. **Tests**
   a. The judge must choose a minimum of two individual hunter equitation tests according to the regulations set forth in this article. No other tests may be used.
   b. If any test or part of a test is to be ridden without stirrups over fences, the rider must remove stirrups completely before commencing the test.
   c. For restrictions on use of tests, see Article 11.4.7.
   d. Judges must state specific requirements for each test.
   e. Additional test requirements must be announced publicly. The
announcement must be given twice to ensure it is heard by all competitors
f. If any qualified riders do not participate in the ride-off, they will be placed after all riders that do participate in the ride-off.
g. The approved tests for hunter equitation are:
i. Dismount and mount;
ii. Rein back;
iii. Individual performance;
iv. Figure eight at trot, demonstrating change of diagonals;
v. Figure eight at canter with simple change of leads through the walk or trot;
vi. Gallop and stop;
vii. Extended trot;
viii. Turn on haunches through the walk;
ix. Trot and canter without stirrups;
x. Change leads on a straight line down centre with simple change through the walk or trot;
xii. Change leads with flying changes.

7. Limitations for Junior classes
Above listed tests are not applicable to all classes. Limitations apply for junior classes as below.

<table>
<thead>
<tr>
<th>Class</th>
<th>Flat Tests</th>
<th>Class</th>
<th>Tests Over Fences</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior C</td>
<td>Tests i - iv</td>
<td>Junior C</td>
<td>Tests i - iv, xi and xii</td>
</tr>
<tr>
<td>Junior B</td>
<td>Tests i - vii</td>
<td>Junior B</td>
<td>Tests i - vii, xi and xii</td>
</tr>
<tr>
<td>Junior A</td>
<td>Tests i - xi and xiv</td>
<td>Junior A</td>
<td>Tests i - xiv</td>
</tr>
<tr>
<td>Adult/amateur</td>
<td>Tests i - xi and xiv</td>
<td>Adult/amateur</td>
<td>Tests i - xiv</td>
</tr>
</tbody>
</table>

Chapter 12

Showmanship at Halter

12.1 GENERAL
The Showmanship class shall be judged strictly on the competitor’s ability to fit and show a horse at halter. The horse is merely a prop to demonstrate the ability and preparation of the competitor. The ideal showmanship performance consists of a poised, confident, neatly attired competitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness, and precision. The showmanship class is not another halter class and should not be judged as such.

12.2 PATTERNS
It is mandatory that the judge post any patterns to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of competitors for consideration of final placing, the finals pattern may not be posted. Patterns should be designed to test the showman’s ability to effectively present a horse to the judge. All ties will be broken at the judge’s discretion.

12.3 ATTIRE
For the purpose of Wild Rose classes, competitors in showmanship classes may be dressed in either Western or English attire.

12.4 CONDUCT
1. All exhibitors may enter the ring and be worked individually or each exhibitor may be worked from the gate individually.
2. The following maneuvers may be asked of the contestants:
a. Lead the horse at a walk, jog, trot or extended trot.
b. Back in a straight or curved line or a combination thereof.
c. Halt.
d. Turn 90(1/4), 180(1/2), 270, (3/4) or 360(full turn) degrees or any combination or multiple of such turns. For turns of 90 degrees the horse should be turned to the left. For turns greater than 90 degrees the horse should be turned to the right, pivoting on the hind right leg while stepping across and in front of the right leg with the left front leg.
e. All horses must be set up squarely for inspection.
f. Horses must be led, backed and turned from the left side.
g. Handler should never leave the head of the horse, nor stand directly in
front of the horse.

h. At no time should the handler touch the horse with either their hands or feet, nor visibly cue the horse by pointing their feet during set up.

12.5 SCORING

Competitors are to be scored from 0 to 20 with ½ point increments acceptable. Ten points should be allocated toward the overall appearance of the handler and the horse and 10 points allocated toward performance.

1. Overall appearance

a. Handler should be poised courteous and confident and conduct themselves in a businesslike manner.

b. The use of any artificial aids shall cause elimination.

c. Handler must be positioned between the eye and the midpoint of the horse's neck and lead on the horse's left side, holding the lead shank in their right hand near the halter with the rest of the lead loosely coiled in the left hand. The excess lead should never be tightly coiled, rolled or folded.

d. Handler's arms should be bent at the elbows with the forearms held in a neutral position, with the elbows held close to the handler's side. Arms should never be held straight out with locked elbows.

e. When turning the horse to the right the handler shall remain in the same position as leading the horse, but shall turn and face the horse and have the horse move away from them.

f. When backing the handler should turn to face the rear of the horse with the right hand extended across the handler's chest and walk forwards beside the horse with the horse backing up.

g. Appearance of the horse:

i. Body score and fitness should be assessed. Coat should be well brushed and clean. Manes may be braided or banded, but should not contain any adornments. Tails should be neat, clean and free of tangles. Bridle paths, and long hairs on the head and legs should be trimmed;

ii. Hooves should be neat and properly trimmed. Horses may be shown shod or barefoot;

iii. Tack should fit properly and be neat and of good repair.

2. Performance

a. Handler should perform the work accurately, smoothly, precisely, and with a reasonable amount of speed. However accuracy should not be sacrificed for speed. Horse should obey willingly with minimal visible or audible cuing. Failure to follow the pattern, or severe disobedience shall not result in elimination but shall be penalized severely.

b. The horse shall be lead directly to and away from the judge in a straight or curved line and track freely at the prescribed gait, as described in the assigned test. The horse should travel straight with head in line with body.

c. The stop should be prompt and smooth with the horses body remaining in line with its head and neck.

d. The horse should back up readily, maintaining straightness through its body.

e. The horse should be set up quickly with feet squarely underneath the body (breed specific discipline may vary).

12.6 FAULTS

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of fault based upon the degree and/or frequency of the infraction. A minor fault will result in a ½ to 4 point deduction from the competitor's score. A major fault will result in a deduction of 4 ½ points or more from the score. An entry that incurs a severe fault avoids elimination, but should be placed below all other entries that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

1. Faults in overall Appearance of Handler and Horse include:

a. Poorly groomed, conditioned or trimmed horse.

b. Dirty, ragged, or poorly fitted halter or lead.

c. Poor or improper position of competitor.

d. Excessively stiff, artificial or unnatural movement around horse or when leading.

e. Continuous holding of the chain portion of the lead, or lead shank tightly coiled around hand or dragging the ground.

f. Changing hands or placing both hands on the lead except when preparing to show the horse's teeth.

2. Faults of the Performance include:

a. Drifting of horse while being led.

b. Horse stopping crooked or dropping a hip out when stopping, setting up, or standing.

c. Backing, leading, or turning sluggishly or crooked.

d. Horse not set up squarely or excessive time required to set up.

e. Failure to maintain a pivot foot during turns or stepping behind right front leg with left front leg when turning to the right.

f. Horse holding head and/or neck crooked when leading, stopping, or backing.

g. Failure to perform maneuvers at designated markers, but horse is on pattern.
3. **Severe Faults of the Overall Appearance of Handler and Horse:** (avoids disqualification but should be placed below others that do not incur a severe fault) include:
   a. Leading on the off or right side of the horse.
   b. Complete failure to move around horse by competitor and obstructing judge's view.
   c. Competitor touching the horse or kicking or pointing their feet at the horse's feet during set.
   d. Standing directly in front of the horse.
   e. Competitor wearing spurs or chaps.

4. **Severe Fault of the Performance:** (avoids disqualification but should be placed below others that do not incur a severe fault) includes:
   a. Omission or addition of maneuvers.
   b. Knocking over a cone.
   c. Working on the wrong side of the cones.
   d. Severe disobedience including rearing or pawing, horse kicking at other horse, competitors or judge, or horse continuously circling the competitor.

5. **Disqualification (shall not be placed) includes:**
   a. Loss of control of horse that endangers handler, other horses or handlers, or judge including the horse escaping from the handler.
   b. Failure of competitor to wear correct number in a visible manner.
   c. Willful abuse.
   d. Excessive schooling or training, or use of artificial aids.

7. **Suggested scoring breakdown**
   20: Excellent performance. Pattern completed accurately, smoothly, and precisely. High level of professionalism demonstrated. Horse is fit and well groomed. Handler is neat, clean and appropriately dressed.
   18-19: Generally excellent performance with one or two minor faults in the execution of the pattern or appearance. Handler is highly professional.
   16-17: Good pattern execution with one or two minor faults in performance or appearance. Handler is reasonably professional in presentation.
   14-15: Average pattern work – lacks quickness and precision or commits two or more minor faults in performance or appearance. Horse is not presented to its best.
   12-13: One major fault or several minor faults in the performance and or appearance that prevent effective presentation.
   10-11: Two major faults or many minor faults.
   6-9: Several major faults or one severe fault. Handler shows a complete lack of professionalism.

1-5: Handler commits one or more severe faults, but completes the class and avoids elimination.

### 12.7 THE QUARTER METHOD

**Suggested Guidelines of Movement.**
The following guidelines are meant to serve as an illustration of movement around the horse while showing in Showmanship at Halter and are for information purposes:

Imaginary lines bisect the horse into four equal parts as seen in Figure A. (Note: The quadrants will be numbered I, II, III, IV for ease of identification). One line runs across the horse, just behind the withers. The other imaginary line runs from head to tail. When the judge is in II the handler should be in I. As the judge moves past the shoulders into IV, the handler should move to II. When the judge moves to across the tail into III the handler moves back into I. As the judge moves up the horse to I, the handler returns once more to II. When the judge returns to the front of the horse the handler should step back into I.
13.1 GENERAL
The command class is neither a race nor is it a gymkhana event. It is a competition which exhibits the abilities of a well-trained, responsive performance horse.

13.2 ATTIRE
Riders must be neatly dressed in suitable attire.

13.3 CONDUCT
Entries are eliminated, one at a time at the discretion of the judge as commands are not executed correctly. At no time are horses to be judged individually or one at a time to decide the class. At no time are ring stewards allowed to partake in the judging or placings of the class. The command to stop from the lope or hand gallop can be given only once in each direction. Suggested commands are as follows: stop, jog, lope, reverse (at any gait), backup, 360° turn on the haunches, 180° turn on the forehand, side pass (left and right), counter canter, dismount, mount, reverse, flying change of leads (no more than 8 horses), reverse simple change of leads (no more than 8 horses), roll back, walk, etc.

Examples of elimination are as follows: failure to execute the command correctly, wrong leads, disunited, excessive speed, breaking gait, hanging up or turning sideways at the back up, circling for better position without being commanded to do so, moving when stopped, moving when mounting or dismounting, etc. At the judge’s discretion, entries may be eliminated for poor execution of the command, i.e., taking too long to execute transition from one gait to another, horse opening mouth excessively at the back up, etc.

14.1 SAFETY
1. All persons involved in the competition should keep safety foremost in their minds. Having the horse under control at all times not only is a safeguard for a driver and passengers, but for everyone present and involved.

2. In the case of an accident, the judge or management may require a safety inspection of the vehicle and/or harness involved before allowing either to be used in succeeding classes.

3. It is the responsibility of each driver to insure the harness and vehicle are in good repair and structurally sound.

4. Drivers should strive to maintain a safe distance from other vehicles both during the competition and in the warm up and parking areas.

5. All rules of the road should be observed unless uniformed officials direct otherwise.

6. Bridles should be adjusted to fit snugly to prevent catching on a vehicle or other pieces of harness and under no conditions shall a bridle be removed from a horse while it is still put to a vehicle. Failure to comply will incur elimination.

7. The horse must never be left unattended while put to a vehicle. Failure to comply will result in elimination.

8. All junior drivers must wear approved helmets. The AEF encourages the use of protective headgear for drivers of all ages.

14.2 STYLE OF DRIVING
1. Either the one or two hand method of driving is acceptable.

2. The driver should be seated comfortably on the box so as to be relaxed and effective. 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.

3. Drivers should not be penalized or rewarded for using one style over
In a reinmanship class, in order to evaluate a driver’s versatility, the judge may request an appropriate test involving driving with one hand.

14.3 USE OF WHIP
1. An appropriate driving whip shall be carried in hand at all times while driving.
2. Failure to carry a whip in hand in an Obstacle Driving Class incurs elimination.
3. The whip salute is used to acknowledge the judge at the start and finish of an individual test.

14.4 OUTSIDE ASSISTANCE
1. Only the driver may handle the reins, whip, or brake during a competition. Failure to comply will incur elimination.
2. Drivers 14 years of age and under must be accompanied in the vehicle at all times by an adult capable of rendering assistance if needed.
3. No change of driver is permitted.
4. Drivers receiving outside assistance after the judging has begun will be eliminated at the judge's discretion unless that assistance has been specifically allowed.

14.5 DRESS
1. Drivers should be dressed conservatively according to the style of the present day. Period costumes or gaudy trappings are discouraged.
2. Dress for the driver should conform to the type of turnout (i.e. Formal, Park, Country, Sporting).
3. Gentlemen must wear a coat or jacket while appearing in any class unless excused from doing so by the judge and/or show management. When accepting awards, gentlemen are requested to remove their hats.
4. Ladies must wear a conservative dress, tailored suit, or slacks. Floppy hats are discouraged.
5. Unless otherwise specified, the driver has the option of wearing a hat, an apron or knee rug.
6. Drivers must wear gloves.

14.6 THE HORSE
1. A horse may be of any breed or type, colour or size as long as it is capable of performing the gaits required.
2. Braiding of the mane is optional.
3. If shod, it should be suitable for pleasure driving.

14.7 BITS
Snaffle and other types of traditional driving bits are allowed. Burr, gag and twisted wire bits of any type are not permitted.

14.8 GAITS
1. **Walk**: A free, regular and unconstrained walk of moderate extension is required. The horses should walk energetically, but calmly, with even and determined pace.
2. **Slow Trot**: The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in the dressage collected trot. However the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.
3. **Working Trot**: This is the pace between the strong and the slow trot and more round than the strong trot. The horses go forward freely and straight, engaging the hind legs with good hock action; on a taut, but light, rein; the position being balanced and unconstrained. The steps should be even. The hind feet touch the ground in the foot prints of the fore feet.
4. **Strong Trot - “Trot On”**: This is a clear, but not excessive increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. Excessive speed will be penalized.
5. **Halt**: Horses and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.
6. **Rein Back**: A backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line.
   a. The horse must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line.
b. The horse must move forward willingly to former position using the same quiet aids.

14.9 **CLASSES**

1. **Turnout Class**
   A pleasure driving class where entries are judged primarily on the performance and quality of each turnout.
   a. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot, to stand quietly and to rein back.
   b. Entries may be chosen for a workout and are to be worked both ways of the arena at any gait requested by the judge, and may be asked to execute a figure of eight and/or perform other appropriate tests.
   c. Judged:
      i. 40% on performance, manners and way of going;
      ii. 30% on the condition, fit and appropriateness of harness/vehicle;
      iii. 15% on neatness and appropriateness of attire;
      iv. 15% on overall impression.

2. **Working Class**
   A pleasure driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive.
   a. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot, to stand quietly, both on the rail and while lined up, and to rein back.
   b. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure of eight.
   c. Judged:
      i. 70% on performance, manners and way of going of horse;
      ii. 20% on the condition and fit of harness and vehicle;
      iii. 10% on neatness of attire.

3. **Reinmanship**
   A driving class in which entries are judged primarily on the skill and ability of the driver.
   a. To be shown at walk, slow trot, working trot, and strong trot. Rein back will be required.
   b. Entries may be chosen for a workout and are to be worked both ways of the arena at any gait requested by the judge, and may be asked to execute a figure of eight and/or perform other appropriate tests.
   c. Either the one-handed or two-handed method of driving is acceptable, entries should not be rewarded or penalized for using one method over the other.
   d. Judges may request drivers to drive with one hand, as a test of driver versatility.

e. Judged:
   i. 75% on driver’s overall appearance, control and handling of whip and reins;
   ii. 25% on condition of vehicle, harness and neatness of attire.
Alberta Equestrian Federation (AEF) Membership: Individual or Family

Through Capri Insurance, Individual/Family membership includes the following insurance coverage:

- **$5,000,000** Personal Liability insurance related to the ownership and personal use of horses. Liability insurance for the non-commercial transport of non-owned horse(s) (limits apply); Personal liability includes non-commercial care, custody and control of up to a maximum of 3 non-owned horses (limits apply). Coverage will not respond to commercial use of the horse or commercial transportation of non-owned horses.
- **$30,000** Accidental, Death & Dismemberment (AD&D) for permanent injuries arising from equine-related activities.

Individual members also receive highly discounted rates on optional insurance offered by Capri Insurance through your membership. (Weekly Accident Indemnity Insurance, Members Named Perils, additional Accidental, Death & Dismemberment which includes limited benefits for Fracture and Dental arising from equine related activities, Out of Country/Province Travel, Members Tack Coverage (Personal Auto/Home, Disability Horse Mortality, and Business and Professional Insurance – including Coaching and Official’s Insurance is also available directly through Capri Insurance).

- Members receive “Alberta Bits” the AEF quarterly full colour magazine.
- Members Priority Program - AEF members receive discounts at a number of AEF business partners. Please visit the website for a full list of participating business partners.
- An AEF Member may apply to receive funding from the AEF Scholarship Program to assist with equine related educational pursuits (please see AEF website for full details).
- AEF membership is required for certification as a Provincial Official, to participate in the Ride and Drive or Live Outside the Box rewards programs as well as the Capri “Win Your Entry” draw held at AEF-sanctioned Wild Rose shows.
- AEF members have access to the new online classifieds as well as the Member Forums.